

Section 4—Aliens

Hukommelse

“Hukommelse is a real big mouthful, so everyone calls them H-Bots, right? Of course the normal sized ones ‘appear’ human through the use of that built in hologram projector, but they still don’t look right. Just look them in the eye if you don’t believe me. But the creepiest thing has got to be when they go from being a girl to a boy... in mid-sentence...”—Chang-Yi, R.L.F. Technician aboard the UES Motown.

The Hukommelse saved Tubi Mariner and Sergeant Raynes who were thought lost to a deadly plague. In reality, the Hukommelse not only saved Captain Mariner but they brought a warning about the threat of the Xenomorphs.

These sentient machines provided technology beyond anything humanity had ever seen or dreamed possible. The aging Sting fighter, saved from the scrap heap was given a new life as Earth’s first transformable Armor Slave. With advanced control systems (that are a secret even Earth’s leading scientists aren’t entirely privy to), Bulldogs became agile machines of war instead of the ponderous behemoths of old.

The largest H-Bot stands in at 15 meters tall, about the same size as a Bulldog Armor Slave. They are heavily armed and armored. Smaller H-Bots are the most common types seen by humans. Standing exactly 1.75 meters tall, they appear to be humans made of ceramic and plastics.

A well-known derogatory term for H-Bots is Dumpster or Trashcan.

Being Hukommelse

H-Bots are rather alien creatures compared to human. Where a human identifies with those from his country of origin or his religious affiliation, H-Bots do not have this limitation. They each exist as a separate entity, yet they are part of the same collection of beings. H-Bots are far from mindless drones, doing the bidding of some “hive mind “. Instead, they are brilliant individuals, who share their brilliance among the rest of their race.

H-Bots each have individual “names “, which are 4096 character alpha-numeric designators. When dealing with humans, these designators are rather unwieldy and the H-Bots came up with a way of giving themselves a human-friendly designator. H-Bots are

never prepared for the moment when someone asks for “its” name. In an act of pure spontaneity, the H-Bot makes up a name on the spot, using whatever it sees nearby. This has created some very odd names for H-Bots over the years (Spoon Damage, Barracks Full, Decent Bunker, Bald Uniform, etc). This provides a good role-playing opportunity for anyone playing an H-Bot to create a strange yet memorable name.

Some H-Bots have noted the laughter that humans make when they hear their names and either change them to something less silly or remind the humans about their 4096 character designator.

Option: Player Character H-bots

The Referee may allow a PC to play an H-Bot if he or she wishes. Playing the race has a base Op cost which must be paid for and they may not use any of the normal “human” packages, instead they use the ones listed below.

Human-sized Hukommelse

Human sized H-Bots gain the following racial benefits:

Cost

20 Op

Statistics

H-Bots gain a +1 bonus to Logic and Strength, due to their mechanical nature. But start out with 2 SP less than normal characters of their type.

Free Talents

Speed Reader

Restricted Talents

H-Bots cannot choose Cyber Affinity, Tough as Nails or Will to Live.

Required Complication

Inquisitive to a Fault (Fr/18/-3): All H-Bots, deep down inside want to know the answer to one thing...why. Why do humans fall in love, why do they grow old, why does falling toast always land butter side down. The desire to know why occupies their thoughts nearly all of the time. This desire leads to experimentation and observation, not continually asking why over and over. H-Bots have learned that sometimes you just have to sit back and observe to learn the truth about something. Hence H-Bots sometimes appear cold, distant or uninterested in things around them, in truth, they are highly interested but their interest is limited in knowing not interfering.

“You are wondering how anything...or anyone can possibly understand a creature as alien as

those you know as Xenomorphs? Actually we wonder the same thing...”—Decent Bunker, Neutral Foundation, Science Chassis H-Bot

Alternate Everyman Skills

All H-Bots gain the following Everyman Skills instead of the normal ones.

Any one Knowledge Skill 2
 Concentration^{CON/WILL} 2
 Education^{Special-H} 4
 Expert: Hukommelse^{LOG-H} 4
 Language: Binary^{LOG-H} 6
 Operate/<Pick One>^{TECH} 2
 Perception^{INT} 2

Body Transfer

H-Bots have the ability to download their personality into different chassis (which can take 6 or more hours). The various chassis alter the H-Bot’s Statistics in certain ways. The human slang for this is known as Dumping, earning the H-Bots the nickname Dumpster or Trashcan.

