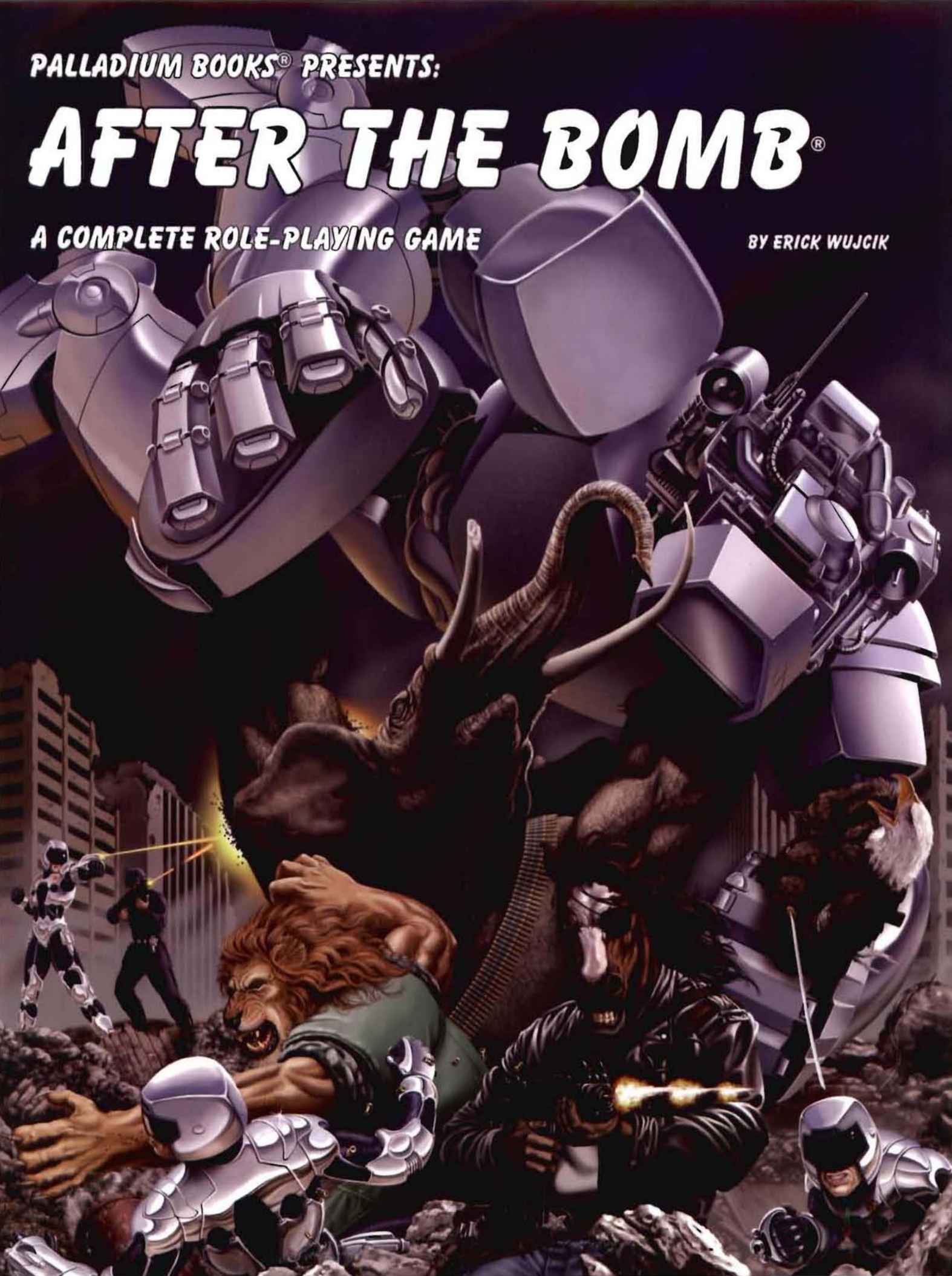# PALLADIUM BOOKS® PRESENTS:

AFTER THE BOMB®

A COMPLETE ROLE-PLAYING GAME

BY ERICK WUJCIK

Warning!

Violence and the Supernatural

The fictional worlds of After the Bomb® and **Heroes Unlimited**™ are violent, deadly and filled with superhumans, supernatural monsters and strange powers. Mutants, aliens, monsters, vile criminals and nefarious villains threaten, rob, torment, and prey on humans. Other alien life forms, monsters, and demons, as well as mutations, psychic powers, insanity, and war are all elements in this book.

Some parents may find the mutations, insanity, super abilities and violent elements of the game inappropriate for young readers/players. We suggest parental discretion.

None of us at Palladium Books® condone or encourage the occult, the practice of magic, the use of drugs, vigilantism or violence.

After the Bomb® and Heroes Unlimited™ are works of fiction. NONE of the monsters, villains, superhumans, powers or depictions are real.

A complete role-playing game set in the post-apocalyptic Earth of mutant animals.

Compatible with *Heroes Unlimited*™ and *Ninjas & Superspies*™.

Dedications

First off, this work is dedicated to the two greatest Game Masters in the world, Kevin Siembieda and René Vega, who taught me more about my craft than anyone.

Second, none of this would be possible without the love of my life, my sweet Kate.

Last, but not least, I would like to thank my original 1985 cast of play-testers, Paul Deckert, Rob Justice, Alan Moen, Greg Paul, Pete Schermerhorn, Eric Snider, John Speck, Jim Webster and Suzie Zick, most of whom are still dear friends.

– Erick Wujcik, 2001

First Printing – December 2001

AFTER THE BOMB®

A complete role-playing game

Written by: **Erick Wujcik**

Additional Text & Ideas: **Kevin Siembieda**
Editors: **Alex Marciniszyn**
      Kevin Siembieda
      Wayne Smith
Proofreader: **Julius Rosenstein**
Cover Art: **Scott Johnson**
Interior Artists: **Wayne Breaux Jr.**
      Kent Burles
      Kevin Eastman
      Scott Johnson
      Peter Laird
      Jim Lawson
      Apollo Okamura
      Ramon Perez
      Tyler Walpole
      Freddie Williams
      Michael Wilson
Maps: **Erick Wujcik**
Art Direction & Keylining: **Kevin Siembieda**
Typography: **Maryann Siembieda**

SUITABLE FOR USE WITH HEROES UNLIMITED™

Contents

Quick Find

After the Bomb

Characters in *After the Bomb* are almost always animals that have been mutated into intelligent, human-like people. Each player gets to customize their character, so they can be an animal that looks exactly like a normal member of the species, but with super intelligence and psionics, or an animal that has become a human-animal hybrid, a man-beast. A creature that has a basic humanoid shape (walks erect on two legs, has two arms and hands, etc.) but retains its strong animal features, instincts and natural powers (retractable claws, trunk, tail, etc.). There is also a third type of mutant animals, the rarest of the lot (but growing in number), those so completely human-like that only a few small physical distinctions and animal abilities make them different from a human being.

The concept behind *After the Bomb* is novel but not new. We see animal characters everywhere, in every kind of story-telling media. From George Orwell's brilliant *Animal Farm* to the *Teenage Mutant Ninja Turtles* in comics, television and movies, from Bugs Bunny through Roger Rabbit, there's been a fascination with animals that mimic the human form or habit.

This identification with animals goes deep in all our minds, in all our cultures. All over the world, in every age, in every land, there are always *animal icons*. Stories of the Trickster animal, Coyote, or Dingo, Spider or Fox, of the Wise Owl, and of their bigger, more powerful, nearly always clueless victims.

In this book we're just shifting the myth a few years into the future, to a time when humanity has hit the skids, and when mutant animals are looking to inherit the future of Earth.

... and a little bit of science

Back in 1985, when I wrote the first *After the Bomb*, it seemed kind of silly.

Fun? Yeah! The idea of a post-apocalyptic world filled with human-like animals was definitely fun. Just not even close to realistic. According to the science of the time, the idea of an animal mutating into something with human traits was ridiculous. Insane. Pure fantasy.

It's only been fifteen years, but science is catching up, and the fantasy of *After the Bomb* has taken on a chilling plausibility.

For me, the wake-up call, the knock on the door, came in 1994, in the pages of the June 25th issue of my favorite weekly, the British magazine, *New Scientist*. Here's the story:

On the 5th of March, 1994, a man by the name of George Smith, living in Oxfordshire, England, happened to notice a small advertisement. Between advertisements for pink lampshades, and for an old clock, there was a public notice, announcing that the British Department of the Environment had given permission for the spraying of a genetically modified insect virus.

What was the virus?

Well, the natural form, the unmodified form, of the virus, is a disease that kills a particular kind of caterpillar, one that infects the Cabbage plants. This caterpillar is the Looper, or Cabbage Looper Moth, or Trichoplusiani. *That's a pest that can be ex-*

pensive if you happen to be a farmer trying to make money by growing cabbages.

The test virus, 'AcNPV,' the one to be sprayed in George Smith's neighborhood, had been rather drastically modified. Which brings up the second question, what was the genetic modification?

It turns out that the virus had been equipped with an extra gene, a gene that would work like a weapon. AcNPV was the combination of the Cabbage Looper virus with a scorpion gene. In other words, this was a virus that had been armed with a scorpion's killer venom.

Now I don't know about you, boys and girls, but I thought that was a pretty scary story. First off, given the way anything living can spread, do we really want to take a chance on eradicating these caterpillars all over the world? And how does anyone know that AcNPV will only attack Cabbage Looper caterpillars? What if it could attack other caterpillars? Other insects? Other animals? Us? Spraying a super-virus out in the open seems a little stupid to me.

Second, when did we stumble on the ability to patch venom genes into viruses? Historically, more soldiers have died from disease than from any enemy, and germ warfare isn't exactly a new idea. While I understand that the world's cabbages might need some protection, isn't this something we should be talking about?

Back in 1986 we were just discovering that DNA was a molecular computer, and that humans were, wow, pretty closely related to chimpanzees.

Today I read in *New Scientist* that humans probably consist of around 350,000 genes, and we've already mapped most of them. Even more amazing, humans may differ from mice by as little as 300 genes.

When I first wrote *After the Bomb*, the idea of a mutant sentient dog was closer to fantasy than science fiction. Looking at it in 2001, it seems like we'll be talking to genetically modified canines in the not-too-distant future.

Animals

Which takes me to a couple of comments on the Animal Section of this game book.

Yes. I know that it's incomplete. But do you have any idea how many animals there are in the world? How many birds? We're talking about over 750 species in North America alone. So in this volume I've pretty much concentrated on the creatures common to the *Eastern United States* and *Canada*. (And, yes, that means I have not included most "zoo animals." And yes, other sourcebooks do and will cover other animals.)

Do you have any arguments with the various animal descriptions and statistics? All I can say is, welcome to the club. It's a rare day when any two expert sources agree on anything!

Should Players Roll Up or Choose their Animal?

Whether players *randomly roll* their animal type, or whether they get to *choose* the animal they'd like, is entirely up to the Game Master.

Still, here are a few good reasons to go with random character creation:

1. Random Rolls = Good Role-Playing. Excellent players can role-play *anything*. An excellent player can play any character, and sees a weak character as a challenge, not a liability.

2. Random Rolls = Something new and different. Even the best player falls into ruts. Random determination may create something the gamer will love playing that he or she would never have tried if allowed to choose.

3. Random Rolls = Time Saved. Another advantage of random character generation is the convenience that it provides to the Game Master. Instead of laboriously constructing every new villain and NPC, the Game Master can just roll-up the new encounters. This makes scenario design and quick response to player actions much easier.

4. Random Rolls = Realism. Finally, let's not forget that random rolls reflect real life. It comes down to the old adage, 'you can choose your friends, but you can't choose your parents.' Even in the lives of fantasy characters there may be no control over their origins.

How to play a Role-playing Game

Role-playing games are really just an advanced form of regular board games. In fact, they are so advanced that they no longer use a board. Some of the elements are still the same; you still need paper and pencil, dice and players, but the main thing you need to play a role-playing game is **Imagination.**

Let's take it a step at a time.

Imagine the scene

Picture a sunny afternoon in a dense forest. A narrow pathway winds in between the huge tree trunks, the only bare earth not covered by low ground plants and ivy. Rich summer smells are heavy in the air, insects are buzzing, and there are frequent sweet calls of songbirds.

Can you picture this scene? Try to keep the mental image in your head. Don't worry if you forget the details; one of the great things about role-playing games is the way your memory is improved with practice. Now you are ready for the next step.

Imagine the setting

Gradually, an electronic humming noise enters the scene, followed by the sound of slow, heavy footsteps. The songbirds are silent now, and a two-legged figure walks into view, his every step accompanied by the soft sound of an electric motor. He is a human, wearing some kind of powered armor, and he continuously points the device mounted on his right arm, first right, then left, then back again, as if using it as some kind of scanner. Behind him are several disheveled figures, each part man, part animal, each bound with heavy silver tape, each hurt in some way. There is the sound of another set of power armor bringing up the rear.

Obviously the mutant animals are the prisoners of the humans, being escorted toward imprisonment, punishment, or even slavery. The next step is to find out how "you" fit into this scene.

Imagine the character

Now here comes the tricky part. You are not in the forest, but there is somebody there whose eyes you see through. This person is your *character*, an imaginary individual that is your representative, your "playing piece," in this game.

Normally you will spend an hour or more developing a new player character. Once the character has been created you will probably continue playing that character for many weeks, perhaps for many years.

In our example, let us assume that your character is *Kensha*, a humanoid, mutant fox, crouching on two legs, up on a branch above the trail, holding a rifle in your partly-human paws, and looking down through a telescopic sight.

Imagine the action

Actually, you need one important extra ingredient to make a role-playing game work. You need a **Game Master**. The Game Master (or G.M.) is another player (a real person!) who controls all the characters in the game except those characters controlled by the *players*. In this case you are the only player, portraying Kensha, the mutant fox, and the Game Master is controlling the guys in powered armor, as well as the prisoners (the "non-player characters").

"The guy in the powered armor slows down. Instead of swinging his arm all the way back and forth across the trail, he's just pointing it on your side of the trail, gradually focusing in on your location," the G.M. informs you. "He's still pointing at the tree trunk below you, but it looks like he's detecting something. What are you (i.e. your character) going to do?"

Playing the fictional character Kensha, you have an important decision to make. Should Kensha stay still? Shoot the guy in powered armor? Try to shoot his device? Say something and announce his presence? Climb around to the other side of the tree, keeping the tree trunk between him and the guy in armor? Call for help? Throw something to the other side of the trail, hoping to distract the guy in armor? Jump down and run away? These are the things you, the player, need to consider for your fictional alter ego. Ultimately, the current situation comes down to two things, how can you best keep yourself alive, and can you rescue the imprisoned mutant animals? That last question may lead to many other questions, decisions and actions (like getting help in the form of the other player characters).

In a role-playing game there are no simple answers. There are also almost no limits to what a player can do. The only restrictions are that the character must play in the context of the game and setting, and one cannot go beyond the physical, mental and emotional limits of the character.

The game *rules* will help you "create" your character, define that character, and then set the method for resolving combat and other actions via the roll of dice and selections of powers and skills. However, the character's choices, personality and actions are all left in the hands of each individual player. The "play" of that character and the choices he or she makes then help to create an adventure story. An experience not unlike enjoying a movie or novel, only you (or more to the point, your character) are in the thick of the action. You actually help to make the story, because your character represents one of the main heroes in that story, and the actions of that hero helps to shape events and direct the course of the story. That is the magic and fun of

role-playing. Epic storytelling. And you are in the middle of it all. You and your fellow players.

What is needed to play

Other than imagination, you will also need the following:

Game Master: The Game Master or G.M. is the guy who functions like the Writer and Director of a movie. He or she sets the stage, creates the plot/conflict and gives the players their cues and motivation for taking action. As noted earlier, the G.M. also plays all the Non-Player Characters (NPCs) and bad guys. As the Game Master, this is also the individual who needs to understand the rules best. Players can actually get away with knowing very little of the game mechanics if they have a good G.M. to help them along and focus on the story.

Players: It is fun to play with at least two other players, although more is even more fun. Beginning Game Masters can usually handle a group of up to three to six. It is not unusual for experienced Game Masters to play with groups of seven to twelve. It's also not uncommon for a Game Master to play with just one or two players. A recent survey done by Palladium Books showed the average player group was 3-6.

Paper & writing stuff: First, each player will need a sheet of paper with the basic stats for his character, including any money and equipment in the character's possession. Then every player in the game needs to be ready to take notes. Players need to keep track of their character's data, equipment, experience points and lots of other stuff. Many players also like to take notes about the things they see, places they have been and the

villains and other characters they meet (names, whether he seemed to be a good guy or bad guy, where they encountered the individual, what he wanted, where he came from, how powerful and dangerous he seemed, as well as hints, clues, and so on). Game Masters should be ready to keep track of all kinds of things, so having a few sheets of paper, or better yet, a book or two (or a notebook computer), comes in handy.

Dice: 2 four-sided (D4), 4 six-sided (D6), 2 eight-sided (D8), 2 ten-sided (D10 or, as a pair, "percentile dice"), and 2 twenty-sided (D20). Most hobby stores and comic book shops carry dice, and you can also find them on-line, or through catalog advertisements in gaming magazines.

Glossary of Role-Playing Game Terms

Many of these terms will be described in greater detail in the creation, combat and other sections. This is just a quick summary.

Attributes: These are numbers used to evaluate the strengths and weaknesses of your character. For example, P.P. means Physical Prowess, how smooth, agile and quick a character is in combat. A P.P. of 4 indicates the character is pretty clumsy. A P.P. of 8-10 would be an average, fairly coordinated individual. 11-15 is a very coordinated and agile character. While a P.P. of 16 or more would belong only to characters with *exceptional* agility and reflexes. Attributes are also called *Statistics* or *Stats*.

Bonuses: Many skills, powers, high attributes and other things *may* provide the fictional character with *bonuses* to strike, parry, dodge, save, etc. These bonuses are typically added to a particular combat or melee action. Always be sure to include your character's bonuses, they may make the difference between life and death, or worse.

Campaign: A word used to describe an ongoing game. If you play the same characters with the same G.M. on a regular basis or a string of adventures then your are in a campaign.

Character: Every player (except the G.M.) has a character that serves as an imaginary playing piece, also called a *Player Character*.

Chimera: *Chimeras* are a new idea to **After the Bomb®**. They are a mix of two or more animals, plus human genes, usually creating a creature much more bizarre and monstrous than a typical mutant animal. Chimeras are typically the result of genetic manipulation gone awry, creating an entirely new species with aspects from several. Thankfully, Chimeras' are quite rare. Whether Chimeras are allowed as Player Characters or kept as NPCs (Non-Player Characters) is left entirely to the discretion of the Game Master.

Death: Just as in real life, these fictional characters can die. The death of heroes in comic books, or in games, should be fairly rare, but the amount of death in a campaign usually depends on the individual player (i.e. his choices for that character, whether they be heroic or foolish) and the Game Master (i.e. how he responds to the character's actions via the Non-Player Characters and logic).

Players should take a character's death calmly. Remember, this is only a *game* and the setting for **After the Bomb®** is a dangerous place. If a player character dies, the G.M. should allow the player to roll up a new character, and include it in the

game as soon as is possible for the ongoing game. There is nothing worse for a player than to lose his character and have to sit out half the game. Bring the new character in quickly. Players might want to have a "backup" character already rolled up and waiting in the wings, just in case.

Dice: There are a variety of different dice used in role-playing games. First of all, there are the standard six-sided dice, the kind you use for most board games, which we call "D6." Bunches of dice are referred to by expressions like "roll 3D6," meaning "roll three six-sided dice and add all results together." You don't have to roll the dice all at once if you don't have enough; you can roll 8D10 by rolling one D10 eight times, and just adding as you go.

Game Master (GM or G.M.): This is the person who controls the imaginary game world. All non-player characters (NPCs), innocent bystanders, police, politicians, and even the time of day and weather conditions are controlled by the G.M. The Game Master is also responsible for interpreting all the rules and, when necessary, explaining them to the players and enforcing them. The kinds of games and style of play (hack 'n slash combat, puzzles and mystery, comic book type action, etc.) will depend in large part on the Game Master and his or her personal taste, likes and dislikes, but the G.M. should always *try* to consider the needs and wants of the players. It is the G.M.'s responsibility (within reason) to make sure his players are having fun. This is a game after all, and games are supposed to be *fun* for everybody involved.

Megaverse®: The trademark we use to identify the multi-genre, anything goes, infinite worlds and possibilities that Palladium's one-game system has to offer is *Megaverse®*. A complete catalog of Palladium role-playing games and sourcebooks is available upon request for free, or free on-line at *www.palladiumbooks.com*. Send catalog requests and letters of comments to *Palladium Books Inc., Department 47, 12455 Universal Drive, Taylor MI 48180*. We love to know what you think. There is also **The Rifter®**. A quarterly publication that is a combination sourcebook, magazine and fanzine with all kinds of characters, powers, skills, adventures, stories, and fun for many of Palladium's games every issue.

Mutant Animal: Probably your fictional "character." In this fictional setting, there are lots of mutant animals. Exactly how to make your character is presented in the Character Creation section that follows. Have fun building your character.

Natural Twenty: A *Natural Twenty* is when a player rolls 20 on a twenty-sided die (D20), *before* any bonuses are added to the number rolled. In Palladium games, a Natural Twenty beats any other roll, except another Natural Twenty. For example, if a player rolls a Natural Twenty to strike, and the other character rolls a 19, and then gets a bonus of +6, for a total parry roll of 25, the Natural Twenty still wins. The only way to successfully parry the Natural Twenty is by rolling another Natural Twenty. Natural Twenties also do double damage. See the combat section for more details.

Non-Player Character (NPC): Any character controlled by the Game Master and not another player. This is the bar tender, farmer, and beggar a character might run across, to the wild animal, monster or bad guy the player characters' might have to face.

Player: A player is a person who plays a character in a role-playing game.

Player Character (PC): The character controlled by a player in a role-playing game. In **After the Bomb®**, most characters are either *mutant animals* (creatures that are a blend of animal and human genetics), *Chimeras* (a mix of two or more animals, plus human genes), or *Throwbacks* (the combination of an extinct animal with added human genes).

Role-Playing Game (RPG): A role-playing game (RPG), or fantasy role-playing game (FRPG), is a game where players take the role of imaginary characters, and interact with other characters in a setting where a Game Master presents an imaginary world of heroes, monsters, and adventure. Role-playing games are found in every genre from science fiction and fantasy, to super-heroes and horror, and everything in between.

Roll a Twenty-Sided: Simply roll a twenty-sided die for a number.

Roll Percentile: Take two ten-sided dice of different colors. Let's say we have one green and one red. First you declare which die will be high ("I call red high"). Next you roll the dice. Put the High die and the Low die together and you have a percentile. For example, if red is high, and comes up 4, and green is 8, the result is 48%. Always treat the number "10" like a "zero," so rolling a red 10 and green 7 would be just 7%, and rolling two tens would be "100."

Run or Running a Game: This is just a term gamers use to describe *playing* a role-playing game. Example, "He runs an excellent campaign" and "I ran in Kevin's game last week."

S.D.C.: In Palladium games this refers to *Structural Damage Capacity*, the natural toughness of anything in the game. People have Hit Points and S.D.C. (physical toughness), but a metal trunk, tree or car has a lot more "S.D.C." because they are made out of stronger, tougher physical materials.

Saving Throw: This is a roll (usually on a twenty-sided die) to avoid some unpleasant event. For example, a character might have to roll a *saving throw* to avoid being overcome by tear gas, poison or a drug.

Scenario: This is a specific adventure that confronts the characters in a role-playing game. A scenario is usually a story with a beginning (hearing about the bandit), a middle (tracking down the bandit's hideout), and an end (defeating the bandit). Most campaigns are developed around a number of scenarios.

Throwbacks: This is another new idea to the **After the Bomb®** setting. It extrapolates on the idea of the recessive gene to the max. In this case, it allows the mutant animal (a combination of animal and human genes) to draw upon the genes of an ancient *extinct animal ancestor* from which the modern day animal evolved. Thus, thanks to genetic manipulation, some chickens can mutate into a version of the extinct raptor dinosaur! Why? Because (in the context of this game) chickens are related to the raptor who, over millions of years, probably evolved into a variety of birds (at least that's the stand taken in this game). Later, human scientists were able to alter the chicken's gene to recreate a raptor (or mutant version of one). Why the chicken and not some other bird? Well we could rationalize the choice by saying chickens were cheap, commonplace, domesticated animals readily available to scientists for experimentation. But, you know what, it was just *fun*. Fun to give the chicken this unique genetic mutation possibility. Suddenly turning the harmless fowl bred and eaten for generations by humans into the predatory raptor. Yep, just plain fun.

Creation Of Mutant Animals

oFREDDIE oE oWILLIAMSoIIo

All these pages' of rules and information! How can you ever learn it all? Well, relax. The creation of a character is pretty simple, since all you've got to do is go through the following steps, one after another.

