

# Snowflake

Snowflakes look like walking black snowflakes. A typical snowflake is 2 meters in diameter, walking on its six arms or hovering on thermals near TITAN constructions. They are very flat, and the edges are monofilament-sharp. If they let go of the ground in a stiff wind they blow away, something they often use to disperse across the landscape.

Snowflakes are collection and construction devices, absorbing useful matter from the environment and producing whatever the TITANs need. Typically they walk up to the matter and lie down on it, absorbing it through the underside and extruding necessary devices when rising up. They can also grow laterally until they cover large areas with their black material, then splitting up into a herd of snowflakes or evolving into a TITAN installation that grows out of the surface.

Snowflakes are not particularly aggressive, but they do regard humans as useful matter. They will try walking over them, descend and absorb them. Hovering snowflakes might swoop down in a surprise attack, cutting through standing humans and returning for absorption. This is especially true if the humans carry exotic elements and isotopes with them (snowflakes appear to find antimatter particularly "tasty" – they can dismantle emergency farcasters without detonating them).

When damaged snowflakes often fall apart into seven smaller snowflakes, and so on. The smaller the flakes the more nimble and dangerous they are. Each "generation" has +5 REF and COO and is -10 harder to hit. Small flakes easily attach to skin and begin to eat through (extra matter is turned into extra flakes – one new flake per 2 wound levels).

COG 15

COO 20

INT 15

REF 20

SAV 5

SOM 15

WIL 15

MOX –

Mobility system: walker (4/20), hover (8/32)

Skills: Climbing: 60, Fray 50, Perception: 60, Programming: Nanofabrication 80, Unarmed Combat: 50, Chemistry 80.

Armor: 4/4, Fractal edge (2d10+3), Swoop (3d10+3), Digest (as disassembler nanoswarm) 1d10/2 per turn in contract. Infrared vision (with spectroscopy), enhanced smell/taste, radioactivity sense, grip pads, self healing.