

FREED BORG

THE NEXT GENERATION ERA ONLY

Official version found in the Delta Quadrant Sourcebook

Freed or "liberated" Borg are not a true species, but members of another species—such as Human, Klingon, or Romulan—who were assimilated but have regained their individuality. They have been removed from the Borg Collective: the gestalt consciousness of all Borg drones. Freed Borg typically have most of their cybernetic implants laboriously removed, but some components are so integrated with their bodies that removal would mean death. Similarly, many are missing organs or limbs and are forced to make due with the Borg replacements. Freed Borg do not have a society or culture of their own, but rather a shared trauma that unites them with other freed Borg. Some still identify them as members of the species they were prior to assimilation, especial if they try to rejoin that culture. Sadly, many societies and people reject freed Borg, being unable to shake their fear of the cybernetic beings. The vast majority of the trillions of Borg drones remain a part of the Collective, but there are a few small groups of freed Borg who have developed their own organizations or sub-cultures, such as the Independent Nation of Borg, the Wardens, and the Borg resistance movement of Unimatrix Zero.

EXAMPLE VALUE: Resistance is Not Futile

■ **ATTRIBUTES:** +1 Fitness, +1 Reason, and +1 to one Attribute from your pre-assimilation species that receives a bonus (your choice).

■ **TRAIT:** Freed Borg, pre-assimilation species. Borg are extremely strong and resilient due to their technologically-enhanced physiology. You partially retain the augmented metabolism of a Borg drone, giving your biologic systems increased efficiency. However, you may need to regenerate in an alcove, like a Borg drone. While you have been removed from the Collective, but may still share a mental connection with the Borg, receiving Borg signals on a conscious or unconscious level.

■ **TALENTS:** The character receives access to the traits of the species prior to assimilation as well as the following talents:

COMBAT MODIFICATION

REQUIREMENT: Borg, or Gamemaster's Permission

One of your limbs has a dangerous tool that can be used as a weapon, perhaps including a circular saw, drill, or sharpened blade. You add the Intense effect to your Unarmed Strike and it no longer has the non-lethal quality.

REGENERATIVE NANITES

REQUIREMENT: Borg, or Gamemaster's Permission

Borg molecular machines remain in your bloodstream, healing your wounds and curing your illnesses, but continually attempting to reactivate dormant Borg implants. When you avoid an Injury by adding Threat, you also regain 3 Stress.

SENSOR IMPLANT

REQUIREMENT: Borg, or Gamemaster's Permission

You have a multi-spectrum sensory array built into your body that you can use to scan an area as if you were using a tricorder. Using this implant is a Control + Science Task with a base Difficulty of 0. Success generates one bonus Momentum, which must be used on the Obtain Information Momentum spend. The question asked must be related to the scan.