Step 1: The Eight Attributes (and bonuses)
Step 2: Animal Type
Step 3: Character Background & Skills
Step 4: Building with BIO-E Points
Step 5: Computing Hit Points, S.D.C. and Armor Rating
Step 6: Picking an Alignment

Step 1:
Rolling the Eight Basic Attributes & Attribute Bonuses

The first step in creating any character using the Palladium game system is to roll-up the eight attributes, I.Q., M.E., M.A., P.S., P.P., P.E., P.B., and Spd. These attributes represent your character's natural mental and physical abilities. Physical attributes can be improved through the selection of various *Physical Skills* such as Boxing and Body Building. "Skill bonuses" are added to the base attribute players will be rolling up right in Step One.

Roll three six-sided dice, then add the numbers together to determine *each* attribute. For each attribute, the higher the total, the better, smarter, stronger the character. If you roll a 16, 17 or 18 for an attribute, then the result is "exceptional" and you get to roll an additional six-sided die and add the result to the total for that attribute. If that additional die roll is a "six," add that number to the total and roll 1D6 again and add the result (this is the max, even if another six is rolled).

The Eight Attributes

Intelligence Quotient (I.Q.): Indicates the intelligence of the character. The actual "I.Q." of the character is roughly equal to the I.Q. attribute multiplied times ten, so an I.Q. attribute of 12 means the character has an actual I.Q. of 120. Characters with an I.Q. of 16 or better receive a one-time bonus added to the character's skill percentiles, including Secondary Skills (see *Attribute Bonus Chart*).

Mental Endurance (M.E.): Measures the amount of mental and emotional stress the character can withstand. Many *Animal Psionic abilities* require a minimum M.E. A character with an M.E. of 16 or higher has a bonus to save versus psionic attacks (see *Attribute Bonus Chart*).

Mental Affinity (M.A.): Shows the character's personal charm and charisma. A character with an M.A. of 16 or higher is

considered a "Natural Leader," and has a bonus to invoke trust or provoke intimidation in others (see *Attribute Bonus Chart*).

Physical Strength (P.S.): This is the raw physical power of a character. The P.S. times 10 indicates how heavy an object (in pounds) the character can carry, and the P.S. times 30 is how much the character can lift. A character with a P.S. of 16 or better receives a bonus to damage in hand to hand combat (see *Attribute Bonus Chart*).

Brute Strength. Any character with a P.S. of 17 or greater is considered to have *Brute Strength* and can carry 20 times their P.S., as well as lift 50 times their P.S. Their maximum P.S. is 30.

Beastly Strength. Available only to characters with *Beastly P.S.!* Characters with *Extraordinary P.S.* can carry 100 times their P.S. and lift 200 times their P.S. Their maximum P.S. is 50.

Crushing Strength. Available only to characters with *Crushing P.S.!* A character whose strength is *Supernatural* can carry 300 times their P.S. and lift 500 times their P.S.

Physical Prowess (P.P.): Shows the degree of dexterity and agility of the character. A P.P. of 16 or higher is rewarded with bonuses to dodge, parry and strike (see *Attribute Bonus Chart*).

Physical Endurance (P.E.): Demonstrates the character's stamina and durability. The amount of physical punishment a character can take, and resistance to fatigue and disease are determined by P.E. A Character with a P.E. of 16 or better has bonuses to save vs coma, death, and toxins (see *Attribute Bonus Chart*).

A character can carry the maximum weight load (see P.S.) for the P.E. times 4 minutes. Carrying the maximum weight while running or fighting can only be done for the P.E. times 2 minutes. If a character lifts the maximum weight (see P.S.), then it can only be held for as many melee rounds (15 seconds each) as the character has points P.E. A character can run at maximum speed for one minute for each P.E. point.

Physical Beauty (P.B.): Is an indication of the physical attractiveness of the character. A P.B. of 16 or better will be rewarded with a bonus to charm and impress (see *Attribute Bonus Chart*).

Speed (Spd.): Specifically, this is the character's maximum *running speed*. The Spd. times 20 is the number of yards the character can run in one minute. The higher the Spd. (16+) the faster the character. There is no special bonus for being a fast runner.

Attributes Beyond 30

Mental Endurance (M.E.), Intelligence Quotient (I.Q.), Mental Affinity (M.A.), and Physical Beauty (P.B.) are normally maxed out at 30 for mortals. Bonuses do not increase should the character have a number higher than thirty; the only exception *might* be a god and aliens (which are clearly not normal humans). This will be extremely rare, but not impossible. Use your discretion.

Physical Strength (P.S.): Some characters will acquire a P.S. attribute beyond the limits of the bonus chart. Occasionally, even normal, albeit exceptional, humans can also exceed a P.S. of 30 (usually a combination of incredibly lucky dice rolls and the selection of physical skills that provide P.S. bonuses).

ATTRIBUTE BONUS CHART

	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
I.Q. add to all skills. This is a one time bonus	+2%	+3%	+4%	+5%	+6%	+7%	+8%	+9%	+10%	+11%	+12%	+13%	+14%	+15%	+16%
M.E. save vs. psionic attack	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8
save vs. insanity	+1	+1	+2	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11	+12	+13
M.A. trust/intimidate	40%	45%	50%	55%	60%	65%	70%	75%	80%	84%	88%	92%	94%	96%	97%
P.S. Hand to Hand combat: damage	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11	+12	+13	+14	+15
P.P. parry and dodge bonus	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8
bonus to strike	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8
P.E. save vs. coma/death	+4%	+5%	+6%	+8%	+10%	+12%	+14%	+16%	+18%	+20%	+22%	+24%	+26%	+28%	+30%
save vs. magic/poison	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8
P.B. charm/impress	30%	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%	83%	86%	90%	92%
Spd. No special bonuses other than the raw, natural ability to run.															

In these cases, the damage bonus for a P.S. beyond 30 continues to accumulate at a rate of +1 per each additional P.S. point. Thus, if a P.S. 30 provides a damage bonus of +15, then a P.S. 31 inflicts a damage bonus of +16, P.S. 32 is +17, P.S. 33 is +18, P.S. 34 is +19, and so on. A physical strength of 40 is the absolute P.S. limit for normal humans and humanoids, including aliens, mutants and mutant animals. See the super abilities *Extraordinary P.S., Superhuman Strength* and *Supernatural Strength* for abilities that transcend the boundaries of ordinary humans.

Superhuman characters have no limits on their P.S. and can do amazing amounts of damage with their bare hands, even damaging metal and stone structures (see below).

Physical Prowess (P.P.): The bonus to strike, parry and dodge, stops at 30. But for every four P.P. points beyond 30, the character gets a bonus on his initiative roll. Thus, add +1 on initiative at P.P. 34, 38, 42, 46, and 50. A physical prowess of 50 is the absolute P.P. limit even if they are superhuman or alien!

Physical Endurance (P.E.): The bonus to save vs poison and magic stops at 30, but the percentage to save vs coma continues at an increment of *one point* per each additional point beyond 30%. Thus, a P.E. of 31 provides a 31% chance to save vs coma, 32 is 32%, and so on.

Speed (Spd): Indicates the rate of speed at which a character can run (or fly). Most ordinary humans never exceed 30, however, mutant animals, superhumans, cyborgs, aliens and others *may* achieve mind boggling running speeds. Every 10 Spd points equals approximately 7 mph (11 km).

Speed Chart

The following is a simple conversion table of speed factors into *approximate* miles per hour (mph) and kilometer equivalents.

Speed Factor	Approx. MPH	Kilometers Per Hour
5	3½	5.6
11	7½	12
22	15	24
27	18½	29.7
33	22½	36
44	30	48
50	35	56
55	37½	60
58	40	64
66	45	72
77	53	85
88	60	96
110	75	120
132	90	148
220	150	241
293	200	321

Step 2:
Animal Type

What kind of animal was the character originally?

First, check with the Game Master before rolling to see if the G.M. has any specific requirements or restrictions. For example, some G.M.s may *want* to restrict the kind of animals in the campaign for story or setting reasons. Depending on the campaign and/or the personal tastes of the Game Master, he or she *may* want to exclude **Purebreds** (the only way to get a *Chimera* or *Throwback*), while another Game Master might *want* most or all of the player characters to be Chimeras or Throwbacks, or some other *specific* type of mutant – mutant swine or birds perhaps.

After getting the go ahead from your Game Master, roll percentile dice on this table to find out which general category of animal your character is (Urban, Rural, Wild, Purebred), and then roll percentile dice again on the corresponding specific animal table. Note that with a few "zoo" animal exceptions, all the mutants listed are native to North America. **After the Bomb®** "sourcebooks" will present *new and exotic* animals.

Animal Character Types
01-35 *Urban* Animals of North America
36-60 *Rural* Animals of North America
61-90 *Wild* Animals of North America
91-00 *Purebreds* (including Throwback & Chimera)

Table for "Urban" Animals of North America
01-04% Budgie (see Parakeet)
05-07% Bat
08-20% Cat
21% Chimpanzee
22-33% Dog
34-35% Ferret (see Weasel)
36-37% Frog
38-40% Hamster (see Rodent)
41-45% Human Mutant (roll again if an "animal" is desired)
46-47% Monkey
48-60% Mouse (see Rodent)
61-65% Parakeet
66-68% Parrot
69-72% Guinea Pig (see Rodent)
73-80% Pigeon
81-82% Robin (see Perching Birds)
83-89% Rat (see Rodent)
90-93% Seagull
94-95% Sparrow
96-99% Squirrel
100% Turtle

Table for "Wild" Animals of North America

01-02% Alligator
03% Armadillo
04-05% Badger
06-08% Bat
09-10% Beaver
11-12% Black Bear (see Bear)
13% Boar (see Swine)
14-15% Bobcat
16% Brown Bear (see Bear)
17% Camel
18% Cardinal (see Perching Birds)
19% Chipmunk
20-22% Coyote
23-25% Crow
26-29% Deer
30-31% Duck
32% Eagle (see Raptor)
33% Elephant
34% Elk (see Deer)
35-37% Fox
38-40% Frog
41% Grizzly Bear (see Bear)
42% Grouse (see Pheasant)
43-44% Hawk (see Raptor)
45% Jaguar
46% Lion (African)
47% Lynx (see Bobcat)
48-49% Marten
50% Mink (see Marten)
51-55% Mole
56-58% Moose
59-60% Mountain Lion
61-65% Muskrat
66-70% Opossum
71-72% Otter
73-76% Owl
77% Partridge (see Pheasant)
78% Pheasant
79-80% Porcupine
81% Quail (see Pheasant)

82-83% Raccoon
84% Raven (see Crow)
85-86% Robin
87-89% Skunk
90-91% Sparrow
92% Squirrel
93-94% Turtle
95-96% Weasel
97-99% Wolf
100% Wolverine

Table for "Rural" Animals of North America

01-02% Buffalo
03-10% Cat
11-20% Cattle
21-30% Chicken
31-35% Crow
36-37% Deer
38-42% Dog
43-44% Duck or Goose
45-46% Falcon (see Raptor)
47-51% Goat
52-60% Horse
61-63% Human Mutant (roll again if an "animal" is desired)
64-65% Mink (see Marten)
66-68% Mole
69-73% Mouse (see Rodent)
74-78% Rabbit
79-80% Raccoon or Opossum
81-87% Sheep
88-89% Skunk
90-98% Swine
99-100% Turkey

Purebred Table, with Chimeras & Throwbacks

About "Purebred" Mutant Animals. Whatever you are comes directly from your parents. You are one of a new species, and you can expect to find others like you.

Unless the mutant animal has a *herd* or *pack instinct*, "tribes" of Purebreds are rare. For example, the only Purebreds among mutant cats are the *Pixie-Bobs*, who have a very non-cat, dog-like disposition, and *Egyptian Throwbacks*, who come about more by accident than design.

On the other hand, some of the more social mutant animals have created exclusive communities, and often carefully control their gene pool by restricting who is allowed to join.

Pigs, or mutant swine, have the largest number of *Purebred* communities, mostly because they have a natural tendency to create tribes and villages, and prefer hanging around with those who are more or less like "family." Most non-pig visitors to, say, a Chester town, would be welcome, since they could not threaten the social order. Mutant swine with the appearance of a Chester would likely be invited to settle (or at least contribute to the local gene bank, if the town's technology was high enough). However, mutant swine clearly not of Chester genes, such as *wild mutants, Razorbacks,* or *Mulefeet,* would be treated coldly, with a clear signal to leave as soon as possible, since their genes pose a clear *threat* to the "purity" of the local population. Com-

munities and tribes of Purebred cattle, goats, and sheep, are also likely to be protective of their gene pool.

Purebred dogs, horses and chickens are not usually so restrictive, and often welcome the occasional "outsider" to join their community, confident that if the stranger is capable of producing offspring, then the hybrid vigor may be a *good* thing.

Purebred Chimeras. While most of the mutant animals of After the Bomb contain a mixture of genes, a mix of the root animal with human genetics, Chimeras have even more mixing. For example, *Spider-Goats* were originally created back in the 1990s by splicing spider genes into goat embryos. Before the Crash there were thousands of experiments that involved mixing genes from different sources, but only a few such Chimeras were successful enough to find others of their own kind, to interbreed, and to have offspring.

Purebred Throwbacks. Either deliberately, through genetic engineering, or by some strange quirk of mutation, "throwbacks" resembling *extinct animals* (and humanoids) have appeared in the world of **After the Bomb.**® While most of the Throwbacks are unique (such as dinosaurs), a few have managed to find sufficient numbers of their own kind to produce offspring, multiply and even establish clans, tribes and communities.

Sub-Table for "Purebred" Animals of North America

Cat
01-03% Egyptian Throwback (Purebred Throwback)
04% Pixie-Bob (Purebred Feline)
Cattle
05-09% Angus (Purebred Cattle)
10% Florida Cracker (Purebred Cattle)
11-14% Holstein (Purebred Cattle)
15-16% Texas Longhorn (Purebred Cattle)
Chicken
17-19% Allosauroid (Purebred Throwback)
20-22% Bantam (Purebred Chicken)
23-24% Jersey Giant (Purebred Chicken)
25-29% Rhode Island Red (Purebred Chicken)
Dog
30% Bounder (Purebred Dogs)
31-32% Jack Russell (Purebred Dog)
Goat
33-36% Spider-Goat (Purebred Chimera)
Horse
37-41% American Cream (Purebred Horse)
42-44% Appaloosa (Purebred Horse)
45-47% Morgan (Purebred Horse)
48-51% Tennessee Walker (Purebred Horse)
Pigeon
52-53% Passenger Pigeon (Purebred Throwback)
Rabbit
54-55% Pleasure Bunny (Purebred Rabbit)
Rodent
56-57% Chameleon Mouse (Genetic Chimera)
58-59% Shifter Mouse (Genetic Chimera)
Sheep
60-61% Bighorn (Purebred Sheep)
62-65% Jacob (Purebred Sheep)
66-70% Wensleydale (Purebred Sheep)

Swine
71-75% Arkansas Razorback (Purebred Swine)
76-80% Chester (Purebred Swine)
81-85% Mulefoot Mutant (Purebred Swine)
86-87% Okefenokee Swine (Purebred Throwback)
88-94% Pennsylvania Blueback (Purebred Swine)
95-97% Pig Person (Purebred Swine)
98-100% Porkopolis Flying Pig (Purebred Chimera)

Alternative Step 2 (Optional): Roll from the Full List of Animals

Here you can roll-up all the animals described in all the various *After the Bomb*® *RPG* sourcebooks printed through November of 2001, broken up into three tables, with one for Birds, one for Mammals, and the third covering Reptiles, Amphibians and others.

The three tables cover ALL the contemporary animals described here, as well as those described in the following **After the Bomb**® sourcebooks: **Road Hogs, Mutants Down Under, Mutants of the Yucatan**, and **Mutants of Avalon**, plus a couple in **Heroes Unlimited™**.

First, roll percentile to see whether the animal is a Bird, Mammal or Other. Then, roll percentile for that particular kind of animal.

Type of Animal – Full List
01-20% Bird
21-90% Mammal
91-00% Other

Full List of Birds
01-02% Budgie (see Parakeet)
03-04% Buzzard, *Road Hogs*™
05% Cassowary, *Mutants Down Under*™
06-10% Chicken
11-12% Condor, *Road Hogs*™
13% Coot, *Mutants in Avalon*™
14-20% Crow
21-25% Duck
26-27% Eagle (see Raptor)
28% Emu, *Mutants Down Under*™
29-30% Flamingo, *Mutants of the Yucatan*™
31-34% Goose, *Mutants in Avalon*™
35-37% Grouse (see Pheasant)
38-40% Gull, *Mutants in Avalon*™
41-45% Hawk (see Raptor)
46-47% Heron, *Mutants in Avalon*™
48-50% Hummingbird, *Road Hogs*™
51% Kookaburra, *Mutants Down Under*™
52-55% Magpie, *Mutants in Avalon*™
56-60% Owl
61-65% Parakeet
66-68% Parrot
69-70% Partridge (see Pheasant)
71-72% Peacock, *Mutants in Avalon*™
73-77% Perching Bird
78-80% Pheasant
81-84% Pigeon
85% Puffin, *Mutants in Avalon*™

86% Quail (see Pheasant)
87% Raven
88% Road Runner, *Road Hogs*™
89-91% Seagull
92-93% Sparrow
94% Swallow, *Mutants in Avalon*™

95% Swan, *Mutants in Avalon*™
96% Toucan, *Mutants of the Yucatan*™
97-98% Turkey
99% Vulture, *Road Hogs*™
100% Woodpecker, *Mutants in Avalon*™

Full List of Mammals

01% Agoutis, *Mutants of the Yucatan*™
02% Armadillo
03% Badger
04% Bandicoot, *Mutants Down Under*™
05% Bat
06% Bear
07% Beaver
08% Boar (see Swine)
09% Bobcat
10% Buffalo
11% Camel
12% Cat
13% Cattle
14% Chimpanzee
15% Coati, *Road Hogs*™
16% Coyote
17% Coypu, *Mutants in Avalon*™
18% Cuscus, *Mutants Down Under*™
19% Deer
20% Dingo, *Mutants Down Under*™
21% Disk-Winged Bat, *Mutants of the Yucatan*™
22% Dog
23% Dolphin, *Road Hogs*™
24% Donkey, *Road Hogs*™
25% Elephant
26% Elk (see Deer)
27% False Vampire Bat, *Mutants of the Yucatan*™
28% Fish-Eating Bat, *Mutants of the Yucatan*™
29% Fox
30% Giant Anteater, *Mutants of the Yucatan*™
31% Goat
32% Greater Glider, *Mutants Down Under*™
33% Guinea Pig (Rodent)
34% Hamster (Rodent)
35% Hedgehog, *Mutants in Avalon*™
36% Honey Possum, *Mutants Down Under*™
37% Horse
38% Human
39% Jaguar
40% Jaguarondi, *Mutants of the Yucatan*™
41% Kangaroo Rat, *Road Hogs*™
42% Kangaroo, *Mutants Down Under*™
43% Kinkajous, *Mutants of the Yucatan*™
44% Koala, *Mutants Down Under*™
45% Lion
46% Lynx (see Bobcat)
47% Manatee, *Mutants of the Yucatan*™
48% Margay, *Mutants of the Yucatan*™
49% Marsupial Mole, *Mutants Down Under*™
50% Marten

51% Mink
52% Mole
53% Monkey
54% Moose
55% Mountain Lion
56% Mouse or Rat (Rodent) or Chipmunk
57% Mulgara, *Mutants Down Under*™
58% Muskrat
59% Native Cat, *Mutants Down Under*™
60% Numbat, *Mutants Down Under*™
61% Opossum
62% Otter
63% Paca, *Mutants of the Yucatan*™
64% Pack Rat, *Road Hogs*™
65% Pandemelon, *Mutants Down Under*™
66% Platypus, *Mutants Down Under*™
67% Pony (British), *Mutants in Avalon*™
68% Porcupine
69% Possum, *Mutants Down Under*™
70% Prairie Dog, *Road Hogs*™
71% Pronghorn, *Road Hogs*™
72% Rabbit
73% Raccoon
74% Rat Kangaroo, *Mutants Down Under*™
75% Rock-Wallaby, *Mutants Down Under*™
76% Sea Lion, *Road Hogs*™
77% Seals, *Road Hogs*™
78% Sheep
79% Shire Horse, *Mutants in Avalon*™
80% Skunk
81% Sloth, *Mutants of the Yucatan*™
82% Spiny Anteater, *Mutants Down Under*™
83% Squirrel
84% Swine
85% Tamandua, *Mutants of the Yucatan*™
86% Tapir, *Mutants of the Yucatan*™
87% Tasmanian Devil, *Mutants Down Under*™
88% Tiger, *Heroes Unlimited*™
89% Tree Kangaroo, *Mutants Down Under*™
90% Tree Porcupine, *Mutants of the Yucatan*™
91% Two-Toed Anteater, *Mutants of the Yucatan*™
92% Wallaroo, *Mutants Down Under*™
93% Walrus, *Road Hogs*™
94% Water Vole, *Mutants in Avalon*™
95% Water Opossum, *Mutants of the Yucatan*™
96% Weasel or Ferret
97% Whale, *Road Hogs*™
98% Wolf
99% Wolverine
100% Wombat, *Mutants Down Under*™

Full List of Other Animals

01-05% Alligator
06-07% Boa Constrictor Snake, *Mutants of the Yucatan*™
08-09% Bushmaster Snake, *Mutants of the Yucatan*™
10-14% Chameleon, *Road Hogs*™
15% Emerald Tree Boa Snake, *Mutants of the Yucatan*™
16% Fer-de-Lance Snake, *Mutants of the Yucatan*™
17% Frilled Lizard, *Mutants Down Under*™
18-25% Frog
26% Gila Monster, *Road Hogs*™
27% Goanna, *Mutants Down Under*™
28-30% Iguana, *Mutants of the Yucatan*™
31-32% Komodo Dragon, *Mutants Down Under*™
33-40% Lizard, *Road Hogs*™
41-45% Newt, *Mutants in Avalon*™
46-50% Octopus, *Road Hogs*™
51-55% Rattlesnake, *Mutants of the Yucatan*™
56-60% Sea Turtle, *Road Hogs*™
61% Slow-Worm, *Mutants in Avalon*™
62-75% Snake, *Mutants Down Under*™
76-80% Thorny Devil, *Mutants Down Under*™
81-100% Turtle

Step 3:
Background, Education & Skills

Each character's skills, equipment, money and special bonuses, depend on their background. Roll percentile for random selection, otherwise the player may pick one or the G.M. may assign one (when appropriate). However, we at Palladium strongly encourage *random* determination on all tables because it is a great deal of fun.

01-15% Feral Background

Either born to wild animals, abandoned, orphaned or just lost in the wilderness. With constant attacks by the Empire of Humanity and acts of violence by barbarians and rogues, it is not surprising that many mutant animal young find themselves lost and alone in the wilderness. Feral mutants tend to be tougher than others, but not well educated. Feral characters are often antisocial or just not given to much talking. Even those reunited with their families or who join clans and communities have a lot of problems fitting in. Tend to be loners, suspicious of others (especially humans) and are the strong, silent type. May be fiercely loyal to those considered to be true friends.

Apprenticeship: None.
Primary Skills: Wilderness Survival, Climbing, Escape Artist, Hand to Hand: Basic, Prowl, Tracking, and Hunting, plus two Weapon Proficiencies.
Secondary Skills: Select any three.
Special Bonuses: +15 BIO-E, +20 S.D.C., +2 P.E., +3 P.S., +1 P.P. and +1 on initiative.
Money: 200 bucks.
Equipment: Basic clothing and wilderness survival equipment, including a decent knife, axe, and primary weapon (usually a bolt-action rifle).
Relatives & Connections: Character is completely comfortable in a wilderness environment, and has a 10% chance of running into a familiar feral buddy for every day of wandering and exploring. No known family. Tends to distrust and avoid "civilization."

WILSON-2001

16-40% Raised on the Frontier

Some families are so remote that a mutant child will be raised without seeing more than one stranger a year. The character usually comes out of the wilderness with ragged clothes, one aged weapon, and a gunnysack of cooking tools and useful scavenged items. The character is friendly, but rustic and curious, and not necessarily hostile toward humans.

Apprenticeship: None.
Primary Skills: Farming & Gardening, Wilderness Survival, Fishing, Hunting, Tracking, and Trapping. Select any two Military or Domestic Skills, three Weapon Proficiencies, two Physical Skills, and one from Pilot, Rogue or Technical Skills.
Secondary Skills: Select any eight Domestic Skills.
Special Bonuses: +5 BIO-E, +10 S.D.C., +1 P.E. and +2 to Spd.
Money: 1D6 times 20 bucks.
Equipment: Ragged clothes, one aged weapon, and a gunnysack of cooking tools and useful scavenged items, plus a small package of 'seed' potatoes of at least three varieties, ready for planting.
Relatives & Connections: Dozens of relatives and friends close by the old homestead, where the character will always be recognized, helped and, if necessary, hidden and protected.

41-65% Villagers & Townies

Raised in one of the small, mutant animal communities. This means the character received an excellent education with a heavy technical emphasis. The character will *oppose* the Empire of Humanity, but will not discriminate against humans. These characters tend to think of their country cousins as a bit backward and feral mutants as savages or barbarians.

Apprenticeship: Select any one from Armorer, Artisan, Farrier, Mechanic, Healer or Weaponsmith.

Primary Skills: Literacy, Basic Mathematics, two Scientific & Scholastic Skills, three Weapon Proficiencies, one Pilot Skill, and a total of five skill selected from Domestic, Medical, Physical and/or Rogue Skills.