Intrinsic Skills

H-Bots possess a knack for knowing a little bit of everything and even if they do not know something, it will not take them long to download it. An H-Bot that is capable of connecting to the Hukommelse Racial Network has a pool of 12 skill points. These points may be assigned to any skills the he or she does not possess and may be moved to new skills at the rate of 1 point per Standard Day. The subject does not gain free XP (for rolling snake-eyes or box-cars) when using these skills and they may not be combined with any skills that the subject already has.

The Hukommelse Racial Network can be jammed with a successful Heroic (DV 21) Operate/Electronic Warfare Task Roll. The network is jammed for 1 minute per point of success. A Cinematic Success indicates that the jamming lasts 1 hour per margin of success.

Holodisguise

Each human sized H-Bot possesses a holographic generator that creates the appearance of human flesh and clothing over the H-Bot’s mechanical body. The projected form can be altered in a moment’s notice, giving the ability to display emotions, swap clothing or even change genders with a thought. H-Bots tend to stick with a single gender, but there are some individuals who change their appearance more often than a person changes clothes. The disguise is easily recognizable once you get close enough and every H-Bot has a unique serial number inscribed around the iris of its eyes.

Inorganic Life-Form

H-Bots are non-living and therefore have SDP instead of Hits/Stun. H-Bots have a number of SDP equal to their Body x 5. H-Bots may use their Stun Defense as Killing Defense. In hand-to-hand combat they inflict Stun damage normally. They heal naturally at their listed Recovery rate due to nano-repair systems. They are also immune to the effects of poison, disease, asphyxiation and vacuum effects. Their bodies are resistant to radiation damage, ignoring the first 5DC of effects.

While H-Bots do not need to sleep like humans, they do need to perform a system shutdown every day to purge unused memory and upload information into the Hukommelse Racial Network. This is approximately 6 hours of time.

Psionically Dead

All H-Bots may never have a Psi Statistic above 0. Even with their robotic heritage, H-bots aren’t immune to psionic powers, they are just harder to affect (psionic skills suffer a -5 penalty).

Foundation

H-Bots come “off the assembly-line” preprogrammed with a basic personality and a default view on life. All H-Bots only have a single foundation and it is already included in the Op cost for the race.

Aggressive Foundation

This slants the H-Bot towards a military career, limiting his scientific and diplomatic options.

Inherent Talent: Battle Hardened, Novice

Neutral Foundation

This foundation does not impose any restrictions on the H-Bot other than limiting some of his programming choices.

Inherent Talent: Choose any 5 Op Talent

Harmonious Foundation

This foundation lays a psychological pattern onto the H-Bot making it a great conversationalist.

Inherent Talent: Natural Talent, Basic: Conversation

Programming Packages

These are simple skill and talent packages specifically for H-Bots. The normal limit of 6 in any skill does not apply to starting Player Character H-Bots; instead they have a maximum starting skill limit of 8. This makes H-Bots PC’s more skilled in certain areas than their human companions. H-bots also learn differently than humans, therefore their packages are not reduced in cost by 33% like human skill packages.

You may choose skills outside of these packages as usual but the skill limit becomes 6 instead.

Available to Any Foundation

Basic Combat Techniques

- Evasion: Melee ^{REF} 2
- Evasion: Ranged ^{REF-H} 2
- Hand-to-Hand ^{COOR/REF/STR} 2

Heavy Assault Chassis Specialist

- Archaic Weapons: Blades ^{COOR/REF/STR} 4
- Armor Slave ^{AFF} 6
- Gunnery/Automatic ^{COOR} 4
- Operate/Communications ^{LOG/TECH-H} 4
- Operate/Electronic Warfare ^{LOG/TECH-H} 4
- Operate/Sensors ^{LOG/TECH-H} 4
- Natural Talent: Gunnery

Human Interaction Algorithms

- Culture: Humanity ^{INT/PRE} 2
- Language: English ^{LOG-H} 4
- Language: Chinese or Russian ^{LOG-H} 4

Instructor Programming (requires at least one Specialization Programming Package)

- Training: <pick three> ^{LOG/PRE-H} 6
- Xenomorph Specialist
- Expert: Xenomorph Physiology ^{LOG-H} 4
- Expert: Xenomorph Tactics ^{LOG-H} 4
- Acute Sense: Xenomorphs (grants the talents bonus to Perception Task Rolls when dealing with Xenomorphs and their unwilling allies).

