

HELIX

Denizens of the City-States

Belch cannon (a.k.a. The Burper)

Grown in a vat in Umbrea laboratories this living sleeve looks like an arm-sized leech with a mouth at either end. One end has rows of small sharp teeth the other has a sphincter opening. The user inserts their arm into the toothy end allowing the creature to sink its teeth into the fleshy part of the forearm. The saliva it secretes has an anaesthetizing effect so no pain is felt from the bite. Once the thing is attached the user has the use of the creatures defensive ability. It builds up pressure until the sphincter end opens with a loud burping sound releasing a paralytic gas that is absorbed by breathing or through skin contact. Use of a hazard suit and gas mask recommended.

Physical-3
Hit points-9

Gas is a class D3 poison
Parasites bite causes 1 hit point of damage to the host (user) per round

Black Suit

Another great scientific advancement brought to us by Umbrea. The Black Suit is a living full body suit that feeds on body secretions and provides its user with a boost to their physical prowess and an armor that while low never gets depleted and fits like a second skin. There are however disturbing reports of black suits devouring their host organism and walking about empty.

Armor Rating: 10
+1 to the physical quality of the user.
(Note: does not affect hit points.)

Armor heals at the rate of 1d6 every hour, if injured, by draining this amount from the host (user). This could result in the death of the host.

Blade Vents



Umbrea uses a variety of different security measures to insure nothing unsavory comes in (or out) of the City-States. Added after initial building, these vents are supposed to attract the things that like to hide in dark places and kill them. Going in sets off a meat grinder style mechanism that pulls in and hacks away at the invader (2D6 per round). Countless, panicked or novice, Resistance members have fallen victim to these.

City-State Police

The State police enforce rules and regulations, such as speed limits and other misdemeanors. They investigate, arrest and sentence minor criminals so the bureaucracy isn't burdened by a handful of juvenile delinquents.

Physical: 6
Brawl-3
Gun (Hand)-3

Mental: 5
Observation-2
Occupational (law)-3

Social: 8
Interrogation-3
Trailing-2
Negotiate-3

Basic Move: 11.5 ft
Throwing Distance: 15 ft
Hit Points: 18

Armor: Kevlar vest (14)
Weapons: Nightstick(club),pistol
Possessions: badge, flashlight, nerves of steel

Dumpster Divers



Called Dumpster Divers because that's what they mostly kill, these creatures appear to be approximately 1 square foot piles of garbage. However they live off a liquid diet of blood that is absorbed by their outer layers and drawn in. The bits that look like glass or rusty nails dig in deep, usually where an artery is, causing blood to gush forth and soak them. Though Umbrea Corp has managed to keep their numbers small, they can't seem to eradicate them.

Physical: 7
Brawl- 3
Dodge- 2

Mental: 2
Listen- 2

Social: 3
Disguise (Trash)- 5

Attacks- They jump upto six feet vertically and slash with their sharp bits (1D6).

Armor- 0
Hit Points- 21
Base Move- 13 Feet

Elec-tick

The Elec-tick is a fist sized bio-engineered insect that feeds on the electricity of the human mind. It is content to respond to a bio-ware remote as long as it gets to feed. It gives the remote handler the ability to track its host, and to temporarily interrupt the flow of electric impulses down the spine effectively paralyzing its host.

Physical-1
Hit points-3

Resistance difficulty -3 (Physical) every round to avoid paralyzation.

Cupid's Stingers

Rumored to be created by a jilted Umbrea Laboratories scientist, Cupid's Stingers are genetically engineered insects that look like tiny blood red arrowheads with black, heart shaped wings. They only seem to attack those who have been sprayed with 3 ml. of the Cupid Pheromone, another engineered piece of this puzzle. They appear in swarms numbering approximately 100 for that dose. Shooting bullets into them is somewhat pointless, but clubs or books are of great use. They appear 2-4 hours after dose has made contact with human skin (oils secreted by the body finish the combination of chemicals needed to attract them).

Physical: 5
Brawl- 3
Dodge- 2

Mental: 0
They only live to seek out the pheromone and destroy that which carries it

Social: 0
See Mental note

Attacks- They fly into the target repeated with their razor sharp pointy noses (3d6/turn for entire swarm).

Armor- 0
Hit Points- 20 (to kill entire swarm)
Base Move- 20 Feet

Giant Cockroach

To think some people have been trying to domesticate these things as pets! These vile creatures crawl in the dark and usually abandoned spaces of the City-States. They've become more valiant with size (which is comparable to that of a basset hound), and fight until one rules a territory. They only socialize to mate.

Physical: 10
Brawl- 5
Climbing- 5
Dodge- 2

Mental: 3
Observation- 3
Listen- 2

Social: 0
(No Skills)

Attacks- They pummel each other and people who cross their path with their legs (1d6)

Armor- 20
Hit Points- 30
Base Move- 40 Feet

Giant Rat

Thankfully, no one has become stupid enough to turn these disease-ridden creatures into pets. While these cat sized rats are mainly found in packs numbering from ten to twenty in the sewers leading out of the City-States, on occasion smaller groups (five to ten) make their way up into the populated areas. Rat packs have been known to fight over shiny loot or food. They'll attack anything that looks like a shiny thing or food, even if it is larger than them.

Physical: 11
Brawl- 5
Climbing- 4
Dodge- 3

Mental: 4
Observation-3
Listen-2

Social: 2
(No Skills)

Attacks: They bite (1d6) or claw (1d6-1) at their opponents.