Secondary Skills: Any seven.

Special Bonuses: +2 to M.A. and +1 M.E.

Money: The character has earned from 2,000 to 12,000 bucks (2D6 times 1,000).

Equipment: The character is well equipped with clothing, traveling equipment, and two weapons.

Relatives & Connections: In the character's hometown there are plenty of relatives and friends who will do just about anything for the character. 3% chance of running into someone from the character's hometown while visiting other mutant animal communities.

66-70% Border Area Character

The character was raised in one of the communities bordering the Empire of Humanity. Frequent raids and skirmishes with the Empire and their New Kennel allies meant mandatory military training for all youth. Chances are the character has had little personal contact with humans and will treat all of them as potential enemies.

Apprenticeship: Select one from Armorer, Farrier, Mariner, Teamster or Weaponsmith.

Primary Skills: Farming & Gardening, First Aid, two Military Skills, four Weapon Proficiencies, and a four Physical or Technical Skills.

Secondary Skills: Select any eight.

Special Bonuses: +1 P.E., +1 P.P., +3 to Spd. and +6 S.D.C.

Money: 200 to 1,200 bucks (2D6 times 100).

Equipment: Full set of clothing and traveling equipment, with one firearm and one ancient weapon.

Relatives & Connections: The character will have a 5% chance of recognizing an old buddy in any mutant animal military unit.

71-75% Elite Militia

Mutant animal military units are often totally self-sufficient, raising families in fortified compounds between battles. Their offspring are highly trained militarily, but tend to miss out on some of the civilian skills. Elite Militia tend to treat humans with a professional cool.

Apprenticeship: Select any one from Armorer, Mechanic or Weaponsmith.

Primary Skills: Hand to Hand: Expert, three Weapon Proficiencies, four Physical Skills, and any two from Pilot or Technical Skills.

Secondary Skills: Select any five.

Special Bonuses: +10 S.D.C., +1 M.E., +1 P.P., +4 Spd. and +2 to disarm and pull punch.

Money: 100 bucks.

Equipment: In addition to basic clothing and traveling equipment, the character has a military-quality weapon (assault rifle, sub-machinegun or sniper rifle), a pistol, and a good quality ancient weapon.

Relatives & Connections: In addition to having a close-knit family, the character is part of a brotherhood of former militia companions. While the character can call on any member of the brotherhood for help, the character also feels obligated to help when one of the brotherhood is in trouble.

76-80% Guerrilla Warrior

Primitive communities, far removed from the protection of the mutant city-state of *Cardania*, have had to learn guerrilla techniques in order to survive the constant raiding from the Empire of Humanity as well as mutant bandits and renegades. From an early age the children have to learn how to avoid mines, booby traps and other hazards. These characters have learned to hide their true feelings (usually hatred) from humans.

Apprenticeship: None.

Primary Skills: Wilderness Survival, Prowl, Demolitions, and Demolitions Disposal, along with another four Military Skills, three Physical Skills, two Pilot Skills, and three Weapon Proficiencies.

Secondary Skills: Select any five.

Special Bonuses: +10 BIO-E, +1 P.E., +2 P.S., +2 to Spd. and +8 S.D.C.

Money: 3D6 times 30 bucks.

Equipment: Basic clothing and traveling equipment, as well as a good quality primary weapon.

Relatives & Connections: The character is very familiar with the contested borderlands around the Empire of Humanity, and knows quite a few of the guerrilla groups still in operation.

81-85% Raised by Bandits

The character was born into a group of bandits, and raised to be useful starting at the age of three or four. Grew up running messages, telling lies, setting up innocent travelers, committing crimes, witnessing murder and worse. Fortunately the character was rescued by the age of fifteen or sixteen, and adopted by a caring family. Still, the character has a good range of Rogue skills.

Apprenticeship: None.

Primary Skills: Select any six Rogue Skills, two Physical, two Military Skills, and one Pilot Skill.

Secondary Skills: Wilderness Survival, Prowl, Tracking and four other skills.

Special Bonuses: +5 BIO-E, +20 S.D.C., +1 P.P. and +5 Spd.

Money: 1D6 times 100 bucks.

Equipment: Basic clothing, a primary weapon of good quality, and a set of lock picks.

Relatives & Connections: The character has a 25% chance of recognizing any bandits who are in disguise, hiding, or "retired," from their days on the run.

86-90% Freed Slave

Born, sold or kidnapped into slavery in the Empire of Humanity, these young mutant animals eventually manage to escape. For the rest of their lives they have a burning desire to bring down the Empire. Cruel treatment has left them with many kinds of scars and a bitter hatred of humankind, tempered only by the knowledge that some humans were involved in helping them escape from slavery.

Apprenticeship: None.

Primary Skills: Select two Military Skills, four Physical Skills, and one Technical Skill.

Secondary Skills: Wilderness Survival and select any six others.

Special Bonuses: +10 BIO-E, +1 M.E., +2 P.E. and +6 S.DC.

Money: 1D4 times 20 bucks.

Equipment: Basic clothing is all.

Relatives & Connections: The character will be familiar with at least three of the mutant animal camps, mines, or factories in the Empire of Humanity, and will know dozens of friends in each of those places.

91-100% One of the Academic Underground

Particularly bright youngsters are adopted into a special secret university. This is not a college campus, but the remnants of one of the pre-Crash universities held together by a desire to preserve the greatness of the past by continuing to study, teach and research. Humans, including ancient humans who still survive and contribute, are very much a part of this academic underground, and characters will be as comfortable around humans as around mutant animals.

Apprenticeship: Select any one from Artisan, Electrician, Farrier, Mechanic, or Healer.

Primary Skills: Select any six Scientific & Scholastic Skills, and four Technical Skills, and any other eight skills (total) from Medical, Military, Physical, Pilot or Weapon Proficiencies.

Secondary Skills: Select any six.

Special Bonuses: +2 I.Q. and +1 P.P.

Money: 3,000 bucks.

Equipment: Full set of clothing and traveling equipment, a main weapon, and a computer with a huge library of electronic reference books (pick two specialty topics).

Relatives & Connections: Part of a secret network of scientists and academics who continue the work of studying, experimenting, publishing, and generally pushing back the dark forces of ignorance.

Equipment & Money

Getting the character dressed and equipped requires money. Characters with savings or with organization equipment can simply buy common items. Use the prices listed in the Equipment Section. The previous section for determining *Background, Education & Skills* presents the character's starting equipment and money.

Money. In North America the only *paper money* now issued are **Cardanian Bucks.** There's only one kind of small change, which is a **Bit**; and one Buck = 4 Bits.

©FreddieEoWilliams.art

Step 4:
Building Mutants with BIO-E

BIO-E Points
Growth Levels (Steps)
Human Attributes
Psionics
Special Abilities

BIO-E: Biological Energy Points

Characters created from animals go through some kind of biological transformation. In the fantasy world of comic books (and to a lesser degree, science fiction in general) that often means a change into something intelligent and more human in shape. Of course, that kind of thing just does not happen in the real world. Real mutation almost always results in death or disfigurement. But, in fantasy, the effects are usually good ... or at least interesting and dramatic.

Measuring Biological Energy. In order to balance out the biological changes to animal characters, we have invented *BIO-E points*. Each kind of animal has a particular amount of bio-energy that reflects exactly how much it can change. BIO-E does NOT directly reflect the size or power of the animal. In fact, it's just the opposite. The more powerful the original animal, the *fewer* points of bio-energy it has.

The reasons for this are simple. Someone rolling up, for example, a bear, would be at an immediate great physical advantage compared to someone rolling up a mouse. However, to equalize things, the bear has less bio-energy (BIO-E points) than the mouse. After all, a grizzly bear doesn't need much BIO-E, because it's already a large and incredibly powerful creature. That having been said, such animals can usually select certain negative abilities/penalties that give them BIO-E to spend on other things like Special Abilities.

The exact number of BIO-E points is included in each animal's *description* in the Animal Section. Players can "build" their character by using their BIO-E on any of the following:

Growth Steps
Human Attributes
Appearance: Human & Other Options
Psionics
Special Abilities

Note: Players should spend *ALL* their BIO-E points. BIO-E not used up in the creation of the character are *permanently lost* and can not be used at a later date to buy any additional powers, abilities or mutations.

Growth Levels (Steps)

Animals undergoing their transmutation into intelligence will probably change in size as well. The very smallest animals (like a mouse or turtle) will either have to grow or suffer severe mental penalties due to their small size. By the same token, very large creatures will have to sacrifice some of their natural size and strength in order to gain human features or Special Abilities.

The size of the animal character is measured in *Growth Steps*. Each animal's original size level is listed by growth costs of 5 BIO-E. Characters can also gain BIO-E points by *giving up* growth steps. For each growth step given up, the character gains 5 BIO-E points. The BIO-E points can be applied to other

changes, powers and abilities found in the Animal Descriptions. BIO-E points can *NOT* be kept and used later, sold, or given or traded to another character.

Growth Step Example #1: Increasing Size

Assume that you have rolled up a Size Level One creature, a mouse. Playing a creature that small has many disadvantages, especially the penalties of -8 in I.Q., -12 in P.S. and -4 in P.E. Fortunately, you can change the character's Growth Level.

By spending 25 points of BIO-E, the character can be raised to a Size Level 6 (roughly 75 lbs/34 kg and three feet/0.9 m or so tall). At level 6 the character has no penalties whatsoever. Of course, you can continue to spend BIO-E points and make the mutant mouse even larger and even gain attribute bonuses. All it takes is 5 points of BIO-E per level of increase.

Growth Step Example #2: Decreasing Size

Suppose that you've rolled up a Moose character. If you check the Animal Section, you'll see that Moose have Size Level 19. You'll also notice that Moose start out with no BIO-E points. Since it would not be much fun to have an unchangeable character, the thing to do is trade in some of the Moose's Growth Levels *for* BIO-E points.

Let's reduce the Moose's size by six Levels, down to size 13. He is still a bulky 350 lbs (157 kg) of muscle and stands 6-7 feet (1.8 to 2.1 m) tall. Every Growth Level sacrificed means the mutant moose *gains* 5 points of BIO-E. So now the Moose character is Size Level 13, and the character has 30 points of BIO-E to play with. If that's not enough BIO-E, then the player can simply trade in more Size Levels for BIO-E points or take a disadvantage such as a vestigial ability (see *Animal Descriptions* to see if a vestigial ability is available for that creature; not all get any). **Note:** Characters always gain 5 BIO-E per level reduction.

PHYSICAL SIZE CHART

Growth Step	Weight	BIO-E	I.Q.	P.S.	P.E.	Spd	SDC
1	to 1lb	0	−8	−12	−4	+7	5
2	to 5lbs	5	−6	−6	−4	+7	10
3	to 10lbs	10	−4	−3	−1	+3	15
4	to 20lbs	15	−2	−2	−	−	20
5	to 40lbs	20	−	−1	−	−	25
6	to 75lbs	25	−	−	−	−	30
7	to 100lbs	30	−	+1	−	−	30
8	to 150lbs	35	−	+2	−	−	35
9	to 175lbs	40	−	+3	+1	−	35
10	to 200lbs	45	−	+4	+2	−	35
11	to 250lbs	50	−	+5	+3	−1	40
12	to 300lbs	55	−	+6	+4	−2	40
13	to 350lbs	60	−	+7	+5	−3	45
14	to 400lbs	65	−	+8	+6	−4	50
15	to 500lbs	70	−	+9	+7	−5	55
16	to 600lbs	75	−	+10	+8	−6	60
17	to 800lbs	80	−	+11	+9	−7	65
18	to 1,000lbs	85	−	+12	+10	−8	70
19	to 1,500lbs	90	−	+13	+11	−9	75
20	to 2,500lbs	95	−	+14	+12	−10	80
21	to 5,000lbs	100	−2	+15	+13	−12	90
22	to 10,000lbs	105	−4	+16	+14	−15	100
23	to 20,000lbs	110	−6	+17	+15	−20	120
24	to 50,000lbs	115	−8	+18	+16	−25	150
25	to 100,000lbs	120	−10	+19	+17	−30	200

Notes on Height & Weight

HEIGHT & WEIGHT TABLE

Size	Weight	Height — Short	Height — Medium	Long
1	3D6 ounces	1D6 inches	2D6 inches	3D6 inches
2	1D6 pounds	3D6 inches	12 + 1D6 inches	12 + 2D6 inches
3	4 + 1D6 pounds	12 + 1D6 inches	12 + 2D6 inches	12 + 3D6 inches
4	10 + 2D6 pounds	12 + 3D6 inches	24 + 2D6 inches	24 + 3D6 inches
5	20 + 4D6 pounds	24 + 1D6 inches	36 + 2D6 inches	36 + 3D6 inches
6	40 + 6D6 pounds	24 + 2D6 inches	48 + 1D6 inches	48 + 3D6 inches
7	75 + 3D10 pounds	24 + 3D6 inches	60 + 1D6 inches	60 + 2D6 inches
8	100 + 6D10 pounds	36 + 1D6 inches	60 + 1D6 inches	60 + 3D6 inches
9	150 + 3D10 pounds	36 + 2D6 inches	60 + 2D6 inches	72 + 2D6 inches
10	175 + 3D10 pounds	36 + 3D6 inches	60 + 3D6 inches	72 + 3D6 inches
11	200 + 6D10 pounds	48 + 1D6 inches	72 + 1D6 inches	84 + 2D6 inches
12	250 + 6D10 pounds	48 + 2D6 inches	72 + 2D6 inches	84 + 3D6 inches
13	300 + 6D10 pounds	48 + 3D6 inches	72 + 3D6 inches	96 + 2D6 inches
14	350 + 6D10 pounds	60 + 1D6 inches	84 + 1D6 inches	96 + 3D6 inches
15	400 + 1D% pounds	60 + 2D6 inches	84 + 2D6 inches	108 + 2D6 inches
16	500 + 1D% pounds	60 + 3D6 inches	84 + 3D6 inches	108 + 3D6 inches
17	600 + 2D% pounds	72 + 1D6 inches	96 + 1D6 inches	120 + 2D6 inches
18	800 + 2D% pounds	72 + 2D6 inches	96 + 2D6 inches	120 + 3D6 inches
19	1,000 + 5D% pounds	72 + 3D6 inches	96 + 3D6 inches	132 + 2D6 inches
20	1,500 + (% × 100)	72 + 4D6 inches	132 + 3D6 inches	

Overweight Characters: If a character rolls a weight greater than their Size Level then the character does not move to the next Growth Level. It simply means that the character is overweight, in other words, fat.

Non-Bipedal Characters: If a character cannot stand upright (Non-Bipedal) then the Height becomes the Length of the character. Length does not include the tail; long tails are 50% of total length, short tails are 10% of total length.

Examples of Height & Weight

Figure the height and weight for a character of *Size Level 3* and Long. For **weight** roll 1D6 and add the number to 4. **Height** (long) is done by rolling 3D6 and adding that to 12. If we roll a 3 on 1D6, for weight that means the character will weigh 7 pounds (3 kg); 3kg. Rolling an 11 for height, long, on 3D6 means that the character will be 23 inches or 1 foot, 11 inches (.6 m) tall.

Let's look at a character that's *Size Level 18* and **medium build. Roll percentile dice TWICE.** i.e., 43 the first time and 92 the second. Add those numbers to 800 (800+43+92) and that gives us a weight of 935 lbs (421 kg). For height we roll 2D6 and add that to 96. Let's say a 7 is rolled, it is then added to 96 which means the character is 103 inches tall, that's 8 feet, 7 inches (2.6 m).

Size Level 20 is just a little trickier. If we have a character that's Size Level 20 then for weight we roll percentile dice, multiply that by 100 and add it to 1,500.

Giant-Animal Characters

For players who dream of playing big, hulking brutes of a mutant animal, here is a way to acquire disadvantages to get extra BIO-E points *without* big characters like the bear, moose, elephant, etc., having to sacrificing their natural size.

Sell I.Q. & M.E. attribute points:
Pick one: Big & Dumb or Really Big & Dumb, not both.
Big & Dumb: -3 I.Q. and -2 M.E. to get a total of 5 BIO-E.
Really Big & Dumb: -6 I.Q. and -4 M.E. to get 10 BIO-E.

Sell P.P. & Spd. attribute points:
Pick one: Big & Slow or Really Big & Slow, not both.
Big & Slow: -3 P.P. and -3 Spd. to get a total of 5 BIO-E.
Really Big & Slow: -6 P.P. and -6 Spd. gets 10 BIO-E.

Note: Attributes can ONLY be sold for BIO-E when the animal is Growth Level 15 (500 lbs/225 kg) or larger to begin with, and the player is trying to *keep* his mutant animal a *giant* (Size Level 15 or bigger). This means the "giant" character can *not* reduce his *starting* size level by more than two Growth Steps and can Never be smaller than Growth Step 15, no matter what. So that Moose character starting at Growth Step 19 can only reduce his size down to 17 (two steps, nothing smaller), but can also sell some of his attributes, as noted above, to get extra BIO-E.

Size vs Prowl. Also note that characters *larger than Size Level 13* (400+ lbs/180+ kg) are typically -50% on their Prowl skill. The bigger one is, the more difficult it is to walk softly, hide and be unnoticed.

Human Attributes

Many animal characters will want to develop human-like characteristics. There are many advantages to the human form. **Hands,** for holding and manipulating tools and weapons. **Speech,** for communicating with others. **An Upright Bipedal Stance** that allows for simultaneous movement and use of objects, and finally, **Human Looks** are necessary if the character is to pass unnoticed in society or be better accepted as a mutant animal in human society.

For each human attribute there are usually three levels, **None, Partial and Full.** See the section below for complete descriptions. Average BIO-E costs are for reference purposes, actual BIO-E costs are listed with specific animal characteristics.

Hands

None: This is a natural paw. The character can *not* pick up, grab, hold or use tools, weapons and objects. Many skills are impossible without hands. Average Cost: 0 BIO-E.

Partial: The paw develops fingers and a non-opposable thumb. Manual dexterity is now rough, but capable of grasping objects and using simple weapons and tools. All Physical Skills (except Prowl, Running and Swimming) are at -20% proficiency. Melee weapons (swords and such) are used at -4 to Strike and -6 to Parry, and skills that require precision manual dexterity (like mechanics, pick pockets and locks, surgery, etc.) are -10%. Average Cost: 5 BIO-E.

Full: A hand with a fully opposable thumb. Perfectly functional for all kinds of tool and weapon manipulation, but it may have a different number of digits (more or less), or be shaped in a very non-human way. No penalties for the use of tools, weapons or skills. Equal to human. Average Cost: 10 BIO-E.

Speech

Important Note: All mutated animal player characters *understand* human speech.

None: The character has no vocal cords capable of speech. Character *must* purchase the Telepathic Transmission ability listed in the Psionics section or have full hands and the ability to use sign language (or write) to communicate. Average Cost: 0 BIO-E.

Partial: Vocal cords are roughly equivalent to a parrot or a poor speech synthesizer. While everything said can be understood by friends, strangers may have difficulty. The voice will be like a growl, grated and animal-like. Average Cost: 5 BIO-E.

Full: Sophisticated vocal cords equal to that of most humans. Character can learn singing, imitating voices and ventriloquism. Average Cost: 10 BIO-E.

Upright Bipedal Stance

None: Character can *not* stand upright without support. Average Cost: 0 BIO-E.

Partial: Much like a bear, the character can stand and fight. While in an upright position, speed is only a third of normal. Running, leaping, jumping, kicking and quick turns are not possible while standing on two legs. The character will still drop to all fours for running. Average Cost: 5 BIO-E.

Full: This is a fully human bipedal stance. The character has the same unlimited movement as a normal, athletic human. Average Cost: 10 BIO-E.

Human Looks

Note: Animal characters who are very small (under Growth Step 5) or very large (over Growth Step 12) will be noticeably tiny or large, regardless of how *human-like* they might look. On the other hand, a very large or small animal with human looks is likely to be considered unusual, but not monstrous.

None: Character still looks pretty much like an animal. In other words, a mutant wolf with hands and bipedal stance would still have a wolf-shaped head, black nose, snout, fur, and pointed ears at the top of the head. Nobody will mistake this creature for human, it will look like a beast or a monster, and definitely not a human. Humans tend to assume that mutants who look like an animal are unintelligent and possibly vicious or evil. Average Cost: 0 BIO-E.

Partial: These characters look vaguely human and can pass for human in a bad light. Extreme features like heavy fur, long snouts and pointed ears are all reduced but definitely noticeable. At night, the character can pass for human if disguised in clothes that cover up the animal features. Anyone getting a good look will take the character for an intelligent half-man, half-animal. Average Cost: 5 BIO-E.

Full: This fully transforms the character into something that can easily pass for human, but *not* a completely normal human. Hair is will usually appear in the normal human places, but long-haired or shaggy animals like dogs are likely to be very hairy as humans. The body will take on a completely human structure, and the features like eyes and teeth will look more-or-less normal. However, human-like mutant animal characters will never look *completely* human. They retain some of their original animal traits. For example, the eyes of a feline are likely to be almond-shaped, and may be green or some other unusual color for humans. The ears may be a bit oversized, a little pointed, extremely round, or unusually small. Likewise, the face of a mutant who was once a horse may be long with large teeth, while a canine or other predatory animal may retain slightly larger canines, and have hard, sharp facial features. In many cases, these unusual (for human) features may be attractive and appealing, or just a little bit odd, nothing obvious and nothing

that should alert true humans that this individual is really a highly evolved mutant animal unless he is looking for them. For example, a *badger* character would still have a stocky build, badger-like face with a small pointed nose, small but sharp canine teeth, dark eyes and badger-like streaks in the hair. Depending on the character's Physical Beauty (P.B.), people may say, "that homely guy looks like a badger," not, "that badger looks like a human." **Note:** A good rule of thumb is that the lower a character's P.B. the more *prominent* his animal features. A P.B. of 1-6 is an ugly to homely character with strong, obvious animal features, 7-9 is a plain looking character with a few obvious animal features, 10-13 is a nice looking individual with a few animal traits easy to overlook or miss at a glance, 14-20 is a very attractive character with only a few minor animal traits that are very easy to overlook or miss, and 21 and higher is a strikingly handsome/beautiful individual with movie star looks and only the tiniest and slightest animal traits that are almost invisible (only see them if one is searching for them). Average Cost: 10 BIO-E.

WILSON '01

Perfect: The character doesn't just resemble a human. No, the character is obviously human in every way, and likely to be a good-looking one as well (+2 to P.B.). Note that the character's hands and feet will also appear as human normal, with five digits each. With Perfect Human Looks no one should ever suspect the character of "passing" for human and detection would require testing of the character's blood, genes or tissue. Average Cost: 15 BIO-E.

Optional: Appearance Packages

I had heard about it before I saw it. "Michele has a Holstein cat," my friends would say, laughing. "Right," I thought, "sure, just because it's black with white spots, that doesn't make it a Holstein." Then I saw it for myself. I've seen Holstein cows, and Michele's cat had the same, exactly the same, unique black and white pattern. It was, indeed, a "Holstein cat." Since then I've seen Holstein dogs, horses, and pigs. There are even historical cases of Holstein marked people. While the cows and pigs are bred for this particular pattern, it seems that just about any animal could be born with the unique *Holstein* look (also called 'Skewbald'). There are even reptiles with a green-and-white Holstein pattern.

All I can figure out is that there are certain primal patterns contained in our genes, patterns that often come out when crea-

tures are cross-bred, mutated, or just by accident. The following *optional* table lets players roll up a variety of these genetic patterns.

Optional: Table Skin, Fur or Scale Patterns

01-10% Solid. The character has one evenly distributed color (primary).

11-20% Crested. Most non-mutated human beings, and mutant animals with Human Looks – Perfect, are crested, in that they have a uniform body color (main), with hair of a different color (secondary) that only appears in certain patches on the body. If there is a third color (tertiary), then it can be either as highlights for the crest, or freckles on the main body.

21-30% Dorsal. While the primary color covers most of the body, the secondary color runs all the way along the spine, from the forehead, along the top of the skull, all the way down along the backbone, ending at the tail bone. The width of the dorsal marking can be as narrow as a pencil line, or wide enough so only the belly shows the primary color. A tertiary color can either be a band between the primary and secondary, or tips.

31-40% Harlequin. The character has a different color and/or pattern on one side of the body as the other. The most common pre-crash human "Harlequin" pattern was expressed with different colored eyes, such as a brown left eye and a blue right eye. Very often the primary and secondary colors are switched with, for example, brown stripes on yellow fur on the right, and yellow stripes on brown fur on the left. Frequently,

the dividing line runs right down the center of the face, between the eyes, and is *very* noticeable.

41-50% Spotted. Leopard spots cover all or most of the body, with the primary color being the background and the secondary color the color of the spots. With a tertiary color it's possible that the spots could be ringed (for even greater contrast), or there could be a crest or tips.

51-60% Dappled. Unlike spots, which are usually large and clearly defined, dappled characters have a riot of splotches of the secondary color that vary in size, and usually are clustered in prominent locations, defining the solid primary color. If there is a tertiary color it's likely to be just a crest or a narrow dorsal stripe.

