

# Slade Stevens' ...Overworld

Role Playing the Phreaks of nature

The Metagenics



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*Slade Stevens' ...Overworld* is a campaign world set in the dystopian future. The earth has become depleted of resources, and governments have been replaced by UNICorp and its subsidiary CorpStates. Before the Fall, several factions tried to subvert UNICorp's influence. All failed, but the revolution never died. Rebels and raiders from the Overworld continue to attack UNICorp's resources and steal supplies, but more from necessity than idealism. Beneath the surface of the earth, dwelling in massive complexes, a separate culture grew from the remnants of humanity. The Subearthers, left alone and forgotten by the Overworlders and CorpStates, developed a nearly utopian society. A fourth culture emerged after the Fall, as well. No longer human, they have become shunned by the other cultures. They are the shadows of progress, the reminders of UNICorp's power, walking between humanity but never beside it...

## *The Metagenics*

This expansion pack is designed to supplement the *Slade Stevens' ...Overworld* campaign setting for the *Active Exploits* role playing system from **Politically Incorrect Games**. It is best enjoyed using the Pulp and Epic Reality rules. (Spider Dreams, the Spider Dreams logo, *Slade Stevens' ...Overworld*, *Slade Stevens' ...Overworld: the Metagenics*, and its contents are Copyright 2002, 2003 by Sacred Wolf Inc, unless otherwise specified. Spider Dreams is an imprint of Sacred Wolf Inc.)

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*Spider Dreams*

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*Spider Dreams presents*

**Culture Pack #1:**

*The Metagenics*

It's already a new year. It's amazing how quickly those things sneak up. And I finally broke myself of the habit of writing "2001" on my checks.

The holidays are a memory again. Politics have become a recurring nightmare. (The last time a Bush invaded Iraq, I was looking at Canada, trying to figure out if I could learn the language. I was in college, diligently working toward a degree and trying to break into comics. Both met with small success.)

Anyway, this is the first of the *Slade Stevens' ...Overworld Expansion Packs* that we'll be making available. These aren't needed to use the setting. The *Starter Pack* contained all the information needed, along with the *Active Exploits* rules system, to play in the Overworld. The Expansion Packs are meant to be used as a way to enhance the setting, and to give players and directors a more detailed picture of my vision of *...Overworld*. A "world bible," as it were. Part of the allure of the *Active Exploits* system is that there are no set rules for classes. Each character can be created to be completely unique, without constraints. That openness to character diversity is something that I hope will continue with the *Slade Stevens' ...Overworld* campaign setting.

This first one covers the outcasts, the culture that lurks at the fringe of humanity. They're distrusted, shunned, and hunted. They are the phreeks, the Metagenics. They have power, but it is that power that keeps them apart from the world. This is about how they came to be, where they live, and what drives them. At least, the majority of them.

As with any culture, there are distinctions that can be made, traits that can be identified as part of that group. But, they don't describe the entire group. What's presented here are generalities, guidelines that may be used as a starting point for players and directors. Individual characters may be vastly different from what's described herein. That's part of the fun of roleplaying.

The mutants, the genetic experiments that failed... The Metagenics are comprised of a wide variety of creatures, some genetically human or other animal, some a hybrid of species. The possibilities for Metagenic creatures and characters are endless.

The only part that should be a hard-and-fast rule is the detriments to balance out the benefits. After all, Metagenics are potentially powerful characters. And in the Overworld, they are feared and hated.