Armor- 0
Hit Points- 33
Base Move- 35 Feet

Ooze

Umbrea Corporation's Science Laboratories are some of the most advanced chemicals known to man. Sometimes they accidentally mix. Four times out of five, something normal happens (toxic cloud of fumes, floors disintegrated or warped,

etc.). But that last one out of five times creates sentient Ooze. They quickly go for the nearest vent and try to live free in the hidey place in the City-State. There is really no killing it. You break it up into smaller parts and while it reassembles you get out of there.

Physical: 5

Dodge- 2
Range Weapon (Spit)- 3

Mental: 5

Listening-3
Observation-2

Social: 2

Distraction-2

Attacks: They spit a variety of things depending on their chemical composure. An Acid Ooze would spit Acid (1d6+2). A Chemical Ooze would spit a Class A1, B1, C1, or D1 poison. More than these Oozes exist, but these are the most common. All spits have a 10 foot range.

Armor-0
Hit Points- 15 (to disperse)
Move- 10 Feet

Pipe Worm



These worms are considered the newest evolution of the earthworm, just two feet long and as thick as a pepperoni. They live in the pipes that run through our city, immune to the liquids and tolerant of any temperature. They come out of faucets, drains, or grates. Not the most vicious thing, but rather a nuisance. But on occasion (45% chance), they might be part of a pack (3D6 per pack).

Physical: 9

Brawl- 5
Dodge- 3
Special Attack (Worm Ram)- 1

Mental: 4

Observation-3
Listen-2

Social: 2

(No Skills)

Attacks: They only have one attack & that's ram (1D6 base and follows Special Attack Rules).

Armor- Thick Skin 5
Hit Points- 20
Base Move- 6.5 Feet

Possessed Appliance

His whole Tier was just evacuated. Poor guy, hope that refrigerator doesn't make a mess of things. What? You don't know about the quirk of our power supply? On occasion appliances, anything plugged in, can just come "alive." Depending on the size and machine it could be every thing from a minor nuisance to a huge problem. After being unplugged, it will rampage around for 1D6 hours. Whatever it houses/makes (coffee, frozen steaks, etc) will be shot out as weapons as it totters about after people. You got two choices then, run away to call the Umbrea Appliance Hotline or smash it to bits. He called, but when it came to my waffle maker two years ago, heh. That met my frying pan and that was that.

Spirk

Eldritch batteries cause anomalies, occasionally. The looks like a large spider, the size of a cat, made completely of electricity. Umbrea Maintenance Crews do their best to get them while they are in the "egg stage," a slowly growing ball of energy on the massive power lines that run through out the city. But they always don't catch them in time, so Spirks run the less traveled parts of the city. Unfortunately, beating these isn't an option. You need a Code Mystic or Code Slinger to handle these guys. Though a large pad of rubber to throw on them, so you can get away, temporarily disperses them.

Physical: 7

Dodge-4
Ranged Weapon (Shock)-3

Mental: 0

(No Skills)

Social: 0

(No Skills)

Attacks: Touching one of these causes 2d6 worth of damage. Additionally, it shoots a lightning style ranged shock (1d6+2).

Armor- 0
Hit Points- 21
Base Move- 12 Feet

Spore Mine

A fungus the size and shape of an adult's human head. It is grown in two varieties currently (although it is rumored that more are under development) explosive and tracer when someone walks by the mine it releases its spores with a violent popping sound that is clearly audible to anyone in the vicinity. If a spore mine is destroyed it will immediately evacuate all its spores, roll 2d12 to determine the amount of spores released.

Physical-3
Hit points-9

The spores are released in a cloud approximately ten feet around the spore. Roll 1d12 to determine the number of spores that land on the target.

Explosive-Each one does one point of damage
Tracer- paints the target with a ultra-violet paint visible only under black light.

Thought Webs

They seem like spider webs strewn here and there, abandoned by their spidery creators, but Thought Webs are more than they appear to be. They entangle their prey for 1D6 rounds sucking the memories and thoughts. If tangled for 3 or less rounds, the target loses the past 1-3 years worth of memory (Flaw: Partial Amnesia). If caught for 4 or more they suffer full amnesia, losing all personal memories, but not how to function (Flaw: Full Amnesia). The Webs take the information from the target as food and also as a means to find more targets in the future.

Umbrea Agent

They're watching you, Mr. Anderson... Don't let them get you. While on occasion seen in the Waste, they are more often spotted within the City-States. These are like the FBI or CIA of the Umbrea City-States. But if you are found, odds are there will be no trial.

Physical: 10

Dodge- 3
Acute Sense- 3
Gun (Hand)-3

Mental: 9

First Aid- 3
Drive-3
Navigation-3

Social: 10

Toture-2
Interrogation-3
Trailing-2
Smooth operator-3

Basic Move: 17.5 ft
Throwing Distance: 25 ft
Hit Points: 30

Armor: biologically enhanced armored skin (20)
Weapons: laser pistol, knife
Possessions: ear comm. Link,

Umbrea Soldier (aka Goon)

These are the general soldiers of Umbrea's army. If you are by the wall or trip a sewer alarm they come. When a major "terrorist" take down happens, they'll be there. But a majority of their numbers are truly housed patrolling the Waste.

Physical: 8

Dodge- 2
Acute Sense- 1
Rifle-3
Pistol-2

Mental: 9

First Aid- 3
Drive-3
Navigation-3

Social: 6

Hand speak- 3
Interrogation-3

Basic Move: 14.5 ft
Throwing Distance: 20 ft
Hit Points: 24

Armor: reinforced jacket and pants, Kevlar vest
Weapons: laser rifle, laser pistol and 1d6 grenades.
Possessions: nothing personal is carried into the waste.