61-70% Striped. The width of the alternating stripes can range from a fraction of an inch, giving a pinstripe look, to the width of the character's thumb, to the width of the character's hand. In extreme cases, the stripe can become "banded," where the character just has one or two stripes on each limb, one around the middle, and one on the head (like a raccoon's mask). Some cattle and swine are bred to have just a single band of white around their midsections, with the rest of the body completely black.

71-80% Holstein (Skewbald). The character has alternating, irregular patches of the primary and secondary color covering the whole body, in about equal proportion. If there is a tertiary color it can be a border color between the first two, appear as a crest or tips, or even end up as a third patchwork color.

81-90% Tipped. The character is mostly covered with the primary color, but the secondary color shows up on the character's "tips," the hands and feet, face and tail. The tertiary color shows up as a border between the primary and secondary colors, as a crest, as an alternating color for stripes on the limbs, or as subtle spots.

91-00% Combination. Roll twice more. And roll another two times for every time *combination* comes up on the dice. Just the other day I saw a mongrel dog who must have rolled this at least four times, since the beast had leopard spots on his chest, subtle stripes on his lower legs, a light-colored belly, dark marking on his face and muzzle, and an obvious mane ("crest") and tail of a completely different color!

Optional: Table of Colors & Color Combinations

Characters can roll for each of three colors; primary, secondary and tertiary. In the cases of some special animals, like parrots, certain ducks, and calico cats, it is possible to roll up more than three colors.

01-25% Black

26-40% White

41-50% Grey. Roll percentile, with 1% being almost completely white, and 100% being almost completely black.

51-65% Red. Roll percentile, with 1% being a light red, 33% being a metallic red, 66% being an auburn, brown red, and 99% being a very dark color with red highlights.

66-80% Brown. Roll percentile, with 1% being a very light tan, 50% being a solid brown, and 100% being a brown that's nearly black.

81-85% Yellow. Roll percentile, with 1% being almost white, 50% being a butter-cream yellow, and 100% being totally yellow.

86-90% Green. Characters based on mammals can ignore this result and re-roll. Reptiles and amphibians can roll percentile, with 1% being a pale, pale green, 50% being bright green, and 100% being a dark green that's almost black.

91-95% Blue. Roll percentile, with 1% being almost white, 50% being a pure blue, and 100% being almost black.

96-100% Albino. While pure albinos are white with pink eyes, there's a 20% chance the character could have light blue eyes.

Psionics

The psychic abilities of mutant animals are different from the traditional psionics available to most humans and other sentient beings. Why animal psionics are different is unknown, but it probably has something to do with the animal's genetic structure and/or mutation into humanoid form (for example, animal-like aliens from other worlds in *Heroes Unlimited*™ have the same basic type of psychic abilities as humans).

The main difference is that they don't have to spend Inner Strength Points to use their powers. Each power can be used as often as the character likes (although no more than the charac-ter's usual attacks per melee). No animal psionic can use more than one power at a time, and each use of the power counts as one melee attack. See the **Animal Psionics Section** on page 60 for complete details.

Special Powers & Abilities

Every animal character has some kind of *special* natural defense or ability that can be useful: amazing speed, climbing, digging, great strength, etc. First, consult the Animal Description section on the particular mutant animal for details. Then, spend BIO-E points to get special abilities available to that animal and/or psionics. Animals can NOT buy the abilities of a different kind of animal, only powers that are natural to their species and breed.

Certain human abilities, intelligence, color vision, binocular (stereo) vision, speech comprehension, human touch, taste and smell are *automatically* given to any animal character. It is because of this that the natural animal's innate abilities must be *bought* with BIO-E points. (*See Animal Descriptions* and *Animal Powers* for details.)

Step 5:
Computing Hit Points, S.D.C. & Armor Rating

Hit Points (H.P.)

Hit Points might best be thought of as "life points" because they indicate how much physical damage (cuts, bruises, etc.) a character can withstand before he or she *dies*. The individual player keeps score of how many *Hit Points* their character has by subtracting the damage from his character's Hit Points each time that character is struck and injured. Likewise, the Game Master keeps score of how much damage is inflicted upon the Non-Player Characters (NPCs). When a character has "zero" Hit Points, he is in a coma and will soon die unless extensive medical aid is applied. A character whose Hit Points have been knocked below zero is severely injured and also in a coma. Characters whose Hit Points are knocked way below zero (greater than the character's P.E. attribute number) are *dead* and beyond saving.

Determining Hit Points:

1. Base Hit Points: Each character's final P.E., which should include any changes based on the starting animal description, from spending BIO-E, the final Size Level of the character, and any additions based on skills, will be the character's *Base Hit Points*.

2. Experience Level Hit Points: After determining your character's Base Hit Points, pick up one six-sided die (1D6), roll it, and add the number to your Hit Point base. Only roll *one* six-sided die, one time. Every time the character gains a *new* level of experience you add another 1D6 to your Hit Points, roll one more six-sided and add it to the base.

Structural Damage Capacity (S.D.C.)

There are two types of S.D.C. The first applies to living creatures and represents the body's natural defenses; the character's natural barrier against damage to Hit Points. The second applies

to inanimate, non-living structures such as chairs, locks, doors, buildings, vehicles and so on.

Determining S.D.C. for living creatures:

1. **Base S.D.C.** The final *Size Level*, plus whatever *S.D.C. bonus* comes with the type of animal, determines each character's Base S.D.C.

2. **Building S.D.C.** Additional physical S.D.C. is gained from *Physical Skills* such as body building and wrestling. All S.D.C. points are cumulative. The animal's "background" (presented earlier under Step Three) *may* also provide bonus S.D.C. based on the mutant's life-style.

3. **Natural Armor S.D.C.** Any mutant animals with Natural Armor (usually *bought* with BIO-E), have additional S.D.C. While the player should keep track of Natural Armor S.D.C. separately, it is almost always used just like the rest of the character's S.D.C.

Taking Damage

When a character is hurt, the damage is first subtracted from his or her S.D.C. points. S.D.C. damage is painful, but *not* deadly. It's like an old movie where John Wayne gets shot, but continues to punch it out with three desperadoes, and when it is all over, dusts himself off and says, "Ah shucks, Ma'am, it's only a scratch ..." That's S.D.C. in action. By comparison, Hit Point damage is serious and potentially life threatening.

Most of the time it is only after *all* S.D.C. has been depleted that damage is subtracted from Hit Points.

Still, some attacks can partially, or totally, bypass the character's S.D.C., and do damage "direct to Hit Points." It is up to the Game Master to decide when attacks penetrate a character's S.D.C. to do damage direct to Hit Points (a rarity).

S.D.C. for Inanimate Objects

Just about everything has S.D.C., including doors, windows, the walls of buildings, vehicles, furniture, and body armor. Since non-living things do not have Hit Points, their S.D.C. indicates the total amount of damage that the object can withstand. When the S.D.C. of any item is reduced to zero, it is considered broken or smashed beyond repair.

Note to the Game Master: The S.D.C. system just described is a standard rule in most Palladium Books' games. From time to time I hear the complaint, for example: How can somebody be bashing or shooting into a door and the door is in perfect condition until all its S.D.C. is depleted? My answer is, it's *not* in perfect condition. Using the example of the door, the G.M. should explain exactly what's happening. "You bash into the door with your shoulder. It's a very solid door and you inflict minimal damage (give S.D.C. damage). You realize that it will take quite a while to gain entry this way and you may hurt yourself." Or "You can feel the door give a little under your great strength (give S.D.C. damage). Another bash and the door's frame cracks and moans, but it still holds (give S.D.C. damage). It will take another couple of attempts (as the door's S.D.C. dwindles), but it is definitely giving." Or, "Your sub-machinegun riddles the wood door with a dozen holes (something the player can look through), but the door is still locked and holding strong." The point is, attacks on normal objects will scrape, dent, crack, splinter, crumble, punch holes through it, and so on, even if the object is not destroyed.

Smashing or destroying something may require multiple attacks, or may be impossible to damage without the right weapon, proper tool, or some extraordinary means of inflicting damage. For example, the reinforced steel door of a bank vault will be completely unaffected by punches (even from *Crushing Strength*), bullets, or even the impact from a high-speed truck loaded with explosives. However, drilling several well-placed holes with a diamond-tipped power drill, filling the holes with high-powered explosive, and then setting off the explosives simultaneously, is likely to blow the door off its hinges.

Armor Rating (A.R.)

Armor Rating, or A.R., applies to anything that is tough enough to stop, resist or deflect many attacks without injury to the character wearing it. *Artificial armor*, such as bulletproof vests and bionic armor, have both an Armor Rating (A.R.) and S.D.C., just like the Natural Armor found on certain mutant animals. The Armor Rating indicates exactly how much protection is afforded by the artificial armor (S.D.C.) and how easily it is penetrated (A.R.).

A.R. from Artificial Armor

Characters wearing armor, which can be anything from a suit of hardened leather clothing, to a bulletproof vest, to a suit of plate metal (like the knights of old), gain the protection of the armor's A.R. If an attack *roll to strike* (with all bonuses) is **less** than or equal to the A.R. of the armor or object (door, shield, etc.), then the armor *absorbs* the attack – subtract the damage from the *armor's S.D.C.* When the armor's S.D.C. is depleted, it no longer affords protection and is useless. Any future attacks *will* hit the character's body.

If an attack *roll to strike* (with all bonuses) is **higher** than the A.R., it penetrates the armor, does no damage to the armor, and inflicts damage to the character's S.D.C. and/or Hit Points.

Note: *The defender always wins ties,* so if the roll to strike is 16 against somebody with body armor that has an A.R. 16, the attack hits the character, but damages the body armor because it did not *surpass* the A.R. protection. However, if that strike roll had been 17 or higher, the attack would have struck an area not covered by the armor or punched right through it and done damage to the character underneath it.

A.R. from Natural Armor

Mutant animals with *Natural Armor* have some kind of skin, hide, scales, shell or other protective covering that provides a "natural" armor. Only attacks that are greater than the character's A.R. inflict any damage. If the roll to strike is **equal to or less than** the Natural A.R., punches and bullets bounce off harmlessly, lasers are deflected, and the armored character takes no damage whatsoever! A roll **above** the Natural A.R. strikes and inflicts *full damage,* first to the physical S.D.C. and then to the character's Hit Points.

Combining Natural A.R. with Body Armor

There is nothing to stop a character with Natural Armor from wearing artificial protective armor. However, always remember that the character's Natural Armor *does not protect the artificial armor!*

For example, let us look at Tommy, a mutant alligator with Natural Armor. He has an A.R. of 10, and is wearing a Leather Armor with an A.R. of 9. Assume that five different opponents fire crossbow bolts at Tommy from an ambush, giving Tommy no chance to Dodge (clearly, Tommy has walked through the wrong door!). Their rolls to strike (with all bonuses added in) are 3, 6, 9, 10 and 11. The 3 is a miss, and does no damage of any kind. The 6 and the 9 both do damage, but to the *Leather Armor* worn over his body (outer protection). The 10, while bypassing the Leather Armor, bounces off Tommy's scales (remember, defender wins all ties and Tommy has a Natural A.R. of 10), and does no damage at all, not to the Leather Armor and not to Tommy. Finally, the 11, which is greater than either the

Leather Armor's A.R., or Tommy's Natural A.R., penetrates and does full damage to Tommy's S.D.C. and possibly Hit Points. **Remember:** Always (unless a special attack somehow goes "direct to Hit Points") subtract damage first from the character's physical S.D.C. – subtract damage from Hit Points only after all the physical S.D.C. is gone. Some characters will have a great deal of S.D.C. (50 points or more), while others will have a reasonable amount (20-30) and some will have very little (under 20). The player should manage his character appropriately, and even characters with a Natural A.R. and a great deal of S.D.C. should be careful. An enemy is likely to target the most powerful characters and there are ways to incapacitate or kill a character with a lot of S.D.C. – knockout, tear and poison gas, toxins, drugs, pit traps and snares, psionic attacks, and so on, not to mention heavy weapons, explosives and point-blank attacks. (**Simple quickie rules for Point-Blank Attacks:** It is safe to assume that a *point-blank attack,* i.e. a gun pressed against a character's head or only a couple feet/0.6 m away, will do double damage "direct to Hit Points!" Likewise, throwing oneself on a grenade or any explosive, while heroic, is most definitely a point-blank attack doing double damage direct to Hit Points. Ouch.)

Recovery of Hit Points & S.D.C.

After a battle, characters who have sustained physical damage must tend to their wounds. The attending of wounds can be administered by fellow characters, trained medical personnel or by oneself, provided the character has the First Aid skill and is not physically impaired.

First aid-type skills include basic and immediate medical treatment, such as bandaging and cleaning of wounds, stopping of bleeding and so on, until the character can receive better medical care. This is fine for minor wounds, but serious injury, like internal bleeding and broken bones, will require professional treatment (or magic). **Note:** Unless a character stops the bleeding of cuts and stab wounds, *blood loss* will continue to cause damage at the rate of one Hit Point per minute (every four melee rounds). When all Hit Points are reduced to zero, the character falls into a coma and hovers near death.

Recovery: Non-professional treatment. This is basic, first aid-type treatment by oneself, or non-medically trained people. This type of treatment may be used if the character is not able to seek professional treatment immediately. It is not necessarily inferior treatment, especially for not too serious of an injury, but just lacks the full facilities and experience of a doctor or major medical institution. Rate of Recovery: Two Hit Points per day (24 hours) and/or four S.D.C. per day.

Recovery: Professional treatment. This is medical treatment from a doctor, clinic or hospital. Rate of Recovery: Two Hit Points per day for the first *two days* and four per each following day, until the character has regained all of his/her original Hit Points. S.D.C. points are restored at a rate of six per day.

Surviving Coma & Death

When a character's Hit Points are reduced to zero (or less), he/she collapses and falls into a coma. This character is *near death*, and will die in a matter of hours unless he/she receives immediate medical treatment.

How much damage below zero a character can undergo is indicated by the Physical Endurance (P.E.) attribute. A character can take one point of damage below zero (negative 1, -2, -3, etc.) for each P.E. point. **Example:** A character with a P.E. of 9 will lapse into a coma at zero Hit Points, but still lives up to a negative 9. However, if the character receives more damage (which is very possible) than the P.E., he is dead with no hope of recovery. Thus, if a character with a P.E. of 9 takes 10 points or more, below zero, exceeding his P.E., he is beyond medical help and dies.

Coma Length

The length of time a character in a coma will survive without treatment is again indicated by the P.E. Add one hour for each P.E. point. For example, a character with a P.E. of 9 will survive 9 hours, a character with a P.E. of 10 survives 10 hours, and so on.

Recovery From a Coma

Whether a character survives the coma and is stabilized (brought back to at least one Hit Point above zero) depends on the roll of percentile dice. If the player rolls two successful recovery rolls out of three, the character breaks out of the coma and is no longer in danger of dying. This also means that the character is brought up to one Hit Point above zero. Recovery of Hit Points from that time on is standard; see *Recovery of Hit Points*, above. **Note:** Recovery can be attempted every hour until the character dies.

Recovery Ratio (roll 2 out of 3)
Treatment from unprofessional, medical individual, but with medical skills: 01-18%.
Treatment from an intern or nurse (R.N.): 01-32%.
Treatment from a doctor without proper facilities: 1-46%.
Treatment from a doctor at a clinic (fair facilities): 01-56%.
Treatment from a hospital: 01-66%.
Treatment from a major, large hospital (or by magic, psionic healing, or from other extraordinary forces): 01-70%.

Optional Damage Rules

It is not very believable for a character with less than ten Hit Points and no S.D.C. to be dancing around in the middle of combat with little or no impairment. As the human body, even a superhuman body, takes damage, especially Hit Point damage, it will suffer impairment from pain, blood loss, and fatigue. To emulate this in a role-playing game, we apply penalties to the character's actions. Below are some optional tables that list side effects from physical damage. Each time a character suffers damage equal to 10% of his Hit Points (not S.D.C.), roll on the appropriate table (or pick an appropriate result if a called shot was made).

The effects of the damage are generally temporary and cumulative. Thus, if a character suffers the loss of a great deal of Hit Points within a short time, he will suffer the multiple effects of physical damage. *Roll each time severe damage is endured.* Psionic (and magic) healing can usually negate *all* of these effects if such extraordinary means are available. (Magic and healing psionics are common elements in many of Palladium's other games, but are not typically in the world of **After the Bomb®**.)

An optional system that is more generic and simpler to keep track of is to apply a penalty of -1 on initiative, -1 to strike, parry, and dodge, as well as -5% to skills and speed for every 10% of Hit Points lost. With this system, a character with 25 Hit Points will receive these penalties for every three Hit Points lost (not applicable to S.D.C.).

Optional: Minor Injury Table

None of these effects are permanent or life threatening. Minuses apply to that one particular limb (50% chance for right or left). Speed minuses affect the whole body. Remember, symptoms and penalties are cumulative; roll each time the character suffers a fall, explosion, or more than 10% of Hit Points in damage from a single attack. Duration: Typically 1D4 days.

01-14 Minor bruises and lacerations: -2 on Spd and -1 to dodge.

15-29 Severely bruised and battered muscles: -1 to P.P. and -3 to Spd.

30-44 Damaged (sprain, pulled, cut, etc.) arm or shoulder: -3 to P.P. and -2 to parry. Duration is 3D4 days.

45-59 Damaged leg or hip: Spd is ½ and -2 to dodge. Duration is 3D4 days.

60-74 Damaged hand and/or wrist: -1 to P.P., -2 to P.S., and cannot lift weights of more than 10 lbs (4.5 kg) with that hand. The character is -10% on all skills that require that hand.

75-89 Head injury: -5% on all skills and -2 to Spd.

90-00 Damaged back or pelvis: -1 to P.E., reduce attacks per melee round by one, and Spd by 50%. Furthermore, the

character can not lift or carry more than 10 lbs (4.5 kg) without excruciating pain (double all penalties, due to pain, until weight is put down). Duration is 3D4 days.

Optional: Side Effects from Serious (Hit Points) Damage

The minor injury table is rolled on multiple times, once for each injury. Roll on this table only once, when 75% to 99% of *Hit Points* are depleted. Impairment is temporary, lasting 1-4 weeks (roll one four-sided die).

01-10 Severely battered and bruised: Reduce Spd by half, combat bonuses by -2 points, and - 3 to dodge.

11-20 Torn arm muscle: -3 to P.P., -2 to P.S., -1 attack per melee round, -2 to strike or parry, and the character cannot lift or carry more than 10 lbs (4.5 kg) without excruciating pain (double penalties due to pain).

21-29 Torn leg muscle: Reduce Spd by half and -2 to dodge.

30-39 Fractured bone: Arm: Reduce P.P. and P.S. by 40%, -5 to strike or parry, and the character can not lift or carry more than one pound (0.45 kg) without excruciating pain (double penalties due to pain).

40-49 Fractured bone: Leg: Reduce Spd by half and -4 to dodge.

50-59 Fractured bone: Ribs or pelvis: -2 to P.E., reduce attacks per melee round by one, and Spd is halved. Furthermore, the character cannot lift or carry more than 5 lbs (2.3 kg) without excruciating pain (double penalties due to pain).

60-69 Broken bone: Ribs or pelvis: -4 to P.E., reduce attacks per melee round by half and speed by 80%. Furthermore, the character cannot lift or carry more than 5 lbs (2.3 kg) without excruciating pain (double penalties due to pain). Duration is doubled.

70-79 Punctured lung: -4 to P.E., reduce attacks per melee by half and Spd by 80%. Furthermore, the character fatigues three times faster than normal.

80-89 Weakened immune system and fever: In this weakened state, the character catches a virus resulting in constant low-grade fever, chills, and fatigue. Reduce P.E. by half, P.S. and P.P. by 25%, reduce attacks per melee round and all bonuses by half, and Spd by 40%. Furthermore, the character fatigues twice as quickly as normal.

90-00 Severe concussion: Reduce attacks per melee and all combat bonuses by half, reduce Spd by half, and all skills are performed at -30%.

Optional: Recovery Side Effects from Near Death (Hit Points)

For a sense of additional realism, a player can roll on this table when a character has lost all (reduced to zero or below) of his/her Hit Points and has been near death (in a coma). *Impairment is permanent* as a result of the grave physical damage. **Note:** This is not a mandatory table, but is left up to the Game Master and player's discretion.

01-10 No permanent damage.
11-20 Major stiffness in joints; reduce P.P. by 2.
21-39 Minor stiffness in joints; reduce P.P. by 1.
40-55 Legs impaired; walk with a limp, reduce Spd by 2.
56-70 Major scarring; reduce P.B. by 2.
71-82 Chronic pain; reduce P.E. by 1.
83-92 Minor brain damage; reduce I.Q. by 1.
93-00 Major brain damage; reduce I.Q. by 2 and M.E. by 1.

Optional: Conversion Rules Character P.P.E., I.S.P. and Chi

While none of these things are part of **After the Bomb®**, we recognize that a lot of Game Masters and players like to bring in rules, characters and scenarios from *other* Palladium role-playing games, or export mutant animals into other Palladium campaigns. To make that easier, here are some *optional* conversion rules.

Determining Potential Psychic Energy (P.P.E.)

Rules for *magic* in the following Palladium games depend on P.P.E. **Beyond the Supernatural** (a great supplement for an **After the Bomb®** campaign!), **Palladium Fantasy Role-Playing Game®**, **Heroes Unlimited™**, **The Mechanoids®** and **Rifts®**!

A mutant animal's P.P.E. depends on both their P.E. and their Size Level, as follows:

Size Level 4 or less: P.P.E. = Character's P.E. attribute number, nothing more.
Size Level 5 to 10: P.P.E. = Character's P.E. times two.
Size Level 11 to 16: P.P.E. = Character's P.E. +2D4.
Size Level 17 or greater: P.P.E. = Character's P.E. number, nothing more.

Special: Regardless of size, all true *canines, felines* and *horses* are, by nature, more attuned to magic and the supernatural than most other creatures. Consequently, these characters have a greater amount of P.P.E. and ignore the formula above. Their P.P.E. is the P.E. attribute number times three.

Note: If the mutant animal is brought into the world of **Heroes Unlimited™**, **Rifts®** or some other Palladium game setting, and the character chooses to become a practitioner of magic, *add* the usual amount of P.P.E. for that magic character to their current P.P.E. Animal Base. Yes, most mutant animals will have a bit more P.P.E. than human or alien wizards. It is a perk earned from their animal origins.

Optional: Determining Inner Strength Points

While the psionics in **After the Bomb®** are based on special structures in the brain, are unlimited in their use, and do not depend on I.S.P., psionics in just about every other Palladium role-playing game depend on I.S.P. Here's how to figure the I.S.P. of different **After the Bomb®** characters:

Mutant creatures with *no Psionics* have no I.S.P.

Mutant creatures with 20 BIO-E or less invested in Animal Psionics will have an I.S.P. equal to their M.E. times two, *plus* 1D6+2 additional I.S.P. for every level of advancement.

Mutant creatures with 25 BIO-E or more invested in Animal Psionics will have an I.S.P. equal to their M.E. times two, *plus* a roll of 4D6. Add 1D6+3 to I.S.P. for every level of advancement.

Optional: Determining Player Character Chi

Check out **Ninjas & Superspies™** and/or **Mystic China™** for rules dealing with Chi, Chi martial arts, and Chi mystical abilities.

A mutant creature's Chi will be equal to their final P.E. (after all skill and Size Level bonuses have been added in). Only characters with special martial arts or mystic arts training get multipliers or level advancement for Chi.

Step 6:
Choose an Alignment
By Kevin Siembieda

The Alignments
Good: Principled and Scrupulous
Selfish: Unprincipled and Anarchist
Evil: Miscreant, Aberrant and Diabolic

Alignments are an important factor in developing a character and the elements of "role" playing. Whether we are consciously aware of it or not, every person has his or her own code of ethics and morals, as well as a sense of justice and what constitutes good and evil, right and wrong. It is this sense of right and wrong that helps to build our moral fiber, mold our behavior, and dictate our reactions to people, events, and circumstances in the world. It is this code that makes the thought of stealing or hurting somebody abhorrent to one person, but acceptable to another.

ALL players *must* choose an alignment for their character.

Heroes

Most heroes will be of a good alignment: *Principled* or *Scrupulous* (anti-heroes and selfish characters with a heart of gold may be *Unprincipled*, somebody who usually does the right thing in the end). These characters have a high regard for life, justice and freedom. They will never (or rarely) intentionally take a life, even that of a villain, always *try* to up hold the law, and never betray their word of honor. These are the "classic" good guys.

Anti-Heroes and Vigilantes

Roguish heroes are usually best suited to the selfish alignments of *Unprincipled* and *Anarchist*. The evil alignments of *Aberrant* (with its twisted sense of honor and duty, but with the attitudes of "eye for an eye" and "the end justifies the means"), and even *Miscreant* (self-serving evil) may apply depending on the character's regard or disregard of life, justice, fair-play, and the law.

The Anti-Hero and Vigilante characters tend to have their own code of ethics and views of justice which usually conflict with the law. Anti-heroes, and even more often, vigilantes, are ruthless and merciless characters who blatantly break the law and violate the rights of the individual to extract revenge, bring a (worse) criminal to justice, or help others. They tend to be somber loners who see a grim and dark, savage world of violence and corruption. While they usually stand above corruption, they are a part of the violence and savagery. It is not uncommon for either to threaten or beat up a person if they feel justified, break into homes and offices, steal documents and items, take "dirty money" to use for their *cause*, destroy property, and act as judge, jury, and executioner! The end always justifies the means!