Aggressive Foundation Only Options

These options require the Aggressive Foundation.

Combat Pilot

- Gunnery/<Pick Two> ^{COOR} 4
- Navigation ^{INT/LOG} 4
- Ordnance/Air-to-Air ^{TECH} 4
- Ordnance/Air-to-Ground ^{TECH} 4
- Pilot: <any two> ^{VARIABLES} 4
- Tactics/Airborne ^{INT/LOG} 4

Command Programming

- Leadership: <any two> ^{LOG/PRE} 4
- Tactics/<any two> ^{INT/LOG} 4
- Gifted Leader, Lesser

Guerilla Warfare Specialization

- Demolitions ^{LOG/TECH-H} 4
- Concealment ^{INT/TECH-H} 4
- Leadership: <any two> ^{LOG/PRE} 4
- Operate/Communications ^{LOG/TECH-H} 4
- Stealth ^{COOR} 4
- Tactics/<any two> ^{INT/LOG} 4

Heavy Weapons Specialization

- Heavy Weapons/<Pick One> ^{COOR} 4

- Heavy Weapons/<Pick One Other> ^{COOR} 6
- Natural Talent: Heavy Weapons

Ordnance Specialization

- Ordnance/Man Portable ^{TECH} 4
- Artillery ^{LOG} 4
- Add +2 to one of the above chosen skills.
- Missile Marksman

Xenomorph Hunter (Requires Xenomorph Specialist)

- Shadow & Track ^{COOR/INT} 4
- Combat Sense

Aggressive or Neutral Foundation Options

These options require the Aggressive or Neutral Foundations.

Archaic Weapons Specialization

- Archaic Weapons: Bludgeon or Blades ^{COOR/REF/STR} 2
- Evasion: Melee ^{REF} 2
- Add +2 to one of the above chosen skills.
- Fencer, Basic

Hand-to-Hand Specialization

- Evasion: Melee ^{REF} 2
- Hand-to-Hand ^{COOR/REF/STR} 2
- Add +2 to one of the above chosen skills.
- Natural Talent: Hand-to-Hand

Long Arms Specialization

- Long Arms/<Pick Two> ^{COOR} 4
- Add +2 to one of the above chosen skills.
- Natural Talent: Long Arms

Small Arms Specialization

- Small Arms/<Pick One> ^{COOR} 4
- Small Arms/<Pick One Other> ^{COOR} 6
- Natural Talent: Small Arms

Harmonious Only Options

These options require the Harmonious Foundation.

Ambassador Specialization (Requires Basic Diplomacy)

- Administration ^{LOG/PRE} 4
- Conversation ^{INT/PRE} 2
- Persuasion: Diplomacy ^{PRE} 6
- Natural Talent: Culture

First Contact Specialization (Requires Basic Diplomacy)

- Culture: Humanity ^{INT/PRE} 2
- Persuasion: Propaganda ^{PRE} 6
- Natural Talent: Culture

Medical Programming

- Research: Medical ^{INT/LOG} 4
- Physician: <Pick Two> ^{INT/LOG-H} 4

Harmonious or Neutral Foundation Options

These options require the Harmonious or Neutral Foundation.

Basic Diplomacy Programming

- Conversation ^{INT/PRE} 4
- Culture: Humanity ^{INT/PRE} 2
- Perception ^{INT} 2
- Persuasion: Fast Talk ^{PRE} 4

Engineer Programming

- Beam Engineering: Laser ^{LOG/TECH-H} 4
- Faster-Than-Light Engineering/Hyperspace ^{LOG/TECH-H} 4
- Operate/Sensors ^{LOG/TECH-H} 4
- Operate/Computers ^{LOG/TECH-H} 4
- Power Engineering: Fusion ^{LOG/TECH-H} 4
- Structural Engineering: <Pick Two> ^{LOG/TECH} 4
- Systems Engineering /<Pick Two> ^{LOG/TECH-H} 4
- Vehicle Engineering: <Pick One> ^{LOG/TECH} 4

Science Programming

- Research: <Pick Two> ^{INT/LOG} 4
- Science: <pick four> ^{INT/LOG-H} 4

Neutral Foundation Only Options

These options require the Neutral Foundation.