Slade Stevens'  
...Overworld

Culture Pack  
One

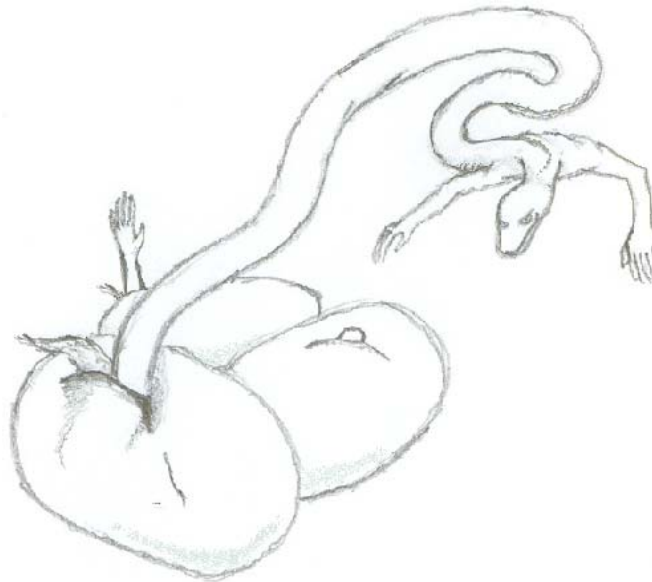
*The Metagenics*

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William A. Rae writer

Again, there are more editors than I can mention here (mainly friends who had to slog through this material).

Many thanks go to Brett M. Bernstein and the crew at Politically Incorrect Games.

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## *Origins of the Metagenics*

The science of cloning and eugenics hadn't been perfected by the time that UNICorp assumed political power. They continued experimentation, seeking to build the perfect consumer-associate, UNICop, and manager; unquestioning, undemanding, and loyal. They continue to do so, with each success leading to further attempts. However, there are few successes. Failed experiments are first examined for possible use, either in further experimentation or placement in some aspect of the workforce. Those that are deemed usable are placed into manual labor or work that is considered too dangerous to expend consumer-associates on. The others, which are the majority of the failed designs, are banished to the wastes of the Overworld outside of the CorpState domes.

The lucky few that survive within the domes of the CorpStates (the "tame mutants") aren't much different from their Overworlder cousins. Their Evolutions are easy to conceal, though, or are not physically powerful enough to be seen as a threat. (These characters should use the *Consumer-Associate Culture Pack* for detailing their characters, and build the Metagenic aspect of the characters from these guidelines.) Metagenic consumer-associates might have cosmetic Evolutions or extra limbs, things that are relatively harmless. Many also have mental (psychic) Evolutions, which they have been able to keep hidden. The Metagenics who are proven to have the Gift have been removed from the population for use in UNICorp's special operations. Nothing is known about what happens to those Metagenics.

Those citizens who are not fit for use as

consumer-associates are dumped into the Overworld. These include severely disabled individuals, consumer-associates who have actively worked against the ideals of UNICorp, and Metagenics who are unusable for any reason. In the heavily polluted atmosphere and harsh climates outside the CorpState domes, the majority of these people do not survive long. (The average life span of a former citizen of UNICorp in the Overworld environment is three days; thirst, disease, or a "natural cause" takes slightly longer. Many fall victim to predators.) Those that do survive either have quickly adapted to the new environment, or have gained assistance from an outside source. The Overworlders are of two minds about the outcasts. On one hand, they would just be another mouth to feed if they are not productive, and they may be UNICorp infiltrators. On the other hand, many have adapted, and have integrated into the Overworld lifestyle. One thing is agreed by all, though: the predators that find them first tend to acquire an appetite for human flesh, which makes them more dangerous to the Overworlders. It is better to share what few resources are available than to lose members to the voracious beasts.

The Metagenics whose Evolutions are physically manifested are the exception. The Overworlders see them as animals themselves, no longer human because of the transformations that their bodies have undergone. Overworlders share the underlying fear that the minds (and souls) of the Metagenics have become as twisted and corrupt as their limbs. Metagenics are not to be trusted.

Metagenics have also been born, rather than made. In societies that frequently pass through or inhabit the Wastelands (areas where the remnants of nuclear waste, nuclear warfare and testing, and extensive biochemical warfare and testing were prominent, places that are nearly uninhabitable), Metagenic children have been born to Metagenic and human parents. Often, these children have more physical Evolutions than mental ones. The Evolutions are generally harmless, and may be overlooked (the child might be covered with hair, or completely bald, or have oddly colored eyes). They are still distrusted by the members of the society, but might be tolerated as long as they do not exhibit other Evolutions. At the first sign of further Evolutions (especially the powerful ones), the members of the community will band together and banish the Metagenic. They are not welcomed back into the society for any reason, and are actively kept distant.

These types of outcasts are more likely to become raiders and mercenaries than the created Metagenics. They are also more openly hostile to humans.