Despite this, these contradictory souls are usually good intentioned and compassionate, and cling to high ideals. They often work and fight to help and protect others, bring justice, and restore peace, but do so ruthlessly and with little or no regard for those they see as the "bad guys" or the "enemy." While they'll beat or kill a villain, they can show astonishing compassion, kindness, and gentleness to the weak, innocent, frightened and downtrodden, especially women and children. It's just that they have a rather extreme and personal view of justice, and have decided to fight fire with fire.

Those who have a strong personal code of honor and high regard for innocent people are likely to be *Unprincipled* or *Aberrant evil*. Anti-heroes who have little regard for others and have no code of honor are likely to be *Anarchist* or *Miscreant* and as savage and cruel (or nearly so) as the scum they battle.

Criminals and Villains

Criminals and villains will always be of an evil or selfish alignment: *Anarchist, Miscreant, Diabolic*, and *Aberrant*.

In general, most petty thieves, robbers, stoolies, numbers runners, strongmen, flunkies, forgers, fences, and con-artists tend to be of *Anarchist* and, especially, *Miscreant* alignments. White collar crooks like embezzlers, gigolos, and even some con-artists and stoolies/police informants, are most likely *Anarchist or Miscreant*. (Those who are misguided but deep down are really good guys may be *Unprincipled*. In this case, these are guys who don't really want or mean to hurt anybody, but who, for one reason or another – junkie, alcoholic, compulsive gambler, desperate, runs with a gang, gullible and always looking for the "big score" without thinking through all the consequences, or is easily duped, etc. – seem to find themselves entangled with criminals and involved in activities on the wrong side of the law. However, these criminals with a tarnished heart of gold are a *rarity*. Most are the scum of the earth and evil.)

The majority of the armed robbers, burglars, murderers, extortionists, drug dealers, drug lords, criminal kingpins, upper echelon gangsters, hit men, traitors, and similar tend to be of

Miscreant or *Diabolic* alignments. Of course, some are not as bad as others and can be *Aberrant* and occasionally *Anarchist*. Especially brutal and sadistic criminals, murderers, torturers, kidnappers, serial killers, rapists, and the worst of the worst are almost always *Diabolic* or *Miscreant*, occasionally *Aberrant*.

No Neutral Alignments

There is no such thing as an absolute or true neutral alignment. A person can not make a decision, take up a cause, hurt others, go adventuring, or take any action of any kind without leaning toward good, evil, or self-gratification. It is humanly impossible, and is not available. I realize that some of the philosophers out there may disagree with this, but that's a topic for philosophical debate and not a factor of this game. No neutrals is one of the very few definitive, unbending rules of this game.

Good Alignments
Principled
Scrupulous

Because a character is of a good alignment, it does not make him or her a saint. Good characters can be irritating, obnoxious and arrogant, even prejudiced and full of quirks. Likewise, they may find themselves stepping outside the boundaries of the law in their quest to help others, combat evil and fight injustice. To these heroes, life and freedom are of the highest priority. Such a character can always be trusted in a life and death situation.

Principled (Good)

Principled characters are, generally, the strong, moral type. The "Boy Scout" or "do-gooder" who tends to put others before himself – Superman is of principled alignment, with the highest regard for the lives and well-being of others, freedom, truth,

honor and justice. Principled characters will always *attempt* to work with and within the law, and have a high regard for (and trust of) authority, as well as for life and freedom. He or she is usually compassionate, merciful, caring, cooperative and sincere.

A Principled character will ...
1. Always keep his word.
2. Avoid lies.
3. Never kill or attack an unarmed foe.
4. Never harm an innocent.
5. Never torture for any reason.
6. Never kill for pleasure.
7. Always help others.
8. Always work within the law whenever possible.
9. Never break the law unless conditions are desperate. This means no breaking and entry, theft, torture, unprovoked assaults, etc.
10. Respect authority, law, self-discipline and honor.
11. Work well in a group.
12. Never take "dirty" money, or ill-gotten valuables or goods.
13. Never betray a friend.
14. Never engage in cannibalism and finds it revolting and barbaric.

Note: Dirty money, including property, is money or items that belong to criminals. It doesn't matter how the money or items were gained, the hero will not touch it even if destitute. As far as he is concerned, it is blood money.

Scrupulous (Good)

Scrupulous characters value life and freedom above all else, and despise those who would deprive others of them. This type of hero is typically portrayed in many Clint Eastwood and Charles Bronson films; the character who is forced to work beyond the law, yet battles for justice (or vengeance), and the greater good of the people. They are not usually vicious or vindictive characters, but are individuals driven by injustice to right a wrong(s) or take a (bloody) stand. These characters will always *attempt* to work with or within the law whenever possible.

A Scrupulous character will ...
1. Keep his word to any other good person.
2. Lie only to people of selfish or evil alignments.
3. Never attack or kill an unarmed foe.
4. Never harm an innocent.
5. Never torture for pleasure, but may use muscle to extract information from criminals or evil characters.
6. Never kill for pleasure; will always attempt to bring the villain to justice alive, no matter how vile he may find him.
7. Always try to help others.
8. Attempt to work within the law whenever possible.
9. Bend and, occasionally, break the law when deemed necessary. This means he may use strong-arm techniques, harass, break and enter, steal, and so on.
10. Distrust authority and fear the law may not be an effective weapon against injustice and crime. However, he will try not to blatantly break the law, nor mock it.
11. Work with groups, but dislikes confining laws and bureaucracy (red tape).
12. Never take "dirty" money or items.
13. Never betray a friend.
14. Never participate in cannibalism and finds it repugnant.

Selfish Alignments
(But Not Necessarily Evil)

Selfish alignments are not necessarily evil, but are characters who always have their own best interest and opinions in mind above all others.

Unprincipled (Selfish)

This, basically, good person tends to be selfish, greedy, and holds his/her personal freedom and welfare above almost everything else. He dislikes confining laws, and self-discipline, and distrusts authority. He views the law as well intentioned, but clumsy and ineffective. Keeping his best interests in mind, the character will always look out for himself. This tends to be an arrogant, impetuous schemer seeking the praise of millions while making a buck for himself. He is a freebooter who will do what he must to achieve his goals, stopping short of anarchy and a total disregard of the law. This guy is likely to be a vigilante or anti-hero whose intentions are good, and who tries to be fair and honest, but finds the law corrupt, slow and ineffective. Thus, he goes his own, more efficient route (at least that's how he sees it), working *outside* the law.

The Unprincipled character is also likely to take "dirty" money and items ("better he have it than the bad guys"). He may also destroy property of known criminals or rivals. He will not deal in illegal activities, drugs, or take money from innocent or good people. The Unprincipled character is the Han Solo, Star Wars, character. The guy who is always looking for the best deal, associates with good and evil characters, is continually tempted to lie and cheat, and hates himself for being loyal and helping others.

Attitude Toward Cannibalism: Like those of Good Alignments, Unprincipled characters would never eat the flesh of a sentient, and will be repulsed by those who do. On the other hand, a *mutant predator* of Unprincipled alignment sees nothing wrong with hunting and eating the flesh of *unintelligent* creatures. After all, certain animals are born to be meat.

An Unprincipled character will ...

1. Keep his word of honor.
2. Lie and cheat if necessary (especially to those of Anarchist and evil alignments).
3. Not kill an unarmed foe (but will take advantage of one).
4. Never harm an innocent.
5. Not use torture unless absolutely necessary.
6. Never kill for pleasure; will *attempt* to bring the villain to justice alive or ruin him.

7. Usually help those in need.
8. Rarely attempt to work within the law.
9. Blatantly break the law to achieve his crime-busting goal.
10. Dislike and distrust authority, the law, and bureaucracy. Feels they have been corrupted and abused.
11. Work with groups, especially if it serves his needs, is profitable, and/or he's in the limelight.
12. Take "dirty" money.
13. Never betray a friend.
14. Have a high regard for life and freedom.

Anarchist (Selfish)

This type of character likes to indulge himself in everything. He is the insurgent, con-artist, gambler and high roller. The uncommitted freebooter who, if he is a hero, is likely to be in it for the thrill of danger and excitement, or fame, glory or money rather than any cause or high ideal. This character will at least *consider* doing anything, if the price is right, or the challenge alluring enough. These characters are intrigued by power, glory and wealth. Like a moth drawn to a flame, the Anarchist is attracted to the lure of the impossible, dangerous, and the underdog. Life has meaning, but his own has the greatest meaning.

Laws and rules infringe on personal freedom and were meant to be broken. He will not hesitate at using strong-arm techniques, breaking the law, theft, harassment, destruction of private property, and so on. This can also include acting as judge, jury, and executioner. These characters are usually those who believe the end justifies the means. The Anarchist aligned character is always looking for the best deal and self-gratification. He will work with good, selfish or evil characters to attain his goals and is continually teetering between good and evil, rebelling against and bending the law to fit *his* needs. Mercenaries, bounty hunters, spies and thieves often fall into this category.

Attitude Toward Cannibalism: Anarchists regard eating other intelligent characters as a pretty bad thing. Certainly something to be ashamed of. On the other hand, sometimes circumstances are such that it is necessary to do bad things. After all, aren't there cases of humans eating each other? Especially when the difference between nibbling on a corpse and staying "pure," is the difference between life or death? For Anarchists, cannibalism is a slippery slope. They usually start out being repulsed by the idea, but spending a month snowbound and starving tends to make it seem more acceptable. Once an Anarchist has tasted "forbidden" meat, there is a good chance they will do it again, some may even come to enjoy it and seek it out. On the other hand, an Anarchist will never murder an innocent just to get a meal.

An Anarchist character will ...

1. May keep his word.
2. Lie and cheat if he feels it necessary.
3. Not likely kill an unarmed foe, but certainly knockout, attack, or beat up an unarmed foe.
4. Never kill an innocent.
5. Use torture to extract information, but, not likely to do so for pleasure.
6. Seldom kill for pleasure.
7. Not likely help someone without some ulterior motive (even if it's only to show off).
8. Rarely work within the law unless it serves his purpose.
9. Constantly break the law to achieve his goals.

10. Have little respect for authority, the law, or self-discipline.
11. Does not work well within groups; tends to do as he pleases despite orders to the contrary.
12. Take "dirty" money without hesitation.
13. May betray a friend.

Evil Alignments
Aberrant
Miscreant
Diabolic

All evil characters are not bent on universal genocide or domination over all living creatures. They are not all maniacal fiends actively seeking to harm innocent people. Nor are all evil characters sadistic and untrustworthy. Many evil characters may actually *seem* kind, trustworthy or likable.

There is nothing wrong with playing an evil character, although he may not survive too long if he betrays or harms too many other characters (Non-Player Characters and player characters alike). This is fantasy role-playing, not reality. You can play any type of character you desire, just like an actor, just continue to play in character.

Evil alignments are a step beyond the self-gratification of the selfish alignments. Evil characters are ruthless individuals who are willing to say or do anything to achieve their goals. Human life has little meaning to them, and friends tend to be (but not always) people to use and discard when they are no longer of value. Evil aligned characters do not automatically slay any good aligned person because of different ethics and philosophy. All the better to use good to achieve their own goals, for the *end always justifies the means*.

Aberrant (Evil)

The cliché that there is "No honor among thieves" is false when dealing with the Aberrant character. This is a person who is driven to attain his goals through force, power, and intimidation. Yet the Aberrant character stands apart from other evildoers, with his own, personal code of ethics (although twisted ethics by the standards of good). He expects loyalty from his minions, punishing disloyalty and treachery with a swift, merciful death or banishment. An Aberrant character will always keep his *word of honor* and uphold any bargains. He will define his terms and live by them, whether anyone else likes it or not.

As an anti-hero, he will completely disregard the law and ruthlessly deal out justice as he sees fit. He will never be cruel or vindictive, and will always be absolutely positive that a character is guilty before he deals out his brand of justice. However, once he condemns a character, he will see to it that the individual is destroyed. When he acts he will strike without mercy.

The Aberrant character looks upon people without honor or loyalty as worthless and disgusting lowlifes to be used like cattle and dogs.

Do not think of the Aberrant character as a misguided good guy. They will break all laws with impunity, harass their victims, destroy property, cheat, lie, threaten, blackmail, batter, torture, and murder. This applies to both outright villains and so-called "anti-heroes." Only their methods and degree of violence may vary.

Attitude Toward Cannibalism: Eating the flesh of sentient creatures is a sign of weakness. From an Aberrant character's point of view, the mere existence of cannibalism proves that some creatures are unworthy of his respect and meant to be cheated, used and enslaved. While the Aberrant, especially if a *mutant predator*, might be forced to an act of cannibalism if desperate enough, they always have an excuse for themselves, and view the act as something repugnant, but necessary. Killing intelligent creatures for food is something to be avoided.

An Aberrant character will ...
1. Always keep his word of honor (he is honorable).
2. Lie to and cheat those not worthy of his respect; good, selfish or evil.
3. May or may not kill an unarmed foe.
4. Never kill an innocent, particularly a child, but may harm, harass, or kidnap.
5. Never torture for pleasure, but will use it to extract information.
6. Never kill for pleasure; will always have a reason.
7. May or may not help someone in need.
8. Rarely attempt to work within the law.
9. Break the law without hesitation.
10. Have no use for the law or bureaucracy, but respects honor, self-discipline and the "concept" of laws and order.
11. Work with others to attain his goals.
12. May take "dirty" money.
13. Never betray a friend.

Miscreant (Evil)

This self-serving, unscrupulous character is out only for himself. Power, glory, wealth, position, and anything that will make his life more comfortable or pleasurable is his goal. It doesn't matter who gets caught in the middle, as long as he comes out smelling like a rose. This person will lie, cheat, hurt and kill anyone to attain his personal goals.

If a Miscreant character becomes a vigilante, mercenary, or bounty hunter, it will be for some personal reason, a vendetta, sense of power, money and/or glory. If people oppose him and get in his way, they get hurt. If people don't move out of his way, bystanders will get hurt. Collateral damage is a given. The Miscreant character rarely worries about innocent bystanders nor feels badly when they get hurt or killed, even if by the dozens.

Attitude Toward Cannibalism: From a Miscreant's point of view, especially a Miscreant who happens to be a *mutant predator*, there is nothing really wrong with eating other sentient beings. After all, they might say, the real crime is killing. Eating the flesh of an enemy just keeps it from going to waste. When

hungry, and if it doesn't look risky, the Miscreant character has no problem hunting and killing intelligent creatures just for food.

A Miscreant character will ...

1. Not necessarily keep his word to anyone.
2. Lie and cheat indiscriminately (good, evil, or selfish).
3. Kill an unarmed foe as readily as he would a potential threat or competition.
4. Use or harm an innocent.
5. Will use torture for extracting information and pleasure.
6. May kill for sheer pleasure.
7. Feels no compulsion to help without some sort of tangible reward for him.
8. Have no deference to the law, but will work within the law if he must.
9. Blatantly break the law for his own goals and pleasure.
10. Dislike and distrust authority and the law.
11. Works with others if it will help him attain his personal goals.
12. Take "dirty" money, stolen goods and illegal items.
13. Betray a friend if it serves his needs.
14. Have no respect or concern for the lives or welfare of others.

Diabolic Evil

This is the category where the megalomaniacs, psychopaths, violent, and most despicable characters fall. This is the cruel, brutal killer who trusts no one and has no value for any life other than his own. A Diabolic character will crush anyone that gets in his way and lies, cheats, tricks, uses, abuses, threatens, robs, and kills anyone less powerful than he is. Aberrant aligned characters find these dishonorable people more revolting than a good aligned character.

Attitude Toward Cannibalism: Diabolic *mutant predators* will hunt and eat the meat of other sentient characters without a second thought. They even prefer that their prey be intelligent, and be fighting back, since passive victims remind them of eating vegetables. Nothing can convince these characters that anything is wrong with cannibalism. All Diabolic characters, whether predators or not, see every potential victim as either a potential meal, or a potential side of "bush meat," to be sold to the highest bidder.

A Diabolic character will ...

1. Rarely keep his word, and has no honor.
2. Lie to and cheat anyone.
3. Most certainly attack and kill an unarmed foe.
4. Hurt and kill an innocent without a second thought and for pleasure.
5. Use torture for pleasure and information, regularly.
6. Kill for sheer pleasure.
7. Be likely to help someone only on a whim.
8. Rarely attempt to work within the law.
9. Blatantly break the law and mock authority.
10. Despise honor, authority and self-discipline. Views them as weaknesses.
11. Not work well within a group; constantly disregarding orders and vying for power/command.
12. Always take "dirty" money, drugs, stolen goods, etc.
13. Betray a friend without hesitation; after all, you can always find another friend.
14. Associate mostly with other evil alignments.

The Palladium Experience Point System

By Kevin Siembieda

Except in specially devised scenarios and tournaments, there is no winner in a role-playing game. The accumulation of heroic deeds, friends, prestige, weapons, equipment, knowledge and skills can be construed to be the results of winning. If a character survives and meets with success in his endeavors, that is winning. However, there are rewards besides the acquisition of material goods and reputation, and those are developing your character's skills, knowledge, and abilities. This is accomplished through the gathering of experience points.

Why an Experience Point System?

The reason I use an experience point system is because I find them extremely realistic and practical. Training is useful, but there is no substitute for experience. I don't know how many times I have read a comic book with the main character thinking to himself something like "Only my years of experience enabled me to beat him," or "He's good, but lacked the years of experience and training to handle the situation." Practical experience in the field is an important and real factor in the development of a character.

In this game the player's character begins his career as a hero. The character has studied, practiced, trained, plotted and planned. He or she is ready physically and emotionally to take on the challenges of the post-apocalyptic world, but no matter how well prepared, the character still lacks practical experience.

Likewise, the characters generally start off with the slight disadvantage of not having fully developed their skills, powers and abilities. Like any youngster, they've got to learn these things through use and experimentation. The experience system is specifically designed so that characters will mature fairly rapidly, tapering off as they reach higher levels of experience (around fifth and sixth level).

Why do the experience levels only go to level 15? Because characters are not likely to ever reach that level, even after years of regular play. In my original **Palladium Fantasy Role-Playing Game®** play-test campaign, after two and a half years of regular, weekly, long (averaged 9 hours) playing sessions; the characters averaged 7th to 9th level and were progressing ever so slowly toward tenth level. Also, a high level character is not necessarily all that fun to play unless the campaign maintains a high level of challenge and adventure.

Experience Points and Their Application

The subjective method of observation and logic introduced in the **Palladium Role-Playing Game** has been so well received that I'm just transplanting it into **After the Bomb®**. I feel that any twit can punch-out or blast a villain that just crawled out of the woodwork. Most experience systems concentrate on the "kill factor," but what about the thought process? What about the decisions, plans, or motives behind a particular action? Shouldn't cleverness and a cool head count? Aren't these the true ingredients of good role-playing? When a brilliant medical student plays a character with an I.Q. of 4 (and staying firmly in charac-

ter, saying and doing things as the character would, even though he realizes the stupidity as a player) shouldn't he get experience for playing in character? Hell Yes!!! The experience point system should be just as flexible and subjective as most of the other role-playing rules.

Each player's character involved in a given situation/confrontation should receive the appropriate experience points. The Game Master should make a list of his players at the beginning of the game and jot down each player's experience points as they gather them throughout the course of the game. At the end of the game, the Game Master totals each player's points and gives them the total so that they can keep track of their growing experience and skills. The difficulty with this system of determining experience points is subjectivity. The Game Master must utilize the proceeding experience outline with some thought.

Example: Eight third level heroes brimming with animal powers and armed to the teeth, attack and subdue one, lone, fifth level bandit. The eight players should receive experience points for subduing a minor menace. After all, the poor guy didn't have a chance and presented no real threat to the characters. However, if one or two first or second level characters subdued or killed the same bandit, they should receive experience for subduing a major or even a great menace, because the threat and ingenuity involved is much greater.

I have found this method stimulates imaginative playing instead of promoting slash and kill. Game Masters, don't be Santa Claus heaping wonderful amounts of experience points; be fair and tolerant. Let your players truly earn their experience points; growing in skill, knowledge and power. If you have a group of players rising rapidly in experience levels, you will know it's because they are clever and imaginative players. And that's what this game is all about!

Character Experience Levels

A character involved in an adventure gains experience points for his thoughts, actions and deeds. As these experience points accumulate, the character will reach new plateaus indicating his continual growth, development, and mastery over his powers and skills. Each time a player's character accumulates enough experience points to reach the next level of experience, their skills increase accordingly. In some instances their powers also increase in range, duration, power/damage, and scope. **Example:** When a first level mutant animal has accumulated 1,951 experience points, he has attained second level; all his skills become second level, meaning that he can perform them at a higher level of proficiency.

A clever plan, a quick attack, all earn experience points. The more experience points a character receives, the higher the level he attains and the greater his abilities. **Players,** be certain to keep a careful record of the experience given to you at the end of each game. When a character attains a new level, be certain to tell the Game Master so that the skills and Hit Points can be increased accordingly.

Experience and Hit Points

Each time a character reaches a new level of experience the player gets to roll 1 six-sided die and adds the number rolled to the character's Hit Points. This indicates the physical development and maturity of the character as he develops.

Per Level of Experience

Per level of experience, or per each level of experience, or per level of the character, indicates that the person can perform a skill, power, or ability at his highest level of experience. This often indicates the amount of damage that can be inflicted or the duration of an effect.

Experience Points Table

Awarding Experience Points
Experience Points in Action

25 Performing a skill (successful or not) when it matters. Driving a car to the corner store to get a soda should NOT warrant any experience. Nor does picking a lock for fun or practice. On the other hand, driving a car in a high speed chase or picking a lock to rescue a prisoner are well worth the reward of a little experience.

25 Clever, but futile idea.

100 Clever, useful idea or action.

100 Quick thinking idea or action.

200 A critical plan or action that saves the character's life and/or a few comrades.

400-1000 A critical plan or action that saves the entire group or many people.

100-300 Endangering the character's own life to help others.

500-700 Self-sacrifice (or potential self-sacrifice) in a *life and death situation* (like leaping in front of a fireball meant for someone else to save that person, even though he/she is likely to die, or offering his/her own life to save the group or another).

100 Avoiding unnecessary violence.

100-200 Deductive reasoning and/or insight.

50 Good judgment.

50 Playing in character bonus.

50-100 Daring (clever or not).

25-50 Killing or subduing a minor menace.

75-100 Killing or subduing a major menace.

150-300 Killing or subduing a great menace.

**Levels of Experience
for Mutant Animals**

1 0,000 - 1,950
2 1,951 - 3,900
3 3,901 - 7,800
4 7,801 - 15,600
5 15,601 - 23,200
6 23,201 - 33,400
7 33,401 - 48,800
8 48,801 - 68,900
9 68,901 - 94,000
10 94,001 - 124,100
11 124,101 - 174,200
12 174,201 - 224,300
13 224,301 - 274,400
14 274,401 - 334,500
15 334,501 - 394,600

Education & Skills

Some animals have such strong instincts that they don't have to be taught the skills they need for survival. For example, alligators and frogs aren't taught anything by their mothers; they are born with all the skills they need. On the other hand, more *intelligent animals* like wolves and bears must be taught how to hunt or swim or track. Even an otter, so well adapted to the water that we have trouble picturing them anywhere else, still has to be taught how to swim, so a *mutant otter* still needs swimming as a skill.

Since all player characters in **After the Bomb®** are intelligent, they too must learn skills. The exact number and kinds of skills available are listed along with the character's *Background and Education* (see **Character Creation, Step 3**, earlier).

Skill Restrictions & Rules

1. Can you have a 100% or higher skill proficiency? No! The maximum possible skill proficiency is 98%. There is always a margin for error.

2. Are physical skill bonuses cumulative? Yes. The player should decide what areas of physical strength and prowess are most important to his/her character and select the appropriate skills to bolster those areas. Physical attributes (P.S., P.P., P.E., Spd.), S.D.C. and combat bonuses to strike, parry, dodge and roll with impact, are often provided by a particular *physical skill*. ALL such pluses and bonuses are accumulative. **For Example**: A player has a character with a P.S. of 13, but would like his/her character to be stronger. Boxing is selected, adding +1D4 to the P.S. (a 3 is rolled). Body Building is also selected for +2 P.S. The accumulated P.S. bonuses amount to a +5 P.S., which is added to the original P.S. of 13. Total P.S. is now 18! The same is done with the other physical attributes, S.D.C. and combat bonuses. Acrobatics and Gymnastics provide similar abilities and bonuses. If both are selected, add the bonuses and pluses to your overall character as just explained. However, the abilities such as back flip, climb rope, etc., are not added together, nor is the educational bonus added twice (once for each; wrong). The best skill proficiency of a duplicated skill is taken and the normal education skill bonus is applied.

3. Can a character have more than one Hand to Hand skill? No! In cases where more than one type is available, the player must select *one*, and only one, Hand to Hand skill, and disregard the others. Note that Hand to Hand: Expert costs two skills, Primary or Secondary, and that Hand to Hand: Martial Arts costs three skills, Primary or Secondary.