Data Analysis

- Espionage ^{INT/LOG-H} 4
- Operate/Communications ^{LOG/TECH-H} 4
- Operate/Computers ^{LOG/TECH-H} 4
- Operate/Sensors ^{LOG/TECH-H} 4
- Perception ^{INT} 4
- Research: Computers ^{INT/LOG} 4
- Surveillance ^{LOG/TECH} 4

Exploration Specialization

- Astrogation: Hyperspace ^{INT/LOG} 4
- Athletics: <Pick Two> ^{VARIES} 4
- Trading ^{LOG/PRE} 4
- Natural Talent: Athletics

Infiltrator Programming

- Concealment ^{INT/TECH-H} 4
- Conversation ^{INT/PRE} 4
- Persuasion: Maintain Cover ^{PRE} 4
- Security Systems ^{LOG/TECH} 4
- Stealth ^{COOR} 4

System Programming

- Operate/Computers ^{LOG/TECH-H} 4
- System Engineering/Computers ^{LOG/TECH-H} 4
- Security Systems ^{LOG/TECH} 4
- Hacker

Xenobiology Programming

- Physician: General Medicine ^{LOG/TECH-H} 4
- Physician: Emergency Medicine ^{LOG/TECH-H} 4
- Physician: Surgeon ^{LOG/TECH-H} 4
- Science: Biology ^{INT/LOG-H} 6

Body Transfer (Dumping)

Body Transfers require specialized tools and preparation time (4 hours). The new body must be fully repaired and any lingering electrical charge must be removed. Increase the Difficulty increases by 3 if the body isn't repaired or purged beforehand.

An H-Bot scientist performs the transfer in a highly secret operation, which alone takes up to 2 hours. The scientist must make an Incredible (DV 18) Systems Engineering/Computer Task Roll. A Critical Failure indicates that the H-Bot's imprint onto the new body cannot be maintained and requires an immediate relocation to his old body (and another operation).

A Cinematic Failure means something very wrong happened and the subject has undergone a personality shift. The Referee should add some mental or personality based Complications. Memory loss does happen too and if very pervasive yet limited. Instances of memory loss (where the H-Bot loses all memories of a specific person and place, but retains everything else) is possible. Physical complications have been known to happen also (nervous twitches, paralysis of limbs, etc.). Use this as an opportunity to alter the H-Bot to give them a more interesting personality and history.

Human-sized Chassis Options**Diplomatic Chassis**

This unit is human sized and designed for contact with other beings. Diplomatic Corp Hukommelse are witty, patient and well spoken.

Inherent Talents: Charismatic, Natural Talent: Persuasion

Inherent Complication: Politically Correct (Co/21/-1): Diplomatic Corp H-Bots speak in politically correct terms to avoid offending anyone.

Science Chassis

Members of the Science Division are deeply philosophical and introverted. They avoid social contact with others while they delve deeply into their research.

Inherent Talent: Eidetic Memory, Multitasking

Inherent Complication: Not Now! (Co/15/-2): Science Division H-Bots tend to have a lot of different projects in the pipeline and dislike being interrupted.

Security Chassis

These H-Bots are designed to protect others of their race. They appear to be human sized versions of the Heavy Assault Chassis and even carry the same type of rifle.

Inherent Talents: Martial Artist, Master; Situational

Awareness

Inherent Complication: Protect and Serve (Co/15/-4): Security Team H-Bots look at everything as if it could be dangerous, even mundane items. On top of all this they go out of their way to protect those around them, even if they are not H-Bots. They are willing to die so that others may live.

Tactical Assault Chassis

They are the offensive part of the H-Bot military.

Inherent Talent: Athletic, Graceful, Night Vision

Inherent Complication: Mission Parameters Required (Co/15/-3): Tactical Assault H-Bots live their life in a rigid manner, similar to a mission plan. They suffer a -3 penalty to Initiative if they do not have a detailed plan.

Training Chassis

H-Bots with this chassis teach others.

Inherent Talent: Shtick: Teach Anything (suffers only half the normal penalty when defaulting from the Training Skill), Basic Lightning Calculator

Heavy Assault Chassis

This giant robotic body is the size of a Bulldog. A heavy gunpod is carried, providing lethal firepower at a moment's notice. This form gives no bonus to Statistics; the H-Bot's Logic does in fact drop by 1 when it is transferred into this chassis due to its significantly larger computational overhead.

The unit is designed as a mecha, with all of the memories and skills of the H-Bot. When in this form, the H-Bot can use Long Arms instead of Gunnery. They require the appropriate Operate skill for Sensors and Communications if they wish to use those systems.

