

# Myriad

## Chiawuotu Adanma ("Chi Ada") Metu

Brawling:	<b>Ph(+5)(40)</b>	Reputation:	<b>Dr(-3)(1)</b>
Agility:	<b>Ph(+5)(40)</b>		
Strength:	<b>Ph(+5)(40)</b>	Health Points:	<b>160</b>
Endurance:	<b>Ph(+5)(40)</b>		
Willpower:	<b>Gr(+2)(15)</b>	Story Points:	<b>46</b>
Intelligence:	<b>Gr(+2)(15)</b>		
Perception:	<b>Gr(+2)(15)</b>		
Resourcefulness:	<b>Dr(-3)(1)</b>		

### Powers

#### Body of Liquid: **Ph(+5)(40)**

Myriad is a colony organism consisting of thousands of pre-historic bioluminescent microbes swimming in a viscous organic liquid. Together they form a group-mind, dominated by the consciousness of the late Chiawuotu Adanma Metu. Myriad can change her size and shape to anything from a compact 5 cm<sup>3</sup> (21 in<sup>3</sup>) ball, to an 80 m<sup>3</sup> (2,800 ft<sup>3</sup>) mass of writhing pseudopods, to a centimeters-thin puddle covering eight football fields, but usually defaults to a roughly humanoid shape and size. She can completely envelope several people with **Phenomenal(+5)(40)** entangling attacks.

- **Protection from Physical Attacks: Ex**  
Bullets and knives can pass right through Chi Ada when she wants them to, causing little to no damage at all.
- **Protection from Heat & Fire: Ex**  
Myriad thrived for millennia deep in the crust of the Earth, so it takes a great deal of heat or fire to hurt her.
- **Climbing: Ou**  
If she spreads parts of herself thin enough and makes enough tiny pseudopods, Metu can use surface tension to climb up walls, even slick surfaces like glass or ice.

#### Extra Attacks: +5

Myriad can attack with six different limbs, tentacles, or masses of pseudopods in the time a human could attack once.

#### Regeneration: **Cm(0)(6)**

Since coming to the Earth's surface, the colony has developed the ability to regenerate six Health Points for every ten turns that it rests in direct sunlight (**Great** limitation).

#### Resistance to Mental Attacks: **Ex(+4)(30)**

Psychics sometimes have difficulty attacking the group-mind, and even if the dominant Chiawuotu Adanma personality is knocked unconscious, the rest of the colony will still function with (-3) penalties to Willpower, Intelligence, and Perception, reacting like an animal under attack. A second knock out, however, will take care of the rest of the microbes.

#### Mental Control: **Ex(+4)(30)**

Myriad has learned to flicker her bioluminescence in hypnotic patterns that leave people susceptible to her suggestions. Chi Ada's suggestions can be resisted with a Willpower check.