Hand to Hand: Bull Fight Special Note: Any character can trade any other Hand to Hand skill for Hand to Hand: Bull Fight if the character has Human Biped: Partial or Human Biped: None. This will be a one to one trade for Basic, but if the character is trading in Expert, they'll receive one (1) extra Secondary Skill, or if Assassin or Martial Arts, they'll receive two extra Secondary Skills.

4. Are there any automatic or universal skills in *After the Bomb®*? Nope. Characters could very easily not be able to read (Literacy), drive (Pilot Automobile), or do arithmetic (Basic Mathematics). Even Speak Native Language is not a sure thing, since some mutant animals lack the ability to speak at all.

5. What's the difference between Primary and Secondary Skills? The difference is that Primary Skills are professional level expertise and Secondary Skills are more amateur. For example, a Secondary Skill in cooking means the character can cook a decent meal, but a Primary Skill means the character has had some training as a chef.

Primary Skills are skills learned through *formal* education, whether it be high school, college, military or on the job training. In some Palladium games, Primary Skills are known as "Scholastic Skills" or "O.C.C. Skills."

Secondary Skills are skills learned and developed on one's own through observation, practice and self-education.

Apprenticeship Programs

Primary Skills

With the destruction of formal academia in The Crash, thousands of universities and colleges went from glowing centers of knowledge and research, to clusters of empty buildings. Worse, waves of anti-technology panic resulted in the wholesale destruction of schools, libraries, stores and laboratories. Nuclear winter, savagery, deterioration and the elements took care of the rest.

For at least a generation there really wasn't any such thing as an educational system. Young, especially the offspring of animals, were educated in the most casual way, usually just by teaching the fundamentals of reading, telling stories, and sometimes passing battered old textbooks around to those willing to study on their own. While that was enough to get across the basics of reading and arithmetic, it was no substitute for a formal education.

So the *new societies* discovered an old way of teaching. Those with skill started to take on apprentices. Surviving doctors, mechanics, and blacksmiths would trade their knowledge for the unpaid labor of young mutants looking to acquire a valuable set of skills. Not just one skill, but all the skills necessary to perform a complicated job in the absence of adequate parts, support personnel and facilities.

For example, most surviving doctors or veterinarians (who have become more or less the same thing) have to make do *without* hospitals, testing laboratories, trained nurses and technicians, or even adequate supplies of drugs and other medical supplies. With the exception of the very rare teaching hospitals (the only places where characters can learn specialized medical skills like Pathology or Radiology), most characters learn medicine through an apprenticeship, by hanging around a qualified doctor for eight years (or more), and helping out.

List of Apprenticeship Programs

Armorer Apprenticeship	Mariner Apprenticeship
Artisan Apprenticeship	Mechanic Apprenticeship
Electrician Apprenticeship	Teamster Apprenticeship
Farrier Apprenticeship	Weaponsmith Apprenticeship
Healer Apprenticeship	

Armorer Apprenticeship

The character has spent at least six years in an Armorer's Smithy, learning everything there is to know about designing, constructing and repairing a wide range of armor, for both personal and vehicular use. In the field, the armorer can maintain, fix, and modify body armor (a successful roll and 1D4 hours of work with a blacksmith facility restores 30% of lost S.D.C., a second successful roll and 3D6 hours to restore all lost S.D.C.). Given a good smithy, and the right raw materials, an armorer can build personal armor for a character based on the character's Size Level (each Size Level over 12 represents an extra day of work). Adding light armor (A.R. 14, S.D.C. 350) to a small car or motorcycle takes 2D4 days, adding medium armor (A.R. 16, S.D.C. 500) takes 3D6 days, and adding heavy armor (A.R. 18, S.D.C. 1,000) takes 1D6 weeks. In addition to working with metal, the character also knows how to work with Kevlar, armored glass (Plexiglas), and other high-tech materials.

Base "Armorer Skill" (as described above; exclusive to this apprenticeship): 50% +5% per level of experience.

Main Skill: Blacksmith (+10%; +20% when it applies to "body armor").

Core Skills: Basic Mathematics, Body Building, General Repair & Maintenance, Literacy, Recognize Weapon Quality, and Sewing. All get a +10% apprenticeship bonus.

Military & Weapon Proficiency Skills: Select any two Military Skills (no bonus), plus W.P. Shield and two other W.P.s of choice (no bonus).

Pilot Skills: Select any two. No bonus.

Artisan Apprenticeship

Artisan studios produce a vast array of works of art, crafts and useful items. Some would say they can make just about anything that a customer could possibly want (excluding guns, armor, electrical devices and vehicles), made to the exact order of the customer, and rendered beautifully as well.

The character is capable of making just about anything involving weaving, pottery, woodworking, clay, ceramics, precious metals, sculpting, carving, painting, artistry and crafts — from a fine wood table, to a porcelain toilet, to a silver goblet, to a glass vase, to jewelry, to carpeting, blankets, and clothing. Characters can generally attempt to create any work of "art," "crafts," "jewelry" and "carpentry" for which they have an appropriate skill. So, for example, an Artisan with Play Musical Instrument, who can play the guitar, can learn how to make good quality guitars. Note that these creations, while artistic, can and do include many *useful* items such as simple melee weapons (knives, swords, axes, etc.), simple tools, containers (baskets, chests, backpacks), furniture, clothing, musical instruments and much more. Of course, to make many of these things, the character must have suitable materials, tools and work facilities (i.e. to make a sword, he will need a blacksmith's workshop; to spin a vase or pottery, he'll need ceramics or clay, a spinning wheel and furnace, and so on).

All artisans have trained and worked with a Master Artisan for at least 10 years (often starting at the tender age of 6 or 7), and have finally earned Journeyman papers.

Base Artistic Fabrication Skill (as described above & under main skill): 71% +2% per level of experience. Roll each time a new item is to be created. Making the item with different or unfamiliar materials, or redesigning it to be more beautiful, requires a skill roll at -15% penalty. Rush jobs have the same penalty.

Main Skill: *Fabrication (Special!)*: The art of constructing just about any kind of craftwork (basket weaving, macramè`, jewelry making, and other "crafts" type creations) combined with "tinkering" (general repair and the enjoyment of making things), but making it artistic and beautiful as well. This skill gives the creation of even simple works of carpentry, weaving and clothing an *artistic flair* and attractive design element that goes beyond simple function and embarks on artistry.

Core Skills: Antiquarian, Art: Drawing & Painting, Basic Mathematics, Blacksmith, Carpentry, General Repair & Maintenance, Literacy, Masonry, Musical Instrument, Sculpting & Whittling, and Sewing. All are at a professional level of quality and get a +10% bonus.

Military Skill: Recognize Weapon Quality (+5% bonus).

Pilot Skills: Select any two. No bonus.

Electrician Apprenticeship

After ten years of intense study, the character has learned the basic theories of electricity and wiring, and has applied the knowledge countless times to electrical projects large and small. Electricians can diagnose and locate electrical problems, do wiring, rewire, repair electrical appliances and tools, and put together electrical equipment, including generators and electrical transmission equipment. For example, a character with electrical engineering, coming across an abandoned town with a broken hydroelectric dam, could attempt to restart the dam's turbine generators (2D6 days), and then repair the electrical power station (3D6 days or more) and substations (1D6 days each), effectively turning the entire town back "on." The character can attempt to bypass security systems and burglar alarms at a -25% (if Surveillance Systems is also taken, then the penalty is only -10%), as well as make all kinds of simple repairs.

Main Skill: Electrical Engineer (+20%).

Core Skills: Basic & Advanced Mathematics, Computer Operation, Computer Programming, Computer Repair, Electronics, General Repair & Maintenance, Literacy, Radio: Basic Communications, and TV & Video Systems. All get a +15% apprenticeship bonus.

Military/Communications Skills: Select any two from the following: Laser Systems, Optic Systems, Radio: Satellite Relay, Radio: Scramblers or Surveillance. No bonus.

Pilot Skills: Read Sensory Equipment (+5%) and any two others. No bonus.

Farrier Master Apprenticeship

For at least eight years the character has learned how to put iron, steel, plastic or rubber *shoes* onto anything with solid hooves, and creatures with cloven hooves (cattle, goats and pigs have cloven hooves, where each foot is separated into two separate hooves). The character has learned how to design, build, construct and modify quite a number of different kinds of creature shoes, including those of steel, iron, aluminum and some types of plastic, as well as coating different kinds of shoes in rubber, leather or other materials.

Back in the days before The Crash, horses were the only animals "shod" with metal "horseshoes," although in the late 19th Century the Oxen pulling pioneer wagons were often shod (with two shoes on each foot, for each part of their cloven hooves/twin toes). In the **After the Bomb®** world, there is now a *tremendous demand* for the farrier's skill of "shoeing" hooves. Not only does the character learn how to build and shape metal shoes, but also how to properly nail the shoes in place without hurting the recipient, and how to file the hoof smooth (shod hooves need to be checked, mended and replaced every 6-8 weeks). Farriers learn how to work with both non-intelligent, as well as sentient, horses, cattle, swine (the mulefoots), and other hoofed mutant animals. In addition, the character, working with someone skilled in veterinary medicine, can create "corrective shoeing" to help with injured legs or feet, or to correct an improper gait. Special shoes can be created for hard surfaces (concrete pavement and rock), loose surfaces (gravel or sand), or soft surfaces (dirt or mud), as well as with special "studs" for snow or ice. Can also sharpen and repair blades, tools and make horseshoes and simple metal items (basically this guy is a blacksmith with a focus on shoeing).

Farrier Equipment (Exclusive to this Specialist): A well-equipped farrier's smithy comes with a forge, an anvil, and a good set of large tools (+25% bonus when using a good smithy). In the field, most farriers carry a "Shoeing Box," outfitted with the character's tools of the trade: picks, nippers, rasps, hammer, etc. (+10% bonus). Still, the character can get most jobs done with three tools; a hoof pick, a hoof knife and a finishing file, with no bonuses or penalties. Working with less than the minimum set of tools means the character will be working under a -15% penalty on their skill.

Base Farrier "Master" Skill (as described above): 62% +4% per level of experience.

Main Skill: Blacksmith (+5% normally, +25% when it comes to "horseshoes") and the *Farrier Master skill*, specializing in *making and customizing* shoes as well as shoeing hoofed mutants and animals (as described above). Note that the ordinary Farrier skill only involves the basic shoeing and maintenance of hoofed mutants and animals.

Core Skills: Animal Husbandry, Basic Math, General Repair & Maintenance, Literacy, Paramedic, Sign Language and two other spoken Languages. All get a +10% apprenticeship bonus.

Military & Weapon Proficiency Skills: Recognize Weapon Quality, W.P. Blunt and any two W.P. of choice. No bonuses.

Pilot Skills: Teamster/Wagoner, and any two others. No bonuses.

Healer Apprenticeship

A combination of doctor and veterinarian, the village or traveling healer has to know the anatomy and physiology of a lot more than just human beings. In addition, the character has to be a researcher in a variety of herbal substitutes for drugs which may be hard to come by in the **After the Bomb®** world. The character also assists in a variety of different kinds of birthing, from normal delivery, to Caesarian Section ("C-Section," surgical removal of a baby from the mother), to birthing from "Eggs" and other artificial wombs and fetal incubators.

Main Skills: Internal Medicine (+10%) or Veterinary Medicine (+20%); pick one. Plus Biology (+30%) and Herbal Medicine (+20%)!

Core Skills: Animal Husbandry, Basic Mathematics, Brewing, Chemistry, Computer Operation (specializing in medical computers, gene scanners and auto-med units), Identify Plants & Fruits, Literacy, Language (two), Surgery, and W.P. Knife (Scalpel). All get a +10% apprenticeship bonus.

Medical Skills: Select any three. All get a +5% bonus.

Pilot Skills: Automobile or Motorcycle (+5%) and select any one other.

Mariner Apprenticeship

The character has spent at least ten years shipboard, or on river boats, starting as a Cabin Kid, learning all about life on the water, the business of shipping by water, navigation, steering, hull inspection and repair, and the art of control and command over crew members. The character has performed at no less a rank than 3rd Mate, and has Mariner Papers (certificates and a logbook) to prove it (copies are kept at the character's main Guild House, in case of loss or damage). The character is capable of taking command of even the largest vessel, of training crew, and of operating either a ship on a long ocean voyage (Sail), or a long river journey (Boat). Sail characters know all about sailing ships, while Boat characters are more familiar with diesel, gasoline, electric and solar propulsion systems.

Main Skill: Sailing (Ocean; +15%) or Boating (River; +20%).

Core Skills: Astronomy, Basic Mathematics, Boat Building, Carpentry, Fishing, Navigation, Rope Works, Radio: Basic Communication, Swimming and Swimming: Advanced. All get a +10% apprenticeship bonus.

W.P. Skills: W.P. Saber, W.P. Rifle, W.P. Automatic Rifle, and select two others (any).

Pilot Skills: Select any three; each gets a +5% bonus.

Mechanic Apprenticeship

The village master mechanic has to be able to deal with repairing everything from an 1857 steam-powered mechanical thresher, to a 1957 internal combustion Ford truck, to a 2057 fuel-cell/electric commuter bus. If it breaks, it needs fixing. If it needs a part, then the part has to be found and installed, repaired and installed or made from scratch. If the community needs another one, then the mechanic may just have to build a duplicate from scratch. In eight years of training, the character learns how machinery is designed, operated, built, and maintained. Characters can attempt to redesign, modify, sabotage, repair, or construct mechanical devices. With this training it is possible to put abandoned factories, mines, loading docks, railroad trains, and other sophisticated industrial plants back into operation, in a time frame ranging from 3D6 days (small plants with only minor damage and with manuals and documents available) to 4D6 months (huge facilities with major destruction, missing any instructions or guidelines).

Mechanical/Repair/Building Penalties: -25% when there are insufficient parts and materials, and -15% for rush jobs and when forced to use inadequate tools.

Main Skill: Mechanical Engineering (+20%).

Core Skills: Basic Mathematics, Blacksmith, Electronics (basic), General Repair & Maintenance, Locksmith, Literacy, Mechanics (basic), Mechanics: Automobile, Plumbing, and Radio: Basic Communications. All get a +15% apprenticeship bonus.

Military Skills: Recognize Weapon Quality (+5%) and select any two others (+5% each) from the following: Camouflage, Demolitions, Demolitions Disposal, Optic Systems, and Laser Systems.

Pilot Skills: Automobile (+10%), Construction and Farming Equipment (+10%), Truck (+5%), plus select any three others (no bonuses).

Teamster Apprenticeship

In the After the Bomb® world, the job of a teamster is considerably more complicated than it was, say, in 19th Century America. The big difference is that the creatures who haul wagons, while they could be un-mutated horses or oxen, are more likely to be either intelligent mutant animals, or gigantic, incredibly stupid mutant insects. Still, as in days of old, the job mainly involves the complicated process of hitching up pulling creatures to a large wheeled carriage, and then working as the driver. Also includes skill in evaluating and repairing a range of creature-drawn vehicles that could be anything from a specially constructed wagon, to a heavily modified truck with the engine ripped out, as well as harnessing/bridling work animals.

Main Skills: Teamster/Wagoner (+20%), Rope Works (+20%), and Land Navigation (+14%).

Core Skills: Animal Husbandry, Basic Mathematics, Carpentry, Farrier (basic), General Repair & Maintenance, and Wilderness Survival. All get a +5% apprenticeship bonus.

Domestic Skills: Select any two of choice. No special bonus.

Pilot Skills: Truck and any two others of choice. All get a +5% bonus.

Weaponsmith Apprenticeship

There's nothing simple about making weapons in the world of After the Bomb®! That's because there's really no such thing as a standard weapon. Characters vary from tiny to gigantic, and their hands can be anything from clumsy paws to hands equipped with far too many fingers. Most weapons have to be customized to the buyer, and often must be built specifically for the needs of a particular hand.

The character is trained in the design, construction, maintenance and repair of both ancient and modern weapons. Capable of creating a wide range of weapons, or modifying weapons to suit the Size Level, or special anatomy, of a variety of mutant animals. Every Weaponsmith can make basic ancient weapons, like knives, swords, spears, bows and pole arms, as well as basic firearms like revolvers and bolt-action rifles. Each Weaponsmith character should select one, and only one *specialty weapon*, which can be anything from a particular knife (as in a "Bowie Knife"), to a sword, to a revolver or rifle, with which he is +1 to strike.

Main Skill: Blacksmith (25%) and Recognize Weapon Quality (+25%).

Core Skills: Basic Mathematics, General Repair & Maintenance, Language (1), Literacy, Mechanics (Basic), and Sculpting/Whittling. All get a +10% apprenticeship bonus.

Military & Weapon Proficiency Skills: Optic Systems and three ancient Weapon Proficiencies and three Modern (any).

Pilot Skills: Select any two.

Optional: At the Game Master's discretion, the character can use the "Make & Modify Weapon Skill" (see pages 132 and 133 in **Heroes Unlimited, 2nd Edition**) for their specialty weapon only.

Secondary Skills

Secondary Skills are skills learned and developed on one's own through observation, practice and self-education. Some skills can be found under both the Primary Skill lists and Secondary Skill list, such as Computer Operation and Photography. In these cases, the skill is basically the same, however, the educational bonus can't be applied to the Secondary Skill. Secondary Skills get no bonuses (except possibly, I.Q. attribute bonus). Furthermore, you can't choose the same skill twice to get multiple bonuses or increased proficiencies. This is true even if it is available twice through different skill programs or again as a Secondary Skill.

The main difference between identical Primary and Secondary Skills is the degree of knowledge and level of proficiency. A Primary Skill is considered to be at a professional or near professional level or quality. A cook or photographer with Primary Skills/professional education, is of a commercial, professional quality. The same skills selected as Secondary means the quality is fairly competent, it does the job, and may even show great talent, but it is not of professional, commercial quality. This is true even if the Secondary Skill's percentage number is higher than somebody's same Primary Skill. Primary Skills are always of superior quality with a greater range of knowledge. A higher Secondary Skill percentile will mean that experience has compensated for formal training.

Secondary Skill List

Note: Secondary Skills do NOT get any educational skill bonuses from character background or apprenticeship, but I.Q. bonuses do apply. Secondary Skills are selected in addition to Primary Skills and represent additional areas of self-taught knowledge and hobbies. The following list indicates which skills are available as Secondary selections.

Domestic: Any.

Medical: First Aid and Herbal Medicine only. Paramedical is available at a cost of two Secondary Skills.

Military: Camouflage, Land Navigation and Recognize Weapon Quality only.

Physical: Baseball, Body Building, Climbing, Hand to Hand: Basic, Juggling, Prowl, Running, and Swimming (basic) can be taken as Secondary Skills. Hand to Hand: Expert is also available, but counts as two Secondary Skills.

Pilot Skills: Airplane, Automobile/Car, Boating, Construction & Farming Equipment, Motorcycle, Teamster/Wagoner, or Truck.

Rogue & Thief Skills: Any, *except* Computer Hacking, Concealment, Cryptology, Disguise, Forgery, Impersonation and Safecracking.

Scientific & Scholastic: Astronomy and Mathematics: Basic only.

Technical: Any, *except* Blacksmith, Boat Building, Carpentry, Computer Repair, Electronics, Farrier, Locksmith and Television & Video Systems.

Weapon Proficiencies: Ancient: Any.

Weapon Proficiencies: Modern: Any, except Heavy Military Weapons and Energy Weapons.

Skill Descriptions

Note: The post-apocalyptic world setting is such that skills in **After the Bomb®** are ranked and categorized differently than in many of Palladium's other RPGs. For example, there is no "wilderness skill" category, so most wilderness skills are found under *Domestic*, others under *Technical*.

Also note that some skills found in other Palladium RPG books have different *Base Skill* percentages than those presented here. This takes into consideration the often primitive cultures and lack of formal education in **After the Bomb®**. This consideration has also seen us adjust some Base Skill percentages *higher* because they are not supplemented by bonuses from O.C.C.s or higher education, but are more common day to day skills and passed on from one generation to another. Also in keeping with the post-apocalyptic setting, we have presented a number of *new* skills and left out others.

The numbers in parentheses are the Base Skill percentage and the additional percent per level of experience.
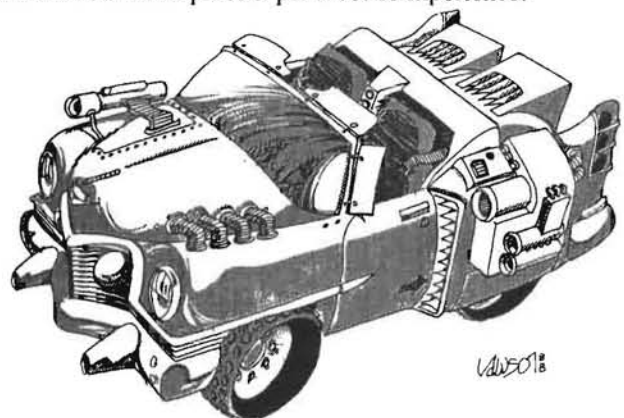
Complete List of Skills, by Category

Domestic
Animal Husbandry (35%+5%)
Breed & Control Insects (40/20 +5%)
Carpentry (30% +5%)
Cook (30% +5%)
Dance (30% +5%)
Dowsing & Water Location (20% +5%)
Farming & Gardening (40%+4%)
Fishing (60% +5%)
General Repair & Maintenance (35% +5%)
Identify Plants & Fruits (25% +5%)
Imitate Animal or Insect Sound (42% +4%)
Language (40% +5%)
Literacy (30% +5%)
Musical Instrument (25% +5%)
Preserve Food (30% +5%)
Read Music (42% +3%)
Sculpting & Whittling (30% +5%)
Sewing (40% +5%)
Sign Language (33% +7%)
Sing (40% +5%)
Skin and Prepare Animal Hides (30% +5%)
Trapping (25% +5%)
Tracking (30% +5%)
Wilderness Survival (30% +5%)
Writing (25% +5%)

Medical
Clinical Genetics (35% +5%)
Dentistry (50% +5%)
First Aid (45% +5%)
Herbal Medicine (30/20% +5%)
Internal Medicine (70/60% +3%)
Paramedical (50% +3%)
Pathology (40% +5%)
Radiology (70% +3%)
Surgery (60% +4%)
Veterinary Medicine (54% +4%)

Military
Camouflage (20% +5%)
Demolitions (60% +3%)
Demolitions Disposal (60% +3%)
Intelligence (32% +4%)
Interrogation (40% +5%)
Land Navigation (36% +4%)
Laser Systems (30% +5%)
Optic Systems (30% +5%)
Radio: Satellite Relay (25% +5%)
Radio: Scramblers (40% +5%)
Recognize Weapon Quality (25% +5%)
Surveillance Systems (40% +5%)

Physical
Acrobatics
Athletics (general)
Baseball (60% +4%)
Body Building
Boxing
Climbing (40/30% +5%)
Fencing
Gymnastics

Hand to Hand: Basic
Hand to Hand: Expert
Hand to Hand: Assassin
Hand to Hand: Martial Arts
Hand to Hand: Bull Fight
Juggling (30% +5%)
Prowl (25% +5%)
Running
Swimming (50% +5%)
Swimming, Advanced (55% +5%)
SCUBA (50% +5%)
Wrestling

Pilot Skills (Ground, Air, Water)
Aircraft Mechanics (45% +3%)
Airplane (60% +4%)
Automobile/Car (70% +4%)
Automobile Mechanics (50% +5%)
Boating (60% +4%)
Construction & Farming Equipment (40% +4%)
Helicopter (35% +5%)
Jet (40% +4%)
Military Vehicles (40% +4%)
Motorcycle (60% +4%)
Navigation (50% +5%)
Read Sensory Equipment (30% +5%)
Sailing (60% +5%)
Teamster/Wagoner (45% +5%)
Truck (60% +4%)
Vehicle Weapon Systems (50% +2%)

Rogue & Thief Skills
Card Shark (24% +4%)
Computer Hacking (30% +5%)
Concealment (20% +4%)
Cryptography (25% +5%)
Detect Ambush (30% +5%)
Detect Concealment & Traps (25% +5%)
Disguise (25% +5%)
Escape Artist (30% +5%)
Forgery (20% +5%)
Imitate Voice (36% +4%)
Impersonation (40/20% +4%)
Locate Secret Compartments/Doors (15% +5%)
Palming (20% +5%)
Pick Locks (30% +5%)
Pick Pockets (25% +5%)
Safecracking (20% +4%)
Streetwise (20% +4%)
Tailing (30% +5%)
Use & Recognize Poison (24/16%+4%)
Ventriloquism (16% +4%)

Scientific & Scholastic
Anthropology (20% +5%)
Antiquarian (40% +5%)
Archaeology (20% +5%)
Astronomy (30% +5%)
Astrophysics (25% +5%)
Biology (40% +5%)

Botany (30% +5%)
Chemistry (50% +5%)
Chemistry: Analytical (40%+5%)
Electrical Engineering (45%+5%)
Genetics (30%+3%)
History (40%+4%)
Mathematics: Basic (64% +4%)
Mathematics: Advanced (50% +4%)
Mechanical Engineering (45%+5%)

Technical
Art: Drawing & Painting (40% +4%)
Barbering (70% +3%)
Blacksmith (40% +5%)
Boat Building (25% +5%)
Brewing (30% +5%)
Canoe Building (32% +4%)
Carpentry (30% +5%)
Computer Operation (40% +5%)
Computer Programming (30% +5%)
Computer Repair (40% +5%)
Electronics: Basic (40% +5%)
Farrier: Basic (34% +4%)
Locksmith (25% +5%)
Masonry (30% +5%)
Mechanics: Basic (40% +5%)
Photography (50% +5%)
Plumbing (50% +5%)
Public Speaking (30% +5%)
Radio: Basic Communications (50% +5%)
Rope Works (30% +5%)
Television & Video Systems (30% +5%)

Weapon Proficiencies – Ancient
W.P. Archery
W.P. Battle Axe
W.P. Blunt
W.P. Chain
W.P. Crossbow
W.P. Forked Weapons
W.P. Grappling Hook
W.P. Knife
W.P. Net
W.P. Paired Weapons
W.P. Pole Arm
W.P. Shield
W.P. Spear
W.P. Staff
W.P. Sword
W.P. Targeting (Throwing/Missile Weapons)
W.P. Whip

Weapon Proficiencies – Modern
W.P. Revolver
W.P. Semi-Automatic Pistol
W.P. Bolt-Action Rifle
W.P. Automatic & Semi-Automatic Rifle
W.P. Sub-Machinegun
W.P. Shotgun
W.P. Heavy Military Weapons

W.P. Energy Pistol
W.P. Energy Rifle
W.P. Heavy Energy Weapons

Skill Descriptions

Domestic & Frontier Skills

Picture a small household of mutant animals, off on its own in the wilderness of the **After the Bomb®** world. It might consist of anywhere from two to twelve adults, and from zero to twenty children of various ages. Picture a house or two, maybe a barn or a stable, a few sheds and outbuildings. We might see some fields, an orchard or two, but perhaps just some garden plots. Somewhere nearby there is a well, a stream, a pond or a lake. These are folks who live on their own, seeing visitors a few times a year, for whom a trip to the nearest village is a big event, and seeing a city … well, that's a once in a lifetime thing. "Domestic" skills are what these people know well, and what they pass on to their offspring; everything needed to survive and prosper, grow and build.

