

## Ex Borg - Background

Being assimilated by the Borg is a tortuous process for anyone. All of the pain suffering humiliation and shame of being assimilated into the Borg and the dehumanising acts that had to be endured are all retained when and if a person is rescued from the Collective.

A Character who has been formerly assimilated by the Borg develops his character as he would any other. The following sets of additions are made to represent the process of being assimilated and de-assimilated.

An Ex Borg character receives the following disadvantages.

### Hated

The Borg are hated and feared throughout most of the known Galaxy. People who know you for who you are may be more forgiving, but strangers can see you for what you are and they fear you. On making a social interaction stance roll (Page 101 players guide) you are treated as one category lower (the equivalent of a -5 on social based rolls).

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### Song of the Borg

Even after all of the hardware has been removed from your body your brain functions and chemistry have been so significantly altered that you can never entirely separate yourself from the Borg. You can hear the subtle echoes of the Borg within a sector (20 light-years) and they can hear you. Within a light-year you can sense their presence and hear fragments of their plans on a difficult will roll of 20+ you can hear vital information from the Borg, however the down side is that the reverse is also true of them! The character needs to make a Willpower roll of 10 to resist the Borg reading his mind.

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The Process of assimilation implants mechanical and biological interfaces into the body of the victim. While Federation science is advanced, several of these are still beyond its abilities to remove without causing irreparable damage to the victim. However these additions also leave the player with enhancements also. In the future it may be possible to remove these devices, as medical understanding increases, removing the advantages but also the unwanted side effects.

A Borg who has been assimilated for 6 months or more also has to undergo Borg regeneration, until his body can adapt to living outside of the collective, which can take as much as 3 months of rehabilitation.

Each of the Following implants can be removed, but not with present Federation Technology. Malfunctioning units must be replaced, and cannot be synthesised by Federation level technology at this time, though sometimes they may be repaired.

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### Cortical Implant

Each Drone is implanted with a Cortical implant which helps to interface the Borg technology implants with the Biological systems. While some of these Implants may function independently it is impossible to retain any conscious control of them without this implant.

The Cortical Implant improves the memory and mental capacity of the Drone giving it a +1 on all intellect based rolls. The implant also contains some of the collected knowledge of the Borg. When making knowledge or language based roll, use 3D6 and keep 2.

Each Implant is fitted with a transponder uplink, which allows contact with the Borg. This can be interfaced with Federation level technology allowing a transporter lock and instant communications. However it's function is to allow contact with the Borg. This lowers the TN of contact with local Borg to 15, but also lowers your ability to resist giving over information to the Borg, raising your Will TN to 15

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## Exoskeleton implants

While the Character was assimilated by the Borg, he received a number of biomechanical implants, several of which now remain in his body.

The player may chose to add 4 +1 attribute modifiers in the following – Strength, Agility, Vitality, Perception – to represent the physical enhancements he has received. He may either distribute the bonuses about his body or place multiple bonuses in one attribute. However any Attribute that is boosted above +1 will be detrimentally visible and uncomfortable to the character. An example of this would be a +2 in Perception would mean the player had a Large Borg Eyepiece placed over one eye, or a +2 in strength would have large and cumbersome exoskeletal structures or carapace.

The Exoskeleton however also adds 2 additional advantages, it can provide 2 points of damage absorption as armour and generate a Borg Personal Forcefield.

**Shield Generation:** Borg Devices are powered by Biogenic energy, which is drawn from their bodies to provide power to run the systems without the need for recharging. The Borg are able to Transfer this energy throughout the collective via it's complex subspace network, however a Borg who is isolated cannot draw on this power, unless there are Borg close by. If He cannot draw this energy from a compatible Biogenic power source (which the Federation or other Alpha/Beta quadrant powers cannot provide) then he is forced to use his own personal energy.

At a Cost of 2 Health points a player can step the damage received by an energy based weapon by –1 or receive a –1 absorption bonus against a physical weapon, as Borg Shields are not so effective against physical weapons. The Player may Use as many Health Points as he wishes until he reaches the incapacitated level.

An Example of how this would work: A Player wishes to Spend 6 Health Points so he will receive a +3 Absorption bonus against physical strikes or a –3 step against energy weapons. This figure is subtracted from the power setting of the energy weapon, so for example a Phaser set to Kill at Level 7 would be counted as Level 7 –3 or 4 for damage rolls made against the character. While this may seem powerful, to deflect a Phaser blast set to 16 would require 32 points of health!

The Damage taken is recovered as any wound would be, and **cannot** be recovered until the player stops using the ability.

**Prerequisites:** Borg cannot generate shields without a Cortical Implant – using other implants has no prerequisite.

**Cost:** 2 Points of Health Level per –1 damage reduction on Physical wounds or –1 step against energy weapons, Until in the Incapacitated Bracket.

**Optional:** Players may draw Biogenic energy from the Borg if they are within a Light-year at No cost to themselves on a Willpower roll TN 15

A Shield can resist a Vacuum at a level of 3

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## Borg Nanotubules

The Borg use nano-technology to assimilate organisms on the cellular level, though the effects of this are removed when the Patient is de-assimilated, the Borg Nanites still remain an active part of the characters makeup. The Borg projects 2-3 biomechanical tubes from their hands known as a Nanotubule. These are capable of injecting a victim with thousands of Nanites in a matter of seconds, rapidly changing the victim's biology and building the initial mechanical devices in the body. While the Character has an active Cortical Implant he can control these tubules, however if he is unconscious they can be accessed with a specific frequency, and Borg within the 1 light-year region can attempt to access them through the Cortical Implant as an Opposed Will roll.

The Nanotubules can also be used to attempt to interface with Computer Terminals, granting the character a +3 on Computer access tests.

**Regeneration:** Part of the Function of Borg Nanites is to repair and maintain the Borg Drone from Physical damage. As such a Drone can regenerate 1 health point per hour. This does not interfere with First aid or Medical aid the character receives. If the Borg can connect with The Collective's Biogenic Field with a TN of 15 then this can be raised to up to 1 Health point per 10 minutes, depending on the strength of the field, but only if the player has a Cortical Node.

A Characters Nanites have been keyed only to himself. If these are injected into another life form without modification it will result in Assimilation. Nanites from another Borg will result in re-assimilation of the Borg Drone.

**Prerequisites:** To actively use a Nanotubule the character must have a Cortical Node. Regeneration as standard will take place without the Node.