



"BIOSEED" IMPLANT.

Description:

The "Bioseed" Implant, is a genetically modified lifeform of alien origin, where it came from, or who developed them is unknown, but what is known is that should any warm blooded life-form pass within 5 feet of one then the seed becomes active and attempts to ensnare the target by firing out fleshy strands, that grasp and draw in to the Bio seed, which normally appears to be a chrysalis of about 2 feet length, by 1 foot width with a fleshy carapace like covering and pulsing blue-green veins. **(GM's Note:** Makes a Grapple check as if it had Str 24, and a +10 base attack, if it succeeds, it then attempts to pin the target, if the target cannot break free in the three rounds following that the seed implants itself through the victim).

The victim so caught is then forced to endure inscrutable pain as the Bioseed absorbs into the hosts body, forever altering their genetic makeup. In it's passive state the Bioseed in the victim appears as a glowing gemston surrounded by slightly grey-green discolouration, with many pulsing veins spreading outwards beneath the skin in the centre of the hosts chest.

In it's active form it covers the wearer from head to toe in a hard shell-like carapace of the same green-grey colour that is formed as strands from their chest explode outwards and surround the wearer hardening into the carapace.

Bioseed Benefits

When a Bioseed first implants itself into a host creature, the creature suffers a permanent 2 point reduction in their CON scores, this reflects the portion of the hosts energies the implant needs to feed and sustain itself. Should the implant ever be removed, the points return at a rate of 1 point per day of rest. The wearer also suffers 2 negative levels loss, which can never be regained by means such as Restoration and so forth so long as the implant remains. This reflects the loss of humanity and addition of alien DNA to the host.

The "carapace" covering can be called forth by mental command as a free action, and provides a +10 Natural armour bonus to the hosts Ac (Note: CANNOT be worn with other armor). It does not affect the wearers maximum dexterity or movement, nor is there any check penalty, as the Carapace although tough is quite flexible for movements purposes. It also provides resistance to Fire, cold, electricity, & Acid 5. The implant does impose a 20% spell fail however.

The Bio-suit is also environmentally sealed and the whole thing recycles the hosts air providing limitless air supply. The bioseed also works to protect the host creature, regenerating damage done to it as if the host had Regeneration 2. further the implant raises





the hosts strength by 4, their initiative by +2, and movement rate by 10 ft by increasing their metabolism.. this also means they must eat quite regularly to maintain their energy levels, failure to eat once every 8 hours causes the Implant to draw on more of their hosts energies to sustain itself, effectively causing 1 point of temporary Con loss further, this continues with another point being lost for every 4 hours that pass without feeding, should the hosts CON ever reach zero, they and the Bioseed both die.

The host also gains Low-light and Darkvision if they did not have them before. An additional effect of the Bio-seed is the ability to cause spurs of the bone-like carapace to extend from the forearms into scything blade-like spurs, these being able to do 1d12 Damage (x3 Critical) each. In addition to this the gem-like stone in the hosts chest can also call forth energy into itself 1/Day, which can be expelled outwards in a ball of fiery plasma that does 9d6 damage to everything in 30 feet, Reflex save (DC15) for half, doing this is physically draining for the Host who loses 1d6 Temporary CON points, these return at a rate of 1 per hour.

The bioseeds were, undoubtedly created by some Alien races as a means of creating super warriors to fight in some long since forgotten war. The host also has a hidden directive, should they ever encounter a member of the Mollok race the host must make a Will save DC35 to resist having to attack to kill it/them attacking all out, unable to stop until they are dead.

Weight: 10lb

Cost: N/A