Note: All Domestic skills taken as *Primary Skills* are considered to be of professional, commercial caliber. If chosen as a Secondary Skill, the abilities are satisfactory, but still amateur. Characters can attain professional quality by selecting the same Domestic skill twice, which also adds a one-time bonus of +10%.

Animal Husbandry: This area of study provides the character with knowledge in the care, feeding, breeding, reproduction, treatment and behavior of *non-sentient domestic animals*. This includes cattle, sheep, goats, horses, mules, ducks, chickens, cats, dogs, and similar creatures. The percentile number indicates the degree of knowledge and skill one has about animals and their care. Reduce the skill ability by *half* when caring for captive or injured wild animals. **Base Skill:** 35% +5% per level of experience.

Breed & Control Insects: Before the crash there were beekeepers, and the basics of the craft have been adopted into techniques for dealing with a lot of different mutant insects.

The first percentile number indicates the art of raising, mating/breeding, taming and training mutant insects, as well as knowledge about insects in general.

The second percentile number is used to attempt to *tame* wild insects, teach a domesticated insect tricks, or to train the insect for a specific task like tracking, retrieving, pointing, herding animals, attacking on command, pulling a wagon, and so on. A failed roll means that the insect is unable to learn that particular trick, job or specialty. **Base Skill:** 40%/20% +5% per level of experience. **Note:** Giant insects are NOT used as riding animals in North America (see the *Mutants Down Under* sourcebook for rules on riding giant insects in Australia and Asia).

Carpentry: A fundamental knowledge of working with wood. The character knows how to prepare, treat, and preserve wood, recognize quality craftsmanship, repair damaged wood and wood items, and build using wood (chests, chairs, tables, cabinets, cages, fences, houses, etc.). The character also knows how to build log cabins, houses, barns, forts and fences, and can construct shelters or defensive walls within hours (depending on how many workers are available). Add a +5% bonus to the Boat Building and Canoe Building skills if Carpentry is also known. **Base Skill:** 30% +5% per level of experience.

Cook: Skill in selecting, planning and preparing meals. The character will know how to make two different breakfasts, eight different kinds of main meals, and be able to bake basic bread, cake and pie. Attempting to cook a new or experimental dish, or using an ingredient for the first time, requires a cooking roll where failure means that the cooked food is either inedible (burnt!) or distasteful. **Base Skill:** 30%+5% per level of experience.

Dance: A practiced skill in the art of dancing. The character is especially smooth and graceful, a joy to dance with. Can learn new dance steps/moves much more quickly than somebody who can't dance. **Base Skill:** 30%+5% per level of experience.

Dowsing & Water Location: This is the ability to locate fresh water with a divining rod as well as by more scientific and logical means. For most it is done through deductive analysis and knowledge of nature. The percentage number indicates the success ratio of locating fresh water, either from a hidden spring or underground. A person can roll once every melee round to deduce or dowse the location of water, but must roll *two consecutive* successful rolls to locate the water. **Base Skill:** 20% +5% per level of experience. **Penalties:** -10% dowsing (sensing) and -50% in a desert by any means.

Farming & Gardening: The character has learned how to grow a variety of crops, including vegetables (in gardens), grains (in fields) and fruits (in orchards). Because potatoes are so resistant to accidental genetic modification and mutation, all farmers in the **After the Bomb®** world are experts at growing potatoes, selecting different varieties of natural and mutant potatoes (including the "meat potato," that cooks up like a nice beef roast, and is edible by carnivores). Characters can judge soil and climate, selecting crops that have the greatest chance of successfully growing, and producing the greatest yield per acre. **Base Skill:** 40% +4% per level of experience.
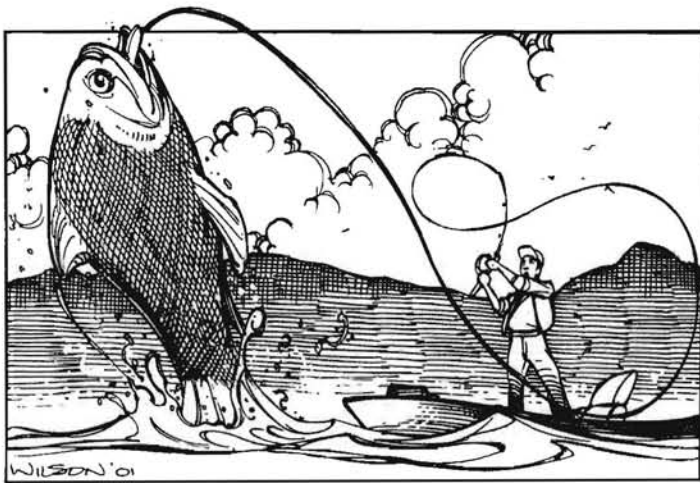
Fishing: The character can use a fishing pole, a snare, a net, a spear, or even bare hands, to catch fish big enough to eat. Areas of knowledge include the location of good fishing places, use of lures, baits, poles, line, nets, spears, and the cleaning and preparation of fish for eating. **Base Skill:** 60%+5% per level of experience. Roll once every 20 minutes to see if enough fish are taken for a decent meal. **Penalties:** -5% when spear fishing and -15% when using bare hands.

General Repair & Maintenance: Not everyone can be a blacksmith, mechanic or carpenter, but many are good with their hands and capable of doing satisfactory repairs on simple mechanisms, gears, pulleys, wheels, and so on, change oil and spark plugs, grease motor parts, take apart and put back together most simple machines, and unclog/clean pipes, gears and mechanisms. The General Repair/Maintenance skill includes: sharpening blades/weapons, sewing tears in sails, nets and clothes (it may not look pretty, but does the job), replacing wheels, changing washers, caulking, repairing furniture, painting, varnishing, basic woodworking, and building any simple mechanism or do-it-yourself item by following directions, and even doing minor patchwork on armor (restores 2D6 S.D.C.). The character can also assist a mechanic or carpenter and maintain machines after being shown how.

Roll once to see whether the character can figure out what's broken, what must be done to fix it, and whether it's beyond his meager abilities. Roll again to determine success or failure in making the actual repair. If failure, the player may try again, but only once. Another failed roll means he can't fix or work on it. **Base Skill:** 35% +5% per level of experience. Reduce skill proficiency by half if the item is extremely complex, high-tech or alien.

Identify Plants & Fruits: Training in the recognition of the many different types of wild plants and vegetation, and where they grow. Since so many plants mutate, the character has learned hundreds of signs, smells and tastes that might indicate a toxin that will make a person sick, poisons and what is indeed edible. Roll for every 15 minutes of searching to see if the character has located enough berries, bark, fruit or roots for a decent meal. Roll for every 30 minutes to see if the character has located a plant that could be used as a medicine, disinfectant, or potion. In the world of **After the Bomb®**, characters should always test anything before eating, since a familiar plant may have acquired a genetic mutation or modification, turning it into a poison, toxin or irritant, or giving it an odd ability or taste. **Base Skill:** 25% +5% per level of experience.

Imitate Animal or Insect Sound: The ability to duplicate various calls, screams, chirps and buzzes that are found in the wilderness. Distinctive calls are often used as signals during sneak attacks, with different calls meaning to the people who know them "all is calm/quiet," "guard on watch," "move cautiously," "danger" and "attack!" **Base Skill:** 42% +4% per level of experience.

Language: Characters with a Language skill can understand and speak a language other than their own native tongue. Language is one of the few skills that can be selected repeatedly in order to select several *different* languages. Each selection gives the character knowledge of a different language and costs one skill selection each time. The most common languages of North America in the world of **After the Bomb®** are *English* (native for most player characters), *Spanish, French* and *Chinese*. **Base Skill:** 40% +5% per level of experience.

Literacy: While being able to read and write is common to most mutant animals, there are plenty of characters who are *totally illiterate*. Even those who can read and write are not necessarily well practiced in reading and writing. **Base Skill:** 30% +5% per level of experience.

Musical Instrument: The character has learned to play a particular musical instrument with a fair amount of skill. The sound is generally pleasant (except when a bad roll is made).

Note that each *specific* instrument requires the selection of this skill. For example: a character who can play the guitar, violin, and flute must select the *Musical Instrument* skill three different times. Characters will know at least a couple dozen different tunes and/or compositions. **Base Skill:** 25% +5% per level of experience.

Preserve Food: Knowledge in the preparation of foods for storage and later consumption. Includes canning fresh fruit and vegetables, making jams and honey, drying fruit, vegetables, and herbs, drying meat and fish, plus various smoking, salting, and pickling methods. **Base Skill:** 30% +5% per level of experience.

Read Music: The character can read musical notation, accurately producing music on an instrument, by voice, or by whistling. The character can also transcribe any music into written form. *Sight Reading* is when a character attempts to play something as they read it for the first time, something that requires a roll for every page of music played. **Base Skill:** 42% +3% per level of experience

Sculpting & Whittling: The art of molding and carving three-dimensional shapes, figures, objects or designs out of clay, stone and wood. The percentile number indicates the quality of technique and appearance. Taking the skill twice indicates a professional quality and gets a bonus of +10%. Selecting it once, indicates a talented amateur. **Base Skill:** 30% +5% per level of experience.

Sewing: This practiced skill with the needle and thread allows the character to mend, layout, cut, and sew simple patterns, and do alterations (such as modifying a piece of clothing for a character of a different size). The character can make a range of usable clothing, including jackets, shirts, skirts and pants, as well as draperies, furniture coverings and bedding material. Characters with both Sailing and Sewing can make and repair sails. **Base Skill:** 40% +5% per level of experience.

Sign Language: Because so many mutant animals lack the ability to speak or only know one language, a universal sign language has become very common. Characters with Human Speech: None receive this skill automatically. **Base Skill:** 33% +7% per level of experience.

Sing: The practiced ability to produce vocal music. Characters will know at least twenty-five (25) songs by heart, and can learn others with a single successful roll. Composing a new song, especially one that commemorates a particular event, such as a character's heroic deed, requires a successful roll for each phrase of the lyrics. **Base Skill:** 40%+5% per level of experience.

Skin and Prepare Animal Hides: Training in the methods and techniques of skinning, tanning, stretching, and preserving animal hides as fur or leather, as well as some of the surface membranes of giant mutant insects. Adds a +5% bonus to the sewing skill. **Base Skill:** 30% +5% per level of experience.

Trapping: This skill enables the character to "trap" animals by building, using, setting, and disarming snares, clamp traps (like the iron bear trap), pits, nets and similar traps. **Base Skill:** 25% +5% per level of experience. Trapping sentient creatures, such as humans and mutant animals, with this skill is also possible, but is done with a penalty of -20%. Disarming any traps meant for use against intelligent creatures is done at half the trapper's normal skill to set a trap.

Tracking: Visual tracking is the identification of tracks and following the path of men or animals by the signs they leave on the ground and vegetation. Tracking is a precise art, requiring much practice. The skill includes the evaluation of tracks, indicating whether the person being tracked is loaded down with equipment, running, moving slowly (by measuring the space between steps), hoofed, male, female, child, walking backwards, injured (staggered footprints), and so on. By this means, the tracker can estimate the subject's rate of movement, apparent direction, the number of subjects in the group, and whether the person knows he's being followed. Other methods of tracking require recognizing the telltale signs, such as blood and other stains, broken and displaced vegetation, overturned rocks, litter (such as cigarette butts, ration cans, candy wrappers, soiled bandages and remains of campfires), and even odors carried by the wind.

Tracking also includes the recognizing of dangerous animals by their tracks, habits and feces. Likewise, tire tracks of vehicles can reveal much, such as size and type of vehicle, weight of load, etc.

Counter-Tracking techniques are also known, such as covering one's trail; avoiding obvious pitfalls, such as littering, misdirection, parallel trails, and others.

A failed roll means that the signs are inconclusive, vague or misleading. Additional signs must be found (roll again). Three consecutive failed rolls mean the tracker has completely *lost* the trail. Roll once every 40 yards/meters when following a trail. Characters attempting to follow a skilled tracker are -20% in following his trail, but only if he is deliberately trying to conceal that trail (however, his rate of travel is reduced by half). **Base Skill:** 30% +5% per level of experience.

Wilderness Survival: Techniques for getting water, food, shelter, and help, when stranded in wild forests, deserts or mountains. Characters without this skill will not be able to stay healthy for more than a few days out in the wilderness area. **Base Skill:** 30% +5% per level of experience.

Writing: The ability to write stories, poems, or newspaper articles. Also includes typing skill with various typewriters and computer keyboards. Primary writing skill indicates a professional quality, while secondary is talented amateur. A failed roll means an awkward and poorly written work that is boring and/or difficult to understand. Try again. **Base Skill:** 25% +5% per level of experience.
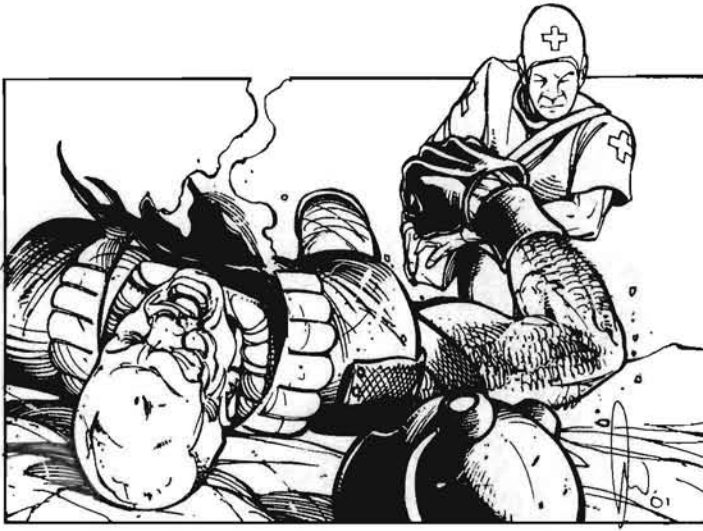
Medical Skills

Except for First Aid and Herbal Medicine, all the Medical skills require long-term learning, either in a teaching hospital, with dozens of top-notch professionals (four years minimum), or as an apprentice to a well-qualified practitioner (eight years minimum). While most teaching hospitals are found in the *Empire of Humanity* or *New Kennel*, there are at least two in *Cardania*, and a half dozen others scattered over eastern North America. Most medically trained characters learn to treat five different kinds of mutant animals (usually starting with their own kind), and can learn the medical, pharmaceutical and anatomical profiles of another species at levels 2, 4, 6, 8, 10, 12 and 14. **Penalty:** Attempting to perform medicine on an *unfamiliar species* of mutant animal is always at -15%, and -30% if the patient is a strange chimera or other rare or hybrid creature (three or more animals genetically combined).

Clinical Genetics: The character understands the basic principles of genetics and inherited traits, has memorized many of the 30,000 human genes, and has studied the causes of genetic diseases and deformities, as well as mutant genetics. Includes the skills necessary to operate gene scanners, computer genetic analysis devices, and gene therapy machines. The character starts out knowing the genetics of three non-human creatures (usually the character's own, and two others). **Base Skill:** 35%+5% per level of experience. Characters can learn the genetics of an additional creature at levels 3, 6, 9, 12 and 15.

Dentistry: The character knows how to examine and repair a wide range of *teeth*, as well as *antlers, horns* and *tusks*. Includes training in all dental equipment, injecting pain blockers, making fillings, replacement teeth, braces (for straightening crooked teeth or tusks), and patches. The character will be well versed in veterinary dentistry as well, understanding the unique needs of carnivores, ruminants, and just about any mammal or lizard. **Special:** Working with a Weaponsmith, it is possible to increase the damage inflicted (1D6), as well as the durability (2D6+6 S.D.C.), of tusks, horns and antlers, by adding sharp metal sheaths, points, blades, or spikes. **Base Skill:** 50% +5% per level of experience.

First Aid: Techniques of rudimentary medical treatment, including how to bandage wounds, stop bleeding, administer CPR/artificial respiration, and use antiseptics, and common anti-inflammatory drugs and painkillers. **Base Skill:** 45% +5% per level of experience. **A failed roll** means the patient has not responded to treatment or that treatment was improperly applied.

Herbal Medicine: Training in the recognition, preparation, and application of natural medicines usually made from plants and their parts (roots, leaves, fruit). The herbalist is basically a natural pharmacist and naturalist who creates medicinal drugs, teas, syrups and ointments from vegetation and studies common ailments.

The character can find and use plants to create salves, balms, ointments, and lotions to soothe burns, boils, rashes, and insect bites, and reduce swelling, as well as create local anesthetics, and to heal wounds faster (twice as quick as normal).

Potions, syrups, teas and tonics are created to settle upset stomachs, rid headaches, soothe a sore throat and reduce coughing, reduce pain, negate poison, and induce drowsiness or hallucinations. The individual can also make alcohol, herbal poisons (hemlock and mandrake for example), teas, and antidotes for herbal poisons.

The student of herbology also has a good knowledge of plant lore, when and where to find healing plants, edible fruit, berries, roots, leaves and bark, plants good as spices or preservatives, as well as how to use, dry, and prepare them. The character can also preserve foods, and knows how to avoid dangerous flora. As something of a doctor, the character can also set and mend bones that are broken, bandage cuts, stop bleeding and suture cuts. **Note:** Plants are seasonal and the right root or leaf may not be readily available at certain times of the year/season, or may be found exclusively in remote regions or distant places. Game Masters should use a certain amount of common sense and drama with this skill. **Base Skill:** 30/20% +5% per level of experience. The first percentage number is the herbalist's ability to accurately diagnose a medical problem. The second percentage number is the healer's skill at successfully treating the problem with herbs and make healing teas, tonics and salves. A failed roll means the treatment or concoction did *not* work. **Modifiers:** A penalty of -10% to treat disease, infection, and poison, -20% to treat internal injuries, -15% to cauterize, -15% to treat unknown mutant animals, -30% to treat unknown insects, Throwbacks or Chimeras. **Bonus:** This skill provides a bonus of +10% to the *Brewing* and *Preserve Food* skills.

Internal Medicine (Medical Doctor): The character is trained as a practicing doctor with areas of training/study that include clinical skills, medical discipline, code of ethics, laboratory skills, techniques, methods of data collection, physiology (muscles, respiratory, blood, body fluids); fundamentals, principles and procedures of pathology (diseases, their structure and function), and rudimentary pharmacology (use, reaction, and interaction of drugs). The medical doctor (M.D.) is also trained in basic surgical procedures. **Note:** The first percentile number indicates the ability to diagnose a problem and the second is the ability to successfully treat it. **Base Skill:** 70/60% + 3% per level of experience. **Bonus:** This skill provides a +5% bonus to the *Pathology* skill.

Paramedical: An advanced form of medical emergency treatment which includes *all* first aid techniques, the setting of broken bones, suturing of wounds, use of oxygen and emergency equipment, use of drugs, knowledge of how to move a critically injured person, and other lifesaving techniques. **A failed roll** means the patient has not responded to treatment or that the treatment has been improperly administered. **Note:** For serious injury or coma, roll three times, consecutively, on per-

centile dice. A roll of two successful out of three means the wound has been properly treated or the patient's condition is stabilized. Failure means the patient's condition is unchanged. Another character can immediately attempt to apply medical aid or the same player can try again, but only after another six minute examination. **Base Skill:** 50% +3% per level of experience.

Pathology: This is that branch of medicine that deals with the nature of diseases, their causes and symptoms, and the functional and structural changes caused by disease. Training includes anatomy, physiology, cellular biology, cellular genetics, manifestation of disease, tissue injury and repair, abnormal cell structure, metabolism, diagnosis of human disease, tissue culture methods and applications, analysis of drugs in biological samples and laboratory research, investigative methods, and use of instruments, tools and equipment. **Requirements:** Chemistry. **Base Skill:** 40% +5% per level of experience.

Radiology: Training in diagnosis using specialized analytical equipment like X-Rays, NMR (Nuclear Magnetic Resonance), CAT Scans, EKGs, EEGs, laser and maser probes, internal cameras (that are either snaked through the body on tiny tubes, or are swallowed and automatically scan the patient's internal landscape), and even more sophisticated machines. While learning to use the equipment isn't all that difficult, interpreting the results of the various photographs, scans, read-outs and other data is truly the job of a highly trained professional. **Requirements:** Internal Medicine. **Base Skill:** 70% +3% per level of experience, assuming the proper equipment is available.

Surgery: Starting as a doctor (Internal Medicine skill), the character specializes in the techniques of cutting open a living body and repairing damage, fixing congenital problems, and otherwise manipulating body skin, tissue, muscle, organ, nerve and bone. The character can cut out tumors and infections, invasive parasites, bionics and microchips, as well as splice or transplant other tissue or organs. **Requirements:** Internal Medicine, P.P. of at least 12. **Base Skill:** 60% +4% per level of experience. **Modifiers:** -20% to remove hostile bionic or microchip infections, -25% to remove artificially created cancerous tumors (bio-weapons), -15% to treat unknown mutant animals without proper research (X-Rays, CAT Scans and other guides), -30% to treat totally alien creatures such as new chimeras and rapidly mutating insects.

Veterinary Medicine: Basically an animal doctor. Training starts with studying the anatomy, physiology, biochemistry, and genetics of non-mutated animals and insects. Because their training covers the entire animal kingdom, characters with veterinary medicine have *no penalties for treating unfamiliar animals or non-sentient mutant animals*. The character is an expert at diagnosis and treating any kind of injuries, can perform reconstructive surgery, and prescribe a full range of medications. Indeed, for many mutant animals, especially those lacking most human features (full hands, legs, biped), it's better to have broken bones set by a *veterinary specialist* than a Doctor of Internal Medicine. On the other hand, characters with Veterinary Medicine lack the extraordinary specialization in human diseases, genetics and treatments of those who learn Internal Medicine. **Special:** Working with a Farrier, it's possible to shod a creature with metal shoes on their hooves, and improve the gait, speed, and stability, or compensate for an injury. **Base Skill:** 54% +4% per level of experience. **Penalty:** -25% when working on *humanoid* mutant animals.

Military

With a few exceptions, Military skills are *only* taught to those who serve at least one term of duty in an army or militia. In the *Empire of Humanity* and *New Kennel*, military training schools and academies offer the finest military training, while elsewhere a four or six year apprenticeship is typically needed to learn the military arts.

Camouflage: The skill of concealing a fixed base position, campsite, wagon, crates, siege weapons, equipment or an individual, using natural or artificial materials. A fair amount of time is involved in the preparation of a large position. Large nets, rope, cut branches and underbrush are used most often in camouflage. This skill is also used to conceal traps. **Base Skill:** 20% +5% per level of experience. Sounds or odors coming from the place of concealment will negate even the best camouflage and lead enemies right to it.

Demolitions: Demolitions provides the person with advanced knowledge in the use and workings of explosives and detonation devices for the purpose of blowing up bridges and buildings, and sabotage. This includes all types of explosives, such as mines, dynamite, plastics, nitro, blasting caps, etc. It also includes a basic understanding of the strategic placement of mines and booby traps. This will increase a character's awareness of suspicious rope, string and wire. **Base Skill:** 60% +3% per level of experience. A failed roll means a dud; no explosion.

Demolitions Disposal (or EOD: Explosive Ordnance Disposal): This skill enables the character to safely defuse unexploded mines, bombs, explosive booby traps, dud artillery rounds, dud explosive charges, or any other explosive device. **Base Skill:** 60% +3% per level of experience. A failed roll means the item has exploded without warning.