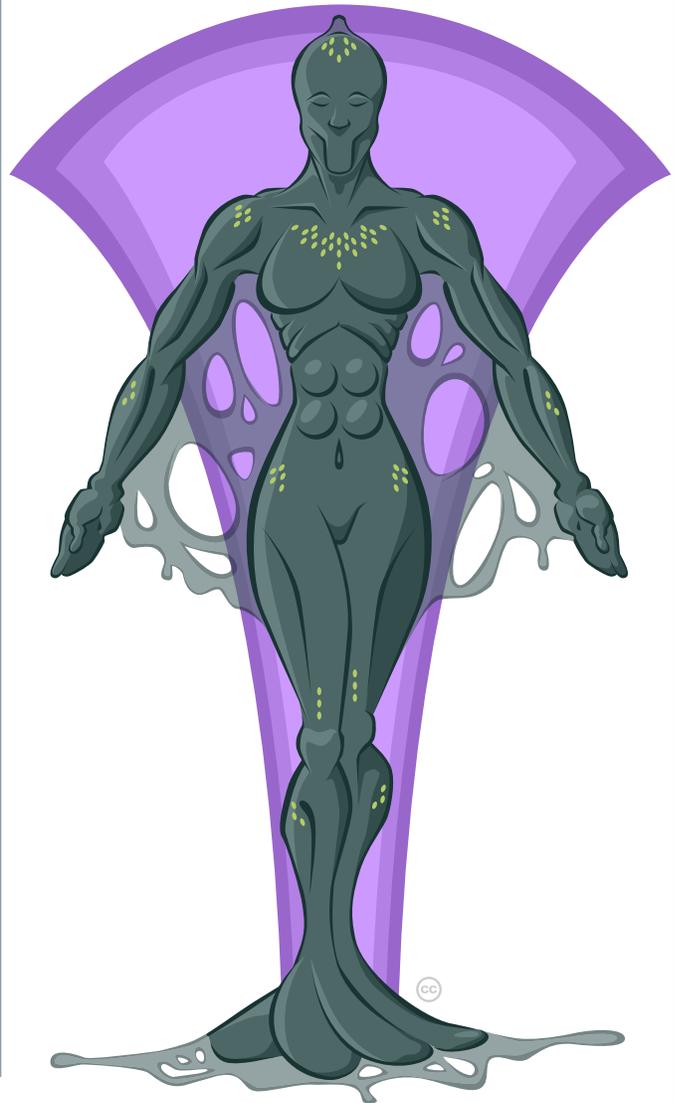
- **Stun Attack: Gr**

Every 12 hours (**Great** limitation), Metu has the strength to generate a pattern so bright and frenetic that it forces all onlookers to make an Endurance check against a **Great** stunning effect, or be stunned for SRx10 turns.

### Limitations

#### Sensitivity to Cold: **(Ou)**

In **Weak** or greater cold, Myriad stiffens up and all her powers are reduced by 3 levels.



## Skills

**Language:** Igbo (Standard), Igbo (Owerri), Yoruba (Standard), English (Nigerian Pidgin), English (Nigerian).

**Chemistry:** (+1) bonus to Intelligence.

**Geology:** (+1) bonus to Intelligence.

**Knowledge:** Geology of West Africa.

**Local Geography:** Niger Delta.

## Description

### Appearance

Chi Ada was once a human female in her late twenties, about 175 cm (5 ft 9 in) tall and weighing about 60 kg (132 lbs), with a thin, willowy build —and she can still assume a form that approximates that shape. As Myriad, she is a dark grey-green viscous liquid, filled with slowly swirling motes that flicker in patterns of bright green light.

### Background

Chiawuotu Adanma (“Chi Ada”) Metu is a Nigerian citizen, an ethnic Igbo, and a legal adult with no criminal record —she’s also been declared dead. Chi Ada was once a petroleum engineer, hired to certify the safety of a new experimental well in the Niger Delta. She thought she’d gotten the job because she was young, energetic, and smart; She actually got the job because she was inexperienced and expected to miss certain things. Fortunately for the people living nearby, Metu discovered a design flaw, that under the right stresses, could cause an environmental catastrophe. Unfortunately for Chiawuotu Adanma, several powerful people, from corrupt local officials to foreign investors, were keen to eliminate any obstacles to starting up that well as soon as possible —and she had just become their biggest obstacle. A “tragic accident” was arranged, and Chi Ada just happened to be inside the equivalent of a giant bullet when it was punched into the crust of the Earth, as the drill for the experimental well was turned on. Metu’s body was definitely destroyed.

However, her mind met something unexpected: a colony of microbes that had been sealed in a subterranean lake since before the age of the dinosaurs, and who over the millennia had evolved a shared intelligence. Perhaps it was some effect of the drill for the experimental well, but somehow Chiawuotu Adanma and the microbes merged, and became something greater. Instead of oil, a new creature poured out of that well, and destroyed its entire facility. The next day, copies of a dead engineer’s safety report for the experimental well appeared inside the locked offices of multiple government officials and news editors. The next week, the project was completely scrapped. The next month, the second of what have come to be known as the “Dead Metu Reports” began to appear on desks. The reports usually arrive after a sighting of a strange shape-shifting creature, and are on topics as far-ranging as cover-ups of dangerous, badly-designed bridges to connections between port officials and pirates. It is an open secret that several trans-national oil company executives have pooled their resources to put out a bounty on the creature.

## Notes

**Home Base:** Port Harcourt, Nigeria.

**Story:** Myriad gravitates towards crimes that are covered up, and to crimes in Nigeria, but many of her targets have been trans-national corporations, so if the Player Characters get involved with trans-nationals, they might cross her path anywhere in the world. Alternately, the PCs could get asked to “hunt down a monster” that wrecked a piece of infrastructure, and if they don’t ask enough questions, could find themselves on the wrong side of a fight with Chiawuotu Adanma.

**Character points:** (6,434 - 34 in limitations =) 6,400

**Unused Character Points:** 100 (built with 6,500 points)

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