

## AMALGAM BIOLOGY / SOCIOLOGY

Dr. Who it up. Captain hangs out with people who change due to circumstance with him, into mage or warrior type.

Alien matures becomes a vehicle

Crew: finds human settlement (get washing machine and other electronics / machines I've been planning on) but authorities want to take Unbound in to custody for study. Crew defends her, and now has to keep avoiding authorities.

The doctor has a hidden 'lab rat'. It was a dog (or something like it) but had extensive genetic grafting techniques performed on it, as well as being poisoned with many types of venom so the doc can extract it for antivenom purposes. It can't be helped to become a safe animal, but the crew can dump it onto enemy ships and it run amok killing people, and very little risk to the animal since it has multiple redundant systems. Disease-ridden for cures, venom sac grafts for antivenom. Other grafts were specific animal blood chemistry or excretions that medicines are based on but the grafts weren't JUST the useful parts, it was whatever could be recovered or the doc didn't care about aggressive regeneration.

Self-washing clothes (actually exist now)

Various energy canisters to power various things- fusion cell, cryogenic cell, heat absorb cell, ion cell.

Cannon

**Captain's Tools and Items:** Staple gun, duct tape, cardboard boxes, dice, hammer, hunting knife, chain, rope, light bulbs,

**Remnant cargo:** box of basic Earth tools, crate of reject building materials (pipes, broken bricks, particle board flats),

Traditionally, they become planetary vehicles (boats, planes, cars)

Vehicles have family relationships with passengers only let family ride

Vehicles can grow plants

DRDs: turtle, spider

Can incorporate inorganics, machines and technology

Temporary attachments become incorporated, in the same way a wound heals over the object if not sterilized

Cannot copy incorporated items but once incorporated it can be regenerated. If the ship knows how it works it can be copied or even broken parts made to work.

Starship crew: captain (friend, very imaginative), chemist/weapons, cook/thief, psychic/biologist, metallurgist/engineer, doctor/feng shui, survival/slut, linguistics/archaeologist, treasure hunter/merchant

**Captain:** Human male. Grew up with Unbound. Most of what he does is for the ship, and helps the amalgam whenever he can, out of reparation, since it was his family that killed the ship's family. Uses what he knows of their species so they can stay as close to natural as possible.

**Armor:** Humanoid as it took a suit of armor in confusion. No ability to speak. Doesn't bother to use any kind of communication. Follows around Captain. Very defensive, though it only actually moves or aims a weapon when Captain is threatened enough, but puts arm back on its side

when threat is over or enemies change their mind. Gun arm also has flashlight. Other arm has shield projector. Didn't have a helmet to go with the armor so it uses an old 12" television instead (like the robot from FLCL). INSTEAD the crew was testing out transporter beam tech to pick up supplies, including various equipment. However, the transporter mixed an armor suit with some of the Unbound's cells, so Armor isn't actually one of her seeds, but an extension of herself.

**Chemist/Weapons:** Female. Passive-aggressive until she provokes a fight, then aggressive. Doc or Shrink has to stop her somehow since she acts like a dick to the crew, too. Gets tunnel vision and acts like a kid in a candy store when she gets access to new weapons or chemical compounds of some kind, so the crew usually ignores her until they have something to give her which she'll undoubtedly put to use. Wears all black. Long hair. Image based on Aeryn Sun. Shows her real self to the psychic. Real self is a gentle soul that recognizes how dangerous the universe really is, and that those able to be provoked would probably be enemies anyway- her experience tells her this. All life on her planet was erased due to being too trusting of outsiders. Clearly, that won't happen again.

**Cook/Thief:** Plutonic relationship with slut but she doesn't understand, even though the cook is a lesbian. She just doesn't 'shit where she eats'. Often work together with slut to rob people. Female. Gets along with everyone, really. Gives captain pointers since she has a very practical and insightful understanding of everyone due to the 'barkeep' theme. She also gets to understand people very easily, since she says people's chosen diets reflect their personalities. Through some conversations she proves it.

**Psychic/Biologist:** Female. Often has to translate doc's weirdness so it comes off professionally. Lots of ass. Knows more about anyone, not just crew, then she ever lets on. Has constant issues with the doc since she can tell someone's medical needs, and how the doc goes about treating it since she feels their emotions. Is not ship counselor, the cook is, but she reads her mind so she knows what is and isn't up for discussion. Hangs out as medical assistant out of the desire to keep everyone from just giving up on the doc since he really is the best regardless of heartless bedside manner and malicious practice.