Intelligence: This is specific training in the practices and principles of recognizing and analyzing sources of information about the enemy, observation techniques, counterintelligence measures and proper procedure. This includes the practical assessment of sights and sounds, estimation of ranges, what to report, handling prisoners of war, and handling captured documents and equipment (tagging and reporting to group leader or proper authority). This means the character will be able to accurately estimate distances, the number of enemies, direction, purpose, and assess the importance of specific information.

Further intelligence training includes a working knowledge of indigenous guerilla warfare, enemy practices, appearance,

and current activities. This enables the character to recognize suspicious activity as guerilla actions and identify guerilla operatives and spies. **For Example:** A particular type or design of a booby trap, weapon, armor, mode of travel, or method of operation may be indicative of a particular race (Purebred Razorbacks) or a particular group of bandits active in the area. It may be up to the character to confirm the existence of the enemy and their strength, numbers, and current location.

Another area of training made available to intelligence is the identification of enemy troops, officers, and foreign advisors. This means the character learns the many distinguishing ranks and marks that identify specific military units, special forces, groups, gangs, and leaders of the enemy. Such identification can pinpoint and confirm enemy operations, goals, and movement, as well as confirm outside intervention/aid.

Note: A failed roll in any of the areas of intelligence means that evidence is inconclusive, or that the character has incorrectly assessed the information/situation and is uncertain. A failed roll involving individual clues may mean the character has dismissed it entirely as being meaningless (G.M.s, use your discretion). **Base Skill:** 32% +4% per level of experience.

Interrogation: This skill includes training in the questioning of prisoners, captives and informers, and the assessment of that information. Skilled interrogators are not torturers, but rather characters who know how to get useful information out of seemingly casual conversations, but the *threat* of torture (especially to a prisoner's friend or loved one) can be a useful interrogation tool. The skilled interrogator always figures out a way to get the prisoner talking first, usually in very casual ways. Once a conversation starts, the interrogator will seem to be simply curious, bored, or just funny, and will often make it seem like the session is just a warm-up for the "real" interrogation. Ideally the captive won't even know they gave away any secrets. However, intimidation, threats, sleep deprivation and other techniques may be used. **Base Skill:** 40% +5% per level of experience.

Land Navigation: This skill allows the person to stay on course, while traveling over land, by means of observation. This includes mentally marking/recognizing geographic landmarks, estimating distance and movement, recognizing sounds, and other navigation tricks. Techniques include night travel. The player should roll once for approximately every three miles (4.8 km) traveled. A failed roll means the group is drifting off course by 200-2000 yards (roll 2D10x100 yards). Do not roll again until the next three miles (4.8 km). A successful roll at that time will allow the character to recognize this error and correct it. Of course, errors mean lost time and traveling through unknown or potentially dangerous areas. A second (and third) failed roll means the character (and/or his team) continues to travel 2D10x100 yards/meters further off course. All failed rolls are cumulative unless corrected. **Note:** A group of average men can cover approximately 5 miles (8 km) an hour at a brisk, but relaxed pace, through grassland, along dirt roads or paved streets. Travel through *dense forest* or *jungle* at a cautious pace, with eyes open for danger, is about one mile (1.6 km) per hour. At this pace, one can easily watch for booby traps, snipers, ambushes, wild animals, tracks, clues and other observations, without fear of traveling too fast (and missing them). Only at a faster pace will one begin to miss details and court death. **Base Skill:** 36% +4% per level of experience.

Laser Systems: This skill provides the character with an in-depth knowledge of laser communication systems. Characters with Laser Systems and Electronics can attempt to dismantle, analyze and repair any kind of laser-based equipment. **Base Skill:** 30% +5% per level of experience.

Optic Systems: Training covers a wide variety of optic systems, from video to optical enhancement devices, to laser optics. The character will understand the operation of optical recording, transmission, and use of special equipment like thermo-imagers, passive light intensifiers, infrared, ultraviolet, etc. **Base Skill:** 30% +5% per level of experience.

Radio: Satellite Relay: This is an understanding in the methods and operations of satellite transmission. With a working satellite dish, and radio or television reception equipment, the character can attempt to pick up any of the thousands of signals being constantly broadcast from orbit. **Base Skill:** 25% +5% per level of experience.

Radio: Scramblers: This is training in the use of electronic masking and scrambling (unscrambling) equipment, and codes, for increased security. Starting with the right equipment, including basic radio gear and microchips (which can be scavenged from small computers), the character can build scramblers into walkie-talkies, radios, telephones and other communication equipment, at the rate of one unit every 2D4 hours. **Base Skill:** 40% +5% per level of experience.

Recognize Weapon Quality: The ability to determine the level of a weapon's quality, including craftsmanship, weight, balance, edge, metal strength, and so on. The character can also recognize the kind of mutant animal who might handle the weapon (Size Level and type of hands). Although the character may be able to tell that a weapon is superbly crafted, with bonuses, it is impossible to determine *exactly* what these bonuses are until used in combat or intense practice. With modern weapons the character can figure out the exact caliber of the weapon, as well as what kind of shape it's in, and what repairs or maintenance might be required to bring it up to working condition. When it comes to energy weapons, the character can estimate the device's power requirements, and if it might be possible to run the weapon off standard current, or something like a car battery. The character will also identify any safety locks, switches or governors on any firearm or powered weapon, as well as estimate the weapon's street value. **Base Skill:** 25% +5% per level of experience.

Surveillance Systems: This is the study and understanding of the operation, methods, and techniques for the use of surveillance systems. Includes motion detectors, simple alarm systems, complex alarm systems, video and camera equipment, amplified sound systems, miniature listening devices (bugs, telephone tapping, tracers, etc.), recording methods, and some optical enhancement systems (specifically as they relate to camera lenses). **Requires:** Electronics: Basic *or* Electrical Engineering, and Photography skills. Prowl, Tailing and investigative skills are helpful, but not required. **Base Skill:** 40% +5% per level of experience.
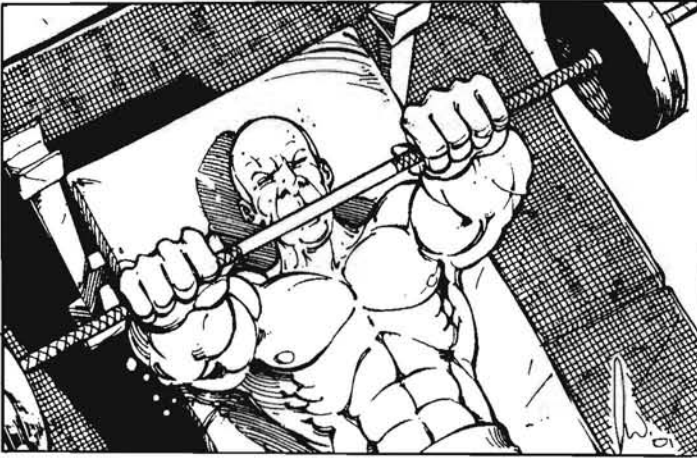
Physical

One of the special aspects of this role-playing system is that the player can build and increase his or her character's physical attributes (P.S., P.P., P.E., Spd., S.D.C.) by selecting physical skills. All attributes and skill bonuses are cumulative, and can be used to create a versatile and powerful character. Each skill may only be chosen once, and only one "Hand to Hand" skill can be selected.

Acrobatics: Aerial feats of agility and strength, such as walking a tightrope, high wire, trapeze, and stunts performed above the ground. Other physical abilities include rolls, somersaults, leaps and falls. Provides the following abilities:

60% +2% per level — Sense of Balance

60% +3% per level — Walk Tightrope or High Wire

70% +2% per level — Climb Rope (+15% to rappel if Climb skill is also taken)

40% +4% per level — Climbing (or adds a bonus of +10% to Climb skill, but not rappel)

50% +5% per level — Back Flip

30% +5% per level — Prowl (or adds a bonus of +10% to Prowl skill)

+2 bonus to roll with punch/fall/impact

+1 to P.S.

+1 to P.P.

+1 to P.E.

+1D6 to S.D.C.

Leap four feet (1.2 m) high and five feet (1.5 m) long, plus 2 feet (0.6 m) per level of experience.

Fearless of heights.

Athletics (general): Training in, and enjoyment of, vigorous exertion for competitive sports, exercises, and contests of strength, endurance and agility. Provides the following:

+ 1 to parry and dodge.

+ 1 to roll with punch or fall.

+ 1 to P.S.

+ 1D4 to Spd.

+ 1D8 to S.D.C.

Baseball: In the world of **After the Bomb®** baseball has become more than a popular sport. Baseball is known as "The Game," "The Life," and "The Way." Its *Umpires* are holy travelers throughout the year, and the baseball players are stars for a brief four weeks during the playoffs for the pennant, and demigods during the final week of the National Championship. The *National League* is usually known as the "Empire League," while the *American League* is everyone else. **Base Skill: 60% +4% per level of experience.**

There are three different kinds of bonuses in baseball, so players should select either pitcher, batter or base player/fielder. Taking a skill in Baseball more than once allows a player to be more of an all-around player, and allows for another bonus. The maximum times a character can take the Baseball skill is *three* times, in which case the character would be a talented pitcher, batter and base player/fielder (Babe Ruth, the most famous baseball player ever, in his prime, was the best pitcher, the best fielder and the best batter, playing every game, alternating being a pitcher with three games of fielding, and always hitting a record-breaking number of home runs).

Pitcher: +2 to pitch at 1st level, and an additional +1 at levels 3, 6, 9, 12 and 15. The pitcher's best attribute is usually P.P., but P.S. and Spd. are also important. The P.P. bonus counts toward hitting/striking a target (or zone) with a ball (or other thrown, ball-like object). Can throw 20% farther than most ordinary folks.

Batter: +1 to bat at 1st level, and an additional +1 at levels 3, 6, 8, 10, 12 and 14. The batter's best attribute is usually P.S., but some batters rely more on P.P. Depending on their other attributes, great batters are either catchers or fielders. Catchers are often slower, older, but definitely wiser players, with a good mix of P.P. and P.S. A batter can also use his "tool of the game" as a "blunt weapon" and is +3 to strike and parry with a baseball bat; it does 2D4+2 damage plus any P.S. damage bonus for strength greater than 15.

Base Players & Fielders: +1 to catch at level one, and gets an additional +1 to catch at levels 2, 4, 5, 7, 8, 10, 12 and 14. Base Pitchers need P.P. more than anything, while Fielders tend to be faster, with a higher Spd. P.P. bonus counts toward catching.

Body Building: The building of muscle tone and body strength through weight lifting and exercise. Characters with body building know how to lift, press or pull large weights without putting strain on the body or causing injury. Provides the following:

+2 to P.S.

+10 on S.D.C.

Boxing: Classic art of fighting with fists. Training helps build the body and reflexes. Skilled boxers will *Automatically* knockout opponents on a Natural Twenty (opponent is out for 1D6 melee rounds). Unlike normal Knockout/Stun, this does not have to be declared before the strike roll.

In the world of **After the Bomb®**, boxing has become the argument of last resort. In other words, when two characters can not seem to settle their differences in any other way, a boxing match is arranged, much like a duel, where each side has two "seconds" who will arrange for the location, the time, and the referee. All non-boxing moves, including any kind of kicks, strikes from behind, leap attacks, body throws or flips, grabs, trips, and head butts are totally banned. On the other hand, participants can use any kind of punching move they may have, including knockout/stun punches, and even death blows!

One additional attack per melee

+2 to parry and dodge.

+2 to roll with punch, fall or impact.

+1D4 to P.S. for *mutant animals* (takes into consideration animal physiology).

+2 to P.S. for humans.

+3D6 on S.D.C.

Climbing: Knowledge of the tools and techniques for climbing up sheer surfaces. Player should roll once for every 20 feet (6 m) of a vertical climb. Every "skilled" climber gets a second roll to recover his/her hold. **Base Skill:** 40%+5% per level of experience. **Rappelling:** A specialized rope climbing skill used in descending from Helicopters, buildings, cliff facings, bridges and similar high places. For game purposes, rappelling will include ascending and descending climbs. Rappelling Base Skill: 30% +5% per level of experience. **Damage from Falls:** 1D6 from a 10 foot height plus 1D6 for each additional 10 feet (3 m) of height, or fraction thereof.

Fencing: The ancient arts of melee combat as learned from fencing teachers. This includes not only Olympic-style fencing with foil, epee or saber, but also Kendo (use of the Samurai sword) and other blade weapons. Adds a bonus of +1 to Strike and Parry when combined with *W.P. Sword*. **Note:** Paired Weapons is a separate skill. *See the W.P. Tables in the Combat Section for details.*

Gymnastics: Learning to do falls, rolls, tumbles and cartwheels, and to work on rings and parallel bars. Characters with Gymnastics can leap 4 feet (1.2 m) up or 4 feet across, with an additional 2 feet (0.6 m) per level. **Note:** Characters with Leap Attack can use these distances in a strike. Provides the following abilities:

50% +5% per level Sense of Balance.

60% +5% per level to work parallel bars and rings (swing from one to the other).

60% +2% per level Climb Rope (+10% to rappel if climbing skill is also taken).

25% +5% per level Climbing (or adds a bonus of +10% to a climb skill).

70% +2% per level Back Flip.

30% +5% per level Prowl.

+2 to roll with punch/fall.

+2 to P.S.

+1 to P.P.

+2 to P.E.

+2D6 to S.D.C.

Leap four feet (1.2 m) high and four feet long plus 2 feet (0.6 m) per level of experience.

Hand to Hand: Basic: This provides the fighting techniques taught in military basic training or in self-defense. Counts as one skill. *See the combat section for a listing of specific abilities.*

Hand to Hand: Expert: An advanced form of self defense and unarmed combat usually taught to commandos. Counts as two skills. *See the combat section for a listing of specific abilities.*

Hand to Hand: Assassin: A specialized form of unarmed combat that emphasizes the art of killing. Only taught by secret organizations. Counts as two skills. *See the combat section for a listing of specific abilities.*

Hand to Hand: Martial Arts: This is the result of a number of "Americanized" Asian unarmed combat skills, including Jujitsu, Tae Kwon Do, Karate and Kung-Fu, being combined in the *After the Bomb* world. Counts as three skills. *See the combat section for a listing of specific abilities.*

Hand to Hand: Bull Fight: A specialty martial art form designed for creatures who fight on "all fours." *See the combat section for a listing of specific abilities.*

Juggling: The ability to toss a number of objects, such as balls, clubs, knives, lit torches, and almost any small objects, and keep them continuously in the air with fast hand movements. It is used for the entertainment of others and to develop greater hand-eye coordination. +1 on initiative roll. **Base Skill:** 30% +5% per level of experience.

Prowl: This skill helps the character to move with stealth; quietly, slowly, and carefully. Techniques include balance and footing, short steps and pacing, rifle positioning, prone positions for low visibility, and crawling. A failed Prowl roll means that the character has been seen or heard. If the Prowl roll is successful, then the character is not seen or heard and may make a sneak attack. Game Masters should use some common sense with this skill. A character can successfully prowl when there is no cover to hide behind, but it only means the character is moving silently and can be seen easily. **Base Skill:** 25% +5% per level of experience.

Running: A routine and exercise to build speed and endurance. In the world of **After the Bomb®** learning the skill of Running has nothing to do with a character's speed on a track. No, this is all about grueling, grinding, *long-distance running,* in the worst conditions imaginable. Since emergency messages and small packages (such as urgently needed medicine) are best delivered by foot (of course, winged characters with flight are faster, but weather conditions, or Empire of Humanity no-fly zones, sometimes make flying impossible), this is truly a valuable skill.

Characters without skill in Running can run at maximum speed for one minute for each point of P.E. (see P.E. and Spd. descriptions).

Long-Distance Running: Characters *trained in running* can pound along at their maximum speed (see Spd) for much longer than those untrained. They just "pay" for their long-distance pain. Here's how it works. Once the character has exceeded their normal limit (their P.E. in minutes), they lose or "pay" 1D4 S.D.C. for every additional fifteen minutes of running at top speed (sorry, S.D.C. from Natural Armor can NOT be used). Even when S.D.C. is exhausted, the character can continue to press on, spending 1 Hit Point (H.P.) for every additional five minutes of top-speed running. Lost S.D.C. and Hit Points must be regained in the normal (slow) healing way. And yes, a runner may collapse from exhaustion or even fall into a coma and die if he pushes himself too far (down to zero Hit Points).

+1 to P.E.

+4D4 to Speed

+1D6 to S.D.C.

Swimming: The rudimentary skill of keeping afloat, dives, lifesaving, and swimming techniques. **Base Skill:** 50%+5% per level of experience. The percentile number indicates the overall quality of form as skill execution. A special bonus of +1 to parry and dodge while in water applies.

Note: A character can swim a distance equal to 3x his P.S./Strength in yards/meters per melee. This pace can be maintained for a total of melees equal to his P.E./Endurance. The buoyancy of water reduces the weight of most items by 30% when used/carried underwater. This means the fatigue rate for carrying a heavy load is reduced by 30% — meaning 30% more can be carried at the normal fatigue rate. Characters can also lift 30% heavier weights.

Swimming & Fatigue Note: For humans and similar surface dwelling people, the act of swimming on the surface of the water has the same fatigue rate as running and medium to heavy exertion, especially at great speed or for long periods of time. Swimming underwater with SCUBA equipment or other underwater equipment (assuming one has the SCUBA skill) is considered to be light activity, unless extremely active, involved in combat or fast swimming (in which case it is considered strenuous or heavy activity). *For naturally aquatic life forms,* including mutant fish, frogs, beavers, ducks, muskrats, otters, and others, underwater activities such as fast swimming, diving, playing and underwater acrobatics are considered *light activities* and can be conducted for hours without fatigue.

Swimming Advanced: A character with this skill can swim a distance equal to 4x his P.S./Strength in yards/meters per melee round (x5 for *naturally aquatic life forms,* including mutant fish, frogs, beavers, ducks, muskrats, otters, and others). This pace can be maintained for a length of time equal to 4x his P.E./Physical Endurance in melees (x5 for naturally aquatic life forms). **Requires:** Swimming (basic). **Base Skill:** 55% +5% per level of experience. Advanced Swimming provides the following:

+1 to dodge underwater.

+1 to P.S.

+3D4 to swimming speed only.

+1D6 to S.D.C.

Can dive ten feet (3 m) underwater (20 feet/6 m for naturally aquatic life forms).

SCUBA (Underwater Swimming): The letters SCUBA stand for Self-Contained Underwater Breathing Apparatus. Characters learn the methods of skin diving and underwater swimming, and use of oxygen tanks/apparatus, mask and flippers. **Base Skill:** 50%+5% per level of experience.

Wrestling: As taught in High Schools and Colleges, wrestling is more a sport than a combat skill, but it does provide useful combat training. Provides the following:

Pin/Incapacitate on a roll of 18, 19, or 20.

Crush/Squeeze does 1D4 damage.

Body Block/Tackle does 1D4 Damage and opponent must Dodge or Parry to avoid being knocked down.

+1 to roll with punch/fall.

+2 to P.S.

+1 to P.E.

+4D6 to S.D.C.
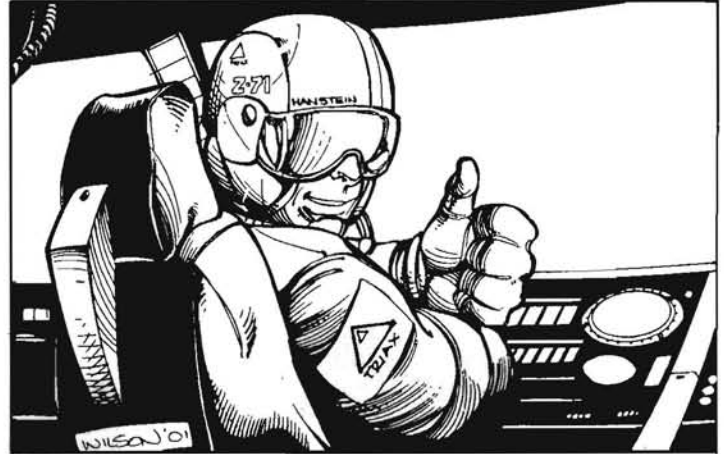
Pilot Skills (Ground, Air, Water)

Moving at high speeds, taking evasive or aggressive action or any type of driving/piloting that is out of the ordinary, are considered *stunts* and place penalties on the driver. See the *Road Hogs* sourcebook for details. In the alternative, use the rule of thumb that a -15% penalty applies to stunt driving, and poor visibility (fog, etc.) will force a driver to go slowly and invokes a -15% driving penalty (cumulative with stunts) if he does not.

Aircraft Mechanics: The ability to repair, rebuild, modify and redesign conventional aircraft, including single and twin engine airplanes, fan jets, jets, fighter jets, and helicopters. **Base Skill:** 45% +3% per level of experience.

Airplane: Practice and skill in flying the old propeller, single and twin engine types of airplanes. **Base Skill:** 60% +4% per level of experience.

Automobile/Car: Being able to drive various kinds of cars, jeeps, and small trucks, with both automatic and manual transmission. **Base Skill:** 70% +4% per level of experience.

Automobile Mechanics: The ability to repair, rebuild, modify and redesign conventional cars, jeeps, motorcycles, trucks, tractors, and similar ground vehicles. Ability to repair, rebuild, modify, and redesign conventional vehicles with internal combustion (gas) engines, as well as body work, turbine engines, and diesel truck engines. **Base Skill:** 50% +5% per level of experience; -15% to work on military vehicles such as tanks, half-tracks and similar; -25% to work on boat engines.

Boating: Includes all types of *motor driven* boats, hydrofoils, water sleds, yachts and small ships common to rivers and lakes. Anyone can drive a small motorboat without the pilot skill, as long as the unskilled character drives at reasonable speeds or on a moderate course, they are fine, but attempting any kind of stunts, combat, or trick driving *will* result in a crash/capsize. **Base Skill:** 60% +4% per level of experience. **Penalties:** -10% to pilot military patrol boats, -30% to operate and maintain tank-

ers and large ships, and -10% boating at sea (in the ocean; may be cumulative).

Construction & Farming Equipment: The character is trained in operating heavy machinery and vehicles, including tractors, combines, threshers and harvesters, as well as construction vehicles like backhoes, dump trucks, cement mixers and road grading machines. **Base Skill:** 40% +4% per level of experience.

Helicopter: Includes the small, two-seater, observation types; large transport and assault. **Base Skill:** 35% +5% per level of experience.

Jet: Includes the small jet and commercial jet liners. **Base Skill:** 40% +4% per level of experience.

Military Vehicles: The piloting of armored assault vehicles, including armored all-terrain vehicles, amphibious, "half-track" personnel carriers, tanks, mobile artillery pieces, missile transports, and other armored heavy vehicles. **Base Skill:** 40% +4% per level of experience.

Motorcycle: The practical skill of riding a motorcycle and dirt bikes. **Base Skill:** 60% +4% per level of experience.

Navigation: Skills in map reading, star charts, course computation, following landmarks, and use of navigational equipment. Includes air, land and water navigation, as well as piloting by instruments alone. **Requires:** Basic Mathematics and Read Sensory Equipment. **Base Skill:** 50% +5% per level of experience. A failed roll means the pilot is off course. Roll 2D6x100 for Aircraft, 4D6x100 for Fighters, and 1D6x100 for land vehicles, to determine how many miles/kilometers they are off course. Roll for every hour that one is off course.

Read Sensory Equipment: Individuals with this training can maintain, understand, operate, and "read" or interpret sensory data from all types of conventional sensor devices. These devices include radar, sonar, motion detectors, surveillance equipment, optical enhancement, instrument panels and so on. **Base Skill:** 30% +5% per level of experience. **Note:** Characters without Read Sensory Equipment cannot understand nor operate air vehicle radar or detection/surveillance equipment.

Sailing: Skill in operating wind-powered boats and yachts, with an emphasis on ocean worthy vessels. The character knows how to steer, adjust the sails, "tack" into the wind, and generally how to get around on various kinds of sailboats. **Base Skill:** 60% +5% per level of experience. **Penalties:** -10% to sail catamarans and schooners, -25% to operate and maintain large sailing ships such as frigates; -15% sailing in stormy weather (may be cumulative).

Teamster/Wagoner: Being able to "hitch and drive" teams of creatures (non-sentient horses, mules, oxen, etc., to giant insects) pulling wheeled (or sled, in winter) vehicles. Includes the care and feeding of a variety of non-sentient mammals and insects, knowing how much load his wagon can bear, as well as the skill to assess and negotiate fees, wages and expenses for cargo hauling, estimate the number of hours or days to make the trip, and to cut deals and payments with teams of *intelligent* mutant animals. **Base Skill:** 45% +5% per level of experience.

Truck: Manual or automatic transmission, diesel or gasoline powered. Includes big "semi" rigs, vans and trailers. The character is also practiced at long-distance driving, and can keep driving, on terrible roads and in bad weather, for up to 3D6 hours without stopping. **Base Skill:** 60% +4% per level of experience.

Vehicle Weapon Systems: This is the complete understanding of weapon units and systems incorporated in *vehicles*. It includes the vast variety of weapons, lasers, particle beams, machineguns, cannons, missile launchers, and so on. **Special Bonus:** +2 to strike as a gunner on a vehicle or vessel. **Note:** Characters without the Vehