

## **Squid-Helmets (TL1+2)**

**[10/12 pt]**

Squid-Helmets are what you get when somebody figures out during the Bronze Age how to successfully train a tree octopus so that it can be usefully worn on somebody's head, then the species gets selectively bred accordingly over the next few thousand years. By the time you hit a medieval-equivalent Tech Level you'll have something that's simultaneously useful, and not a little bizarre. But not creepy -- or at least no creepier than a domestic goat or pig. Squid-Helmets live about thirty years, if properly fed; the species is almost extinct in the wild\*.

Squid-Helmets aren't even remotely suitable for hand-to-hand combat situations, given that they are boneless, armorless mollusks that have been trained from birth to adhere themselves to a flexible leather helmet that leaves the face and ears free. Their usefulness lies in their tendrils: Squid-Helmets have a set of very dexterous arms that can be used on command by their owners. Individual Squid-Helmets have native IQs of 4 to 6, are utterly tame, and can be taught a standard set of voice/click commands by their owners. Mages and natural philosophers love these things; so do rogues and thieves, for somewhat different reasons.

Advantages: Per +1 [3], Extra Arm [Extra Flexible, No Physical Attack] [5], High Manual Dexterity 1 [3]. In campaigns with sonic attacks, add DR 2 [Sonic attacks, Occasional] [2]. All Advantages have the Breakable [2 DR\*\*, -20%] and Can Be Stolen [DX Roll] [-30%] modifiers. Quirk: "Slightly increased life support" [-1]. The Squid-Helmet needs to eat, after all (they, fortunately, are easily house-trained).

\*In Infinite World campaigns, Infinity has noted that there is an almost direct correlation between the existence of [tree octopuses](#), and the existence of Sasquatches, in any particular parallel.

\*\*Representing the hat. Squid-Helmets themselves have 10 HP, but the hat is both much easier to destroy, and infinitely less valuable.

*The material presented here is my original creation, intended for use with the In Nomine and GURPS systems from Steve Jackson Games. This material is not official and is not endorsed by Steve Jackson Games.*

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