Many of the stronger Metagenics have accepted the solitary life for their own reasons. They spend their existences alone, pursuing their own agendas, and surviving as best they can. Some have adopted a mercenary approach to life, selling their strengths to the highest bidders, while others might choose a hermetic life of contemplation.

The weaker Metagenic survivors tend to band together to form small societies. After all, there is strength in numbers. There are two types of these societies, nomads and tribes. The nomadic Metagenics are often fierce raiding

parties who prefer to prey on UNICorp's supply routes and the CorpStates where defenses can be breached. They are hunters and sustenance farmers, but rely on their skills as raiders than their ability to grow or find food. Some of the peaceful Metagenic nomads have abandoned the idea that the other cultures owe them for leaving them to die. Rather, they have established very secure trade routes, using their abilities to defend their trade circuits where other traders have failed. Nomadic Metagenic traders are among the most successful and far-flung of merchants, since they are able to traverse lands where the other cultures of the Overworld are unable to go. Often, they look for new ways to cross the radioactive Burning Lands that are scattered across the continents.

Metagenic tribes form in the places that the other inhabitants of the Overworld have found to be too harsh and dangerous to live. Their unique powers and abilities allow the Metagenics to adapt more quickly to oppressive climates, and defend themselves more effectively against the predators. (The predators are catching up to the prey, though; in some areas of the Overworld, Metagenic creatures have begun to thrive. These have either been created and dumped by UNICorp (a rumor has it that UNICorp designed the creatures as a form of population control) or have developed Evolutions through other means.) The only traders that overtly interact with the tribal Metagenics are the nomadic Metagenics, and a small handful of individual merchants. Almost all of the Overworlders actively avoid the areas that Metagenics are known to live in. Even the human raiders will not enter a Metagenic territory.

## *Metagenic Societies*

Humanity has adapted itself to survive in the inhospitable environment of the Overworld by going to where the resources of potable water and edible food are most plentiful. They have gravitated to the shorelines where water can be filtered and purified, and near the rivers, lakes, and other bodies of fresh water.

By taking these prime locations of real estate, they have forced the other inhabitants to find other means of getting the necessities of life. Most animals have found sources of water that haven't been overpopulated by the humans. The Metagenics have learned to be more creative.

The Evolved tend to look for ways to transport large amounts of fresh water with limited resources, divert enough water to their habitations to live off of, or ways to invent water. Often, Metagenic tribes will have large storage towers (designed to be easily defensible), and some method of trapping moisture from the air. There have been attempts at building engines that create water as a by-product, as well as machines to pipe water from underground reserves or divert it from rivers. Of all the Overworld cultures, the Metagenics (perhaps from their experiences inside the CorpStates) are the most mechanically inclined.

Tribes of Metagenics may be found almost everywhere on the Overworld, from the lowlands near the oceans to the cold barrens of the Arctic and Antarctic circles. Those that have adapted to the nuclear and biological wastelands are most common. They have little to fear from aggressors inside the fringes of those lands. Their only concerns are from the Metagenic

predators that have also adapted to the Burning Lands, and from the infrequent soirees that The Pilot throws for them.

Inside the Burning Lands, those who hunt Metagenics are almost unheard of. The few that do venture into them usually succumb to illnesses within the first few days. The few that do survive those environs often fall prey to the voracious predators and the savage Metagenic natives, who protect their sanctuary at all costs.



*A Metagenic keeps an eye on things...*

The Metagenic societies are often sheltered and distant, both physically and diplomatically, from the other Overworlders. It is not rare to find Metagenic tribes that have been isolated for several decades, even from other Metagenic tribes. While these societies exist independently of others, they still maintain

some contact with the traders and the nomadic societies. There are Metagenic tribes which are more open, and actively support other Metagenics. These tend to be tribes that are secure in their strength, they are confident that they will not lose any battles.

The solitary Metagenics find ways to survive on their own, without having to rely on outside assistance. Some use their skills and Evolutions to eke out a living, bartering themselves for food and supplies. Others have embraced the savagery of the Overworld, and have become dangerous predators. The more civilized solitary Metagenics will trade or work with the nomads and the tribes of the Overworld. The bestial Metagenics often raid the human tribes and traders; almost all of them follow a code of not attacking one of their own.

The nomadic Metagenics are accepted by the other Overworlders only by degrees of the wares that they are able to trade; the caravans are more accepted than the hunter-gatherers. The Metagenic merchants often trade with the human societies, though. The tribes, the nomads, and the solitary individuals. They are not trusted within the borders of the societies; the traders will set up bazaars outside of the tribal compounds, guarded by the warriors of the tribes, where they do business under the watchful eyes of the tribal protectors. It is rare that any conflicts erupt in these bazaars; both sides (being armed) act respectfully.

Some of the nomadic societies have learned how to tame the beasts of the Overworld, and have domesticated less dangerous creatures, both natural and Metagenic. It is common to find some form of carnival near the traveling

bazaars of the Metagenic traders, with exotic creatures performing and being traded. There are a handful of small traveling zoos composed of Metagenic creatures and the more bizarre of the formerly human Metagenics.

The tribal Metagenics most often form communes, sharing all of the duties according to ability. Some of these societies are more open to outsiders, though none are trusting. Other tribes are xenophobic, and very closed, for good reason. There are those among the Overworlders and the adventurous Consumer-Associates who actively hunt Metagenics for sport. The more well-known the Metagenic is, the greater that the sport is prized. (The CorpStates encourage their Consumer-Associates to at least try hunting outside of the domes once. They see it as a way to keep their people entertained and consuming disposable goods, while reducing the population of potential raiders.)

The Subearthers are the most open to commerce with the Metagenics. To the Evolved, the Subearthers pose little threat. They are still human, though, and as such are not trusted. The Subearthers tend to pity the Metagenics, though they keep a safe distance in their dealings with them. The Subearthers have learned that some of the Metagenics can be short-tempered.

Trade between the two cultures is often real goods for information. The Metagenics have access to the Burning Lands, where usable goods remain, and the Subearthers have control of the few libraries that exist in the Overworld. The Metagenics who are seeking the means to develop new devices (such as better water gathering and storage) often go to the Subearthers for assistance.



## *The Burning Lands*

In the wastelands where the North American desert Southwest once was, in the steppes of the former nation of Russia, and in dozens of large pockets where nuclear and biochemical weapons and waste were used or dumped, the surface of the planet became harsh and nearly uninhabitable. The illnesses and the diseases that were contracted by humans living in these places gave them the collective name, "The Burning Lands." These inhospitable areas can span anywhere from less than a small pocket of a few dozen yards to several hundred miles across.

Some plants have adapted to life within these areas, and often have Metagenic Evolutions that have enabled them to survive. These plants can be as lethal as the creatures of the Overworld. Most are poisonous to non-Metagenic creatures. Many species of animals have also undergone Metagenic changes, and consider the Burning Lands their territory. They tend to be far more aggressive, hunting for sport as well as for food or territorial disputes.

Inside the Burning Lands, characters who have not adapted to the radiation or the remnants of biochemical warfare and testing (through Evolutions), or have functional protective gear, begin to suffer the effects of exposure almost immediately. Overworlders and Metagenics without the necessary immunity Evolutions suffer a -1 Fatigue penalty to all abilities and skills. For Subearthers, the penalty increases to -2. Consumer-associates suffer a -3 penalty. The effect is cumulative, increasing the fatigue penalty by -1 (all cultures) for each hour

spent within the Burning Lands. When the character's abilities are all reduced to -1, that character dies from exposure. Consumer-associates may regain four ability points per day, if given specialized care. In special circumstances, such as an Overworlder or Subearther character finding a society with a relic that aids treatment to chemical or radiation exposure, they may gain up to two ability points per day. The effects of the exposure continue until treatment is given.

The Burning Lands are uninhabitable by most life; UNICorp has found the advantage in this. Rather than pollute the semi-habitable areas of the planet (which still support some plant life, and help sustain the fragile atmosphere), they use these wastelands as dump sites for their chemical and radioactive pollutants. Many of the Burning Lands that were once only contaminated by radiation are now laid barren by the introduction of chemical biohazards. UNICorp does not see the harm in further destroying the Burning Lands. To them, they are just cost-effective waste disposal. But the continuous rise in the levels of toxins are slowly degrading the plant life in the surrounding areas. If the dumping continues, the planet will eventually become uninhabitable.

The effects are seen in the Overworld as an increase in the number of Metagenic children and animals born in the areas surrounding the Burning Lands. In the borderlands near the Burning Lands, and along water sources tainted by the toxins, unexplained illnesses have also become more common.

## *Metagenic Characters*

Metagenics are the only Culture in *Slade Stevens' ...Overworld* that have the best chance of survival in the hostile environs of the Overworld. The changes that their physical bodies have undergone make them formidable opponents and skilled survivalists. Where the humans have their wits and their knowledge of the Overworld, the Metagenics have Evolutions as well.

The power that they gain from their Evolutions makes them the target of fear and hate among the Overworlders and the consumer-associates. They are viewed as a threat to the survival of human cultures, just as the predators that have grown bold in their attacks on the human societies. Metagenics are feared, in that the humans understand that the Evolved will outlast them.

Metagenic characters must work twice as hard to survive in the Overworld, since they are feared and hated. Some have earned a degree of trust from the Overworld societies, after many years of help and support. Even these few well-known Metagenics aren't safe from hunters and Overworlders who have dedicated themselves to the extermination of the Evolved.

The Metagenics represent the corruption of power and the merciless control that UNICorp holds on the planet. People live and die at the whims of the CorpStates, those that live within the domes enjoy a life free from disease and strife. The Overworlders struggle to survive in a brutal environment, and are often killed for some imagined transgression against the mortal gods in the CorpStates. The

Metagenics are the fallen angels, those who were not worthy of the masters, or sent into the Overworld to plague the masses. Nothing that comes from UNICorp is trusted.

Because of this, the Metagenics are outcasts among outcasts. They have been banished by UNICorp into the wastelands, only to be shunned and pushed away by those who inhabit the wastes. The lucky Metagenics find societies of the Evolved, though it may take a long time before they are accepted as a member of that society. UNICorp has sent Metagenics into the Overworld as infiltrators and spies to gather information about the raiding parties, which has made the Metagenic societies less trusting of any outsiders. Even acts of courage and selflessness are no longer enough to convince these societies of the intentions of an outsider.

The solitary Metagenics are the most common. They have abandoned any hope of being accepted into a society, and spend their lives alone. Some of the solitary Metagenics are able to build renown among the Overworlders, and are more accepted. Others seek out banished Metagenics to start their own tribes, though these are often torn apart by infiltrators or other Overworld societies. It is most likely that Metagenics abandoned by UNICorp, even when they are rescued by Overworlders, become wanderers. Individuals have their own reasons for leaving the tribes, either by choice or by force. Few of the Evolved are ever fully accepted by any group, though they might be associated with one for a short time.

## Rules Additions:

### *Evolutions*

In the *Active Exploits* system, Special Abilities and Skills (Chapter 4) may only be taken by Metagenic characters, with the exception of Relics. In addition to those given in the *Active Exploits Core Rules*, it is entirely possible for a Metagenic character (or creature) to gain other special abilities (“Evolutions”).

Metagenic characters begin the game with one Evolution and the Fugitive Gimmick, in addition to any other Gimmicks and Convictions that the character has in creation. As the character gains experience, points may be used to buy further Evolutions. An Evolution may be gained for ten experience points. Any transformation caused by the Evolution will occur over a period of game time; the character will see small changes over the course of a couple of days. Evolutions may also come about as the result of a traumatic experience (such as near-death or struggling with a crippling disease), at the director’s discretion. Evolutions that cause major changes in a character (such as becoming amphibious) should happen over the course of a few Evolutions, building toward the final transformation. A character becoming amphibious might first gain a second, transparent, eyelid, then webbing between the fingers and toes, and finally gills. The character might begin the game amphibious (or with a major Evolution), if the director allows. As the character gains Evolutions, they also gain negative Gimmicks and Convictions. These include Vulnerability, Delusional, Dependency,

Impulsive, Paranoid, Phobic, Raging, Timid. These Convictions may be taken multiple times, each to a greater degree. For example, the character might have a tobacco Dependency, move on to Alcohol, and later have a Dependency on a psychotropic drug. The Convictions, like the Evolutions, start out small, as Habits, but quickly move through the Commitment stage into Compulsion. Often, Metagenics become severely paranoid in the Overworld, and for good reason. Everyone is out to get them.

Metagenics in the CorpStates also suffer from the negative Gimmicks and Convictions, though they do not necessarily become paranoid. They are more likely to develop chemical dependencies that make them easier for their managers to control.

Metagenic characters in the Overworld will automatically gain the Prestige Gimmick after they acquire three Evolutions. A Metagenic with the Prestige Gimmick is well-known by the inhabitants of the Overworld (and by the managers in the CorpStates) as a threat. These Metagenics are hated and feared by Overworlders, and may become hunted for no reason. If they have actively worked to assist other Metagenics, they may be accepted by Metagenic societies and hunted by the other cultures. These characters will never be fully accepted by other cultures, even if they perform heroic feats and selfless acts. They will be seen as a threat to the survival of Humanity.

### *Sample Evolutions:*

Evolutions may be physical or mental, and can be almost anything that the director allows. Evolutions might be useful in combat, in task resolution, in performing stunts, or purely cosmetic. They are only limited by the imagination.

Below are a few examples of Evolutions, to give players and directors an idea of how they might be used.

**Natural Weapon:** The Metagenic has developed some sort of proactive defense mechanism like claws, fangs, or a poison gland. The Damage Class depends on the type of natural weapon. Claws and fangs might have a Damage Class of B1, similar to a knife. A poison sac might have a limited range (if projected or spat), and cause Dementia or Fatigue damage, depending on the poison's effects.

**Immunity:** The Metagenic is immune to the effects of one type of debilitating effect. The character might be immune to radiation, poison, or disease. The character does not suffer any penalties when exposed, though a character with disease immunity makes a good disease carrier. (Other characters in contact with such a Metagenic are at risk to contract diseases.) Those who are immune to radiation are able to live in a majority of the Burning Lands.

**Extra/Altered Limbs or Organs:** The physical body of the Metagenic has undergone a dramatic transformation. A character might have an extra pair of arms (giving extra attacks in combat), a tail of some sort (giving bonuses to actions such

as Climb, Balance, Grapple, Sweep, Unbalance, etc), or altered senses. The alteration should give the character a bonus to some Actions and Stunts.

**Accelerated Learning (Savant):** The Metagenic is adept at learning new skills. Through observation, even for a few moments, a Metagenic with this Evolution is able to gain extra experience in Aptitudes and Academia.

**Remote Viewing/Second Sight:** By concentrating on an area or object (which the Metagenic has at least an idea of), the character is able to see what is happening in the area or around the object. The character will be able to discern a location, and gather information about what is happening at that time, no matter how distant the place is.

**Energy Focus:** The character is able to expend Discipline points to channel energy. This may be used in combat to lower the base difficulty of an action, or to add one damage grade to a melee attack. The character may also expend one Discipline point to reduce an injury grade one point. This can be used to heal the Metagenic or another character.

**Thought Detection:** The Metagenic is able to discern the thoughts of others in the vicinity. This Evolution makes it easier for the character to take combat actions, while making opponent's actions more difficult. The base difficulty for the character's actions lowers by one, and raises the base difficulty for actions against the character by one.

## *New Gimmicks and Convictions*

The following are examples of new Gimmicks and Convictions that may be taken. Directors and players are encouraged to create their own Gimmicks, or modify these to fit the characters.

### **Forbidden Knowledge (Gimmick):**

The character was once in a position of trust, and has been charged with keeping a deep secret. This knowledge may be personal in nature (knowing that a tribal leader gained his position through deceit) or on a broader scale (having the access code to a UNICorp computer). The character has been sworn to secrecy, or has otherwise been coerced into keeping the knowledge a secret.

**Haunted (Gimmick):** The character is tormented by a memory that is impossible to shake. The memory is troubling, and can become debilitating in times of great stress. The character may suffer from nightmares, or become frozen in fear when the memory is triggered (by a sight, sound, or smell). The character may also develop Phobias because of this.