**Metallurgist/Engineer:** Male. Already in the business (failed and personal only) of trying to merge every random tech he finds with each other, including fitting things together that shouldn't be connected, partially due to not fully understanding most the techs. Can easily figure out what anything is made of, though. Spends most his time trying to repair and diagnose techs and tools new to him. After the accident he realized he was better than before and tries to merge unrelated techs to see if he can find another serendipity. Accident: Has an issue with cellular diffusion and is in a stasis chamber to remodulate his cells so he won't die, but he was supposed to be naked when in there. He wasn't. Instead, the genetic material making up his clothes (wool, cotton, leather) gets merged with him and he comes out naked, but with horns, greater strength/perception/resilience, and small barbs on his triceps and knuckles. Clearly no longer human. Has a minor understanding of the ship's communication. Human. Crew found him in tattered, burned clothes on his own ship and clothed him with a spare change of clothes from the captain. A recording told anyone who found him to put him in the chamber.

**Doctor/Feng Shui:** An extremely weird guy. Everything he says makes perfect sense, but the way he says it makes you unable to take him seriously. Clearly not a doctor who repeated the

hippocratic oath. Hacks up organized ship parts and places them in a more appealing manner even though he is often berated for it. It really is in everyone's best interest but he does it too brutally. Gets along with the war bitch. Bad life just like all the rest. Grew up on the streets, seeing homeless people offered free help, but not accepting it. Then other people abducting the homeless later on, himself included. The abductees had medical experiments used on them to perfect them for people who could pay, guinea pigs. The trauma made him into his fear. Very lucky for the crew that the psychic evens him out.

**Survival/Slut:** Horrible upbringing. Truly tearjerking. Became what she is out of necessity and fear. Is met as a stowaway hiding within a resource barrel. Stupid hot. Incredibly intelligent. Very agile and perceptive. Cat eyes. Skin color (red/gold) changes based on lighting and angle due to light refracting properties of skin cells. Always happy bubbly, but in very rare circumstances, you can see her real feelings- she's broken, sad and afraid. Uses happiness as a mask. Only kills people when they deserve it and she is alone with them, the helpless captive. No one ever figures out what she does or if it is really her, or even has the slightest clue- but she mutilates whoever it is she kills in very messy fashion.

**Linguistics/Archaeologist:** Female. Very much a nerd. Understands people and societies in a purely scholarly manner, but has no interpersonal skills or street smarts. Knows history but doesn't learn from it because she thinks she is immune; yes a famous ship had exactly this happen to it and it was destroyed but why does that matter? It has nothing to do with us.

**Treasure Hunter / Merchant:** Female. Not as greedy as you'd think. Mostly hunts treasure for resale. Tifa Lockheart orbs, due to energy weapon / energy storage explosion accident. Mage type. Can create force fields and energy blasts. Based on Niccolo's good side. Truly makes the sales she does because she wants to bring happiness to the people who buy her goods. She'll even decrease cost just to see someone smile at a successful haggle. Her prices are often very high just so she can be haggled down, but if no one even tries to haggle then she'll sell it overpriced. Thieves very much hurt her, since she'd even give something valuable away just to make someone happy. Isn't interested in selling things to people who buy things for the sake of having them or using them to impress people with the value of their decorations. Came from a peaceful planet. Carried goods between space stations. One of the crates was energy weapons, and when she opened it and pulled the weapons out, she didn't know what they were. But someone saw her and shot her with a spread rifle, causing the weapons to explode. Knocked her back and destroyed the weapons. Left hand: purple shield (Gwen Tennison), right hand (rift sphere cannon). Rift Sphere Cannon works similar to a transporter and a de-atomizer that disintegrates matter. Has powers from a kinetic shield as well, as a device also blew up (was using it so its how she absorbed such abilities). Device: energy scanner / transferer- original use is to scan energy types but also if turned up to full, can suck energy out of one thing and restore energy in another. Also it converts the energy normally.

**Ship rooms:** Forest, crystal mine, quarters, bridge, eatery, engines, defenses, weapons, extra mass, communications, lab, cargo bays 1-10, hangar

When growing up, around teenage years, she traps dead bird onto her back with a belt, a day later Captain sees no distinction between bird, belt, and alien. She later cuts herself and sticks in a piece of electric wiring-he's horrified to begin with, but she is defensive about letting anyone take it out. Eventually that too has no distinction.

Before they take off, alien has head, wings, arms, legs, tail. Machine parts: destroyed shuttle, cargo crate (full of crap), rockets in wings. Unbound sits somewhere and merges with the ship. They take off with her becoming the core, making the ship work. As they travel she takes over more of it, until it is just her. Rather cramped until she grows.

Cannot re-enter atmosphere

Can absorb organic and inorganic within itself

Figure out your own: equipment, runabouts, affects (anything not attached)

Console can directly talk to the ship, for purposes of giving redesign requests and technical information. Learning these controls is difficult as it is a combination of lights. The ship makes no sound when wrong commands are put in, but makes certain sounds when doing certain things on her own or when given proper commands. You gotta figure out what each sound means, because you might be telling her something you didn't mean.

Copies sounds by absorbing what makes the sound, then records it digitally and plays it as communication. does same thing with light. For some reason she doesn't copy spoken languages, though. She can also record various sounds she hears to be used later.

Lots and lots of duct tape! And nails! Maybe some wooden boards?

"She doesn't actually know how it works, that's why she strapped it onto herself. What do you mean it doesn't make sense? You only know how your body processes food because someone told you. Your body does all sorts of things you don't understand. Biomechanoids learn best by experiencing things first hand, just like everything else. No, they can't make more of the same tool. It's like learning to use a machine. You know how to operate a computer but you can't build one from natural resources."

Cuts herself sometimes and sticks things in the cuts so her body incorporates it faster. This is how crew notifies her that furniture is in its permanent spot- a slight injury near the item, like bolting down a bed or desk.

All incorporated things eventually are taken over by her own biology. This can be seen as it is semi-sinew and semi-chitin, and a combination of desaturated earthtones (red, gold, brown, green)

Human transport ship crashed into mechanoid carrying passengers. Most of the humans died, and all the mechanoids did, except a couple. One died almost right away, another died while being experimented on, another after humans realized they were intelligent and tried to take care of it. The ship had captured a mother and her children for study, but the ship crashed onto an M class moon. All ships are required to have certain supplies in case that happens, so they had seeds, water tech, and basic survival tools, enough to make a half-decent home. This way both species are out of range of their homes.

Biomechanoids reproduce by producing a single special "seed" in their forest that stands out clearly from the rest since it hangs down instead of grows up. It contains traits of one plant and one animal mineral the mother had absorbed. This helps the species keep genetic diversity. The children harvest the parent's seed and plant it in the ground where the parent was born. Since the parents are vehicular, it can be anywhere along its migration path. The planted seed grows to a sapling which is pollinated by a male, giving the seedling mineral animal traits. Once this happens, the child keeps its mechanoid traits, mother's migration as instinct, shape based on animal with plant affects (such as petals or thorns), and mineral enhancements that grows in

replacement of animal calcium/keratin/cartilage/chitin. They recognize mother by instinct, and once they are mobile, they seek out mom to become her crew.

Biomechanoids die of old age at 25 years on average, their bodies mummifying. A female runt, if there is one, stays with the mother and uses the corpse as its own adult body frame. In space the children stay with their parent much longer than on homeworld, though they often stay outside surrounding the mother. Instead of a potentially non-applicable female runt, any child can add to its mother's size, as starship-type biomechanoids contain their own atmosphere, where it is not needed on planet. They more grow like coral in this manner, but also seed children may be grown at any time and place on the ship, usually at an extremity, core, or mechanical specialization 'room'. They seem to grow at varying speeds depending on age. The older they get, the more their mass, and the harder it is to survive the affects of gravity. That is why they seem not to age in space, as will be found out. The reason they have their own atmosphere is due to natural anatomy- they convert radiation into breathable air, luckily the same composition as humans require. They do this so it doesn't matter how high or low an altitude they go to. If they didn't do this, they couldn't reach the high mountain peaks as there is not enough air there, but they have it inside themselves, so it's fine.

Biomechanoids slowly regenerate over any attachments, and slowly dissolve it once covered. Metal and other minerals are absorbed just as easily as wood, bone, or plastic, becoming nutrients.

Synaptic communicator (Talyn). Kind of funny to watch work since it just looks like the captain talking to himself. They look like seeds as it is what the children grow from, but when non-mechs are crew members, a seed is jammed to the base of their neck. Also acts like communicator (Star Trek). These were not designed to do this, they were seeds that grew wrong- the ship tried to make child seeds but it didn't work. This happens many times, but most are successful. If the 'plants' are undesired, they can be pulled up at the roots as a hair with weak roots, and put into the garden box (treasure chest) and it can be reabsorbed. Any plant that is grown however, must be processed so it extrapolates the mineral traits and removes it, otherwise the crew can't eat.

Sees captain sick, and his mom puts a hot towel on his forehead. She also sees a towel being used to clean up a spill. She sees the captain get better, and the mess gone. She mimics the squeaky sound of cleaning the mess in order to say she doesn't feel well. Unbound tells the medic assistant who doesn't get it. She asks the captain, who explains.

SHIP NAME: UNBOUND

TECHS:

Light-bending stealth, remote control, radio receiver, tv receiver, internet receiver, tractor beam, cryo chamber, teleport beam

WEAPONS: Thruster thread (counter thrust), laser, railgun, firearm, energy beam, flamethrower, cryogenic suppression, creative thanix cannon

PARTS: grapples

# UNBOUND THE AMALGAM

“Stealth field engaged” the subsystem officer stated openly, “Entering atmosphere... potential targets on visual.”

“Sir, the creatures seem to have multiple life signs” the xenobiologist noticed on the console’s viewer.

The captain said his orders with a calm confidence. “Zoom in. I want to see these things better. Keep track of the scanners, everyone. Maintain stealth, landing stabilizers at the ready. Keep a look out for one of these things out of perception range of the others.”

The starship was only manned with a skeleton crew, as few people as necessary to staff the ship. There was but a single person for each function, but no one was on edge. The mission was simple and the voyage so far had been uneventful; nobody had to pull double or triple shifts. All the crew had to do was travel for two days to a planet with newly discovered animal life, collect a sample, and return it to Earth for study.

The ship had departed from a much larger carrier ship on schedule, two days prior. The carrier ship they had departed from housed various other small craft, but with different jobs that no one spoke about. No one except the carrier captain even seemed to know what job went to what ship, or who the full crew for each job was. Access to mission-capable ships was restricted until the drop-off destinations were reached, which is also when crew assignment was revealed to whoever the members of that job were. This was to keep infighting to a minimum, and to keep people, especially law, from finding out what cargo was on what ship.

Whatever the missions even were for the various crews, they had to be questionable or obviously illegal. The carrier itself was run independent from both companies and governments, which was not suspicious on its own since there were many mercenary captains. Mercenaries were a huge portion of interstellar shipping, since it was one of the highest paying entrepreneurial careers available.

Other crews of other ships had been tasked with the same collection job, heading to other planets over the past few decades. Space folding, faster-than-light travel, and time slowing while in transit made it effortless. At least that’s what the space agencies said. The truth of the matter was different of course, as the technologies named were fantasies and nothing more. What the crews realized, even so quickly as to notice it once completing a single direction in a round-trip mission, is that the ship sped up time drastically on the ship’s exterior. That’s what FTL (faster than light) travel really was.

It was common enough practice to zip through a couple solar systems and come back home in a week that no one found it to be of much interest. It wasn’t just propaganda or advertising gone awry, anyone could count it the same- whether on a planet or a ship.

Xenozoology was a newer science; the study of animals on planets other than Earth. Plants from the same planet class were often able to have samples taken and transplanted. Areas housing

plants native to various planets and “M class” asteroids and moons were often high-society resorts. Some animals were added as well, but were studied in their native environments before taking any, for fear of destroying an already naturally impossible ecosystem.

But this mission was a little different. The animal species had not even been named yet. The only thing they knew about it really was that an adult had its children live within the hollow parts of its own body, somewhat similar to how some types of fish kept their babies safe by hiding them in their own mouths; just it was a permanent thing instead of temporary. The crew was supposed to collect a habituated adult and bring it back, not study it in its native environment and then assess whether or not it should be collected, like the law said. Well, the company that hired the crew paid better than the legal guys did, so what difference did it make? Plus, most of the crew had failed various tests required to get this kind of high salary mission anyway, so if anyone wanted money, they’d best stay quiet and do as they were told.

“A couple of you should get ready to keep this thing immobilized once transported” the captain said, “we don’t want its kids escaping onto the ship.”

“Yeah, I was thinking we should probably move some of the crap back there out of the way since now we got an idea how big this thing is”, Astral agreed.

“I don’t know why I haven’t asked you this yet, but where did you get your last name?”

“It isn’t actually Astral, if that’s what you’re wondering. I just don’t trust you guys so this name is good enough.”

-----

Engineering problem, crashes ship on some inhabitable moon. Most crew dies, except a man and woman who have a kid. They adopt the name “Astral” because such a long time has gone by that the government must have found out what they were doing, and they don’t want to get in trouble if they’re ever rescued, and certainly not their son. Investigating the ship, kid gets cut and bleeds on a strange flower. Flower eventually grows humanoid like a child. Around teen years, the girl puts some wiring stuck into her arm, and everyone’s freaked out and tries to take it out, but she’s defensive about it. After a week or so the wire is neuro-vine. A parent dies when the boy is around 15, then the other at 20. At age 19 or so, the girl uses a piece of rope to tie some remains on her back, and it does nothing. A few days later she steals a knife and cuts herself over the rope, and she starts to heal over the belt, merging with that too. Kid and flower grow up together into adult humans, which supplies are running too low and replication failing, minerals in soil depleted. The flower girl holds on to the destroyed engine core of the ship, and starts growing on it, merging with it. Eventually they are one, and she can take off. The replication unit starts to work again now that it has power, and they shortly find a different moon with an abandoned colony. They stay there not just to investigate, but so she can fully assimilate the ship. Storage crate, various electronics, machines, etc are found and taken. She finishes assimilating the interior of the ship and attaching a few parts, and they have to leave. They crash into another ship

that used to be the human ship's original size, but the breach is sealed naturally- just the other pilot can't escape.

-----