**Hunted (Gimmick):** These characters have become so hated, for some reason, that other cultures and characters will go out of their way to capture or kill them. The character might have made an enemy of a powerful leader, or there might be some quality that the character has that would be prized for show in a zoo or as a mounted trophy.

**Misguided Loyalty (Conviction):** The character has found some aspect of a malevolent institution or individual that blinds them to the fact that the institution is bad. The character will serve the institution with unswerving loyalty, and will actively dissuade others from taking action against it. (For example, a banished Metagenic character might hold onto a feeling of loyalty to UNICorp, and will try to stop raiders from attacking UNICorp transports.)

**Obsession (Conviction):** The character has latched on to a single idea, and spends an inordinate amount of time on it. The idea could be something of the character's invention, or it could be a real object. The character's life will revolve around finding the object of the obsession, or proving its truth. For example, a character might become obsessed with the idea of a city where the streets are paved in gold, and that holds a fountain whose waters keep the drinkers young and healthy. The character will expend time and resources searching for this place, ignoring hazards and threats.

**Unusual Appetite (Conviction):** A character with this Gimmick might have an unusually great appetite, or the taste for an exotic type of food. For Metagenics that have taken a more bestial aspect, cannibalism might be taken. The character might become obsessed with seeking out members of its own species to dine on. (Human Metagenics will become hunted if they show signs of cannibalism.)

## Sample Metagenics

This expansion pack is intended to give players and directors a clearer picture of the Metagenic Culture, and to provide the tools needed to create Metagenic characters and creatures. The Gimmicks and Convictions can be made applicable to creatures, though they aren't necessary to build challenging beasts or loyal companions to Overworld characters. Included here is a Nomadic Metagenic's traveling "zoo."

*"Be proud of who you are, and never be afraid to stand up and say, 'I am a phreek.'"*

--Gnashvil, leader of the Nealpa Trading Clans

**Gnashvil, leader of the Nealpa Trading Clans**

-2	+3	+2	-1	<p><b>Gimmicks:</b> Forbidden Knowledge (Gnashvil is secretly working for UNICorp to spy on the Overworlders.)</p> <p><b>Convictions:</b> Misguided Loyalty (To UNICorp: Compulsion) Obsession (To unify the cultures of the Overworld under UNICorp: Commitment.)</p> <p><b>Aptitudes:</b> Trapping (proficient), Subterfuge (expert), Animal Handling (apprentice), Herbal Medicine (apprentice), Survival (expert)</p>
fitness	awareness	creativity	reasoning	
	Luck	(x) (x) (x) (x) ( ) ( )		
	Discipline	(x) (x) (x) (x) ( ) ( )		
<p><b>Evolutions:</b> Immunity: Radiation +3 Immunity: Disease +1 Thought Detection +2</p>				

**Metagenic Monkey**

+1	+3	+2	-2	<p><b>Gimmicks:</b></p> <p><b>Convictions:</b> Loyalty (To Gnashvil, conviction.)</p> <p><b>Aptitudes:</b> Any 2 at Unskilled, any 1 at Apprentice</p>
fitness	awareness	creativity	reasoning	
	Luck	(x) (x) (x) (x) (x) ( )		
	Discipline	(x) ( ) ( ) ( ) ( ) ( )		
<p><b>Evolutions:</b> ESP +2</p>				

**Metagenic Crane**

+2	+3	-1	-2	<p><b>Gimmicks:</b></p> <p><b>Convictions:</b> Greedy (Shiny objects, conviction.)</p> <p><b>Aptitudes:</b></p>
fitness	awareness	creativity	reasoning	
	Luck	(x) (x) ( ) ( ) ( ) ( )		
	Discipline	(x) (x) ( ) ( ) ( ) ( )		
<p><b>Evolutions:</b> Altered Limbs (Hardened feathers, protects against A B C.)</p>				

**Metagenic Tiger**

+4	+3	-2	-3	<p><b>Gimmicks:</b></p> <p><b>Convictions:</b> Raging (Conviction.)</p> <p><b>Aptitudes:</b></p>
fitness	awareness	creativity	reasoning	
	Luck	(x) (x) ( ) ( ) ( ) ( )		
	Discipline	(x) (x) (x) ( ) ( ) ( )		
<p><b>Evolutions:</b> Mesmerism +3</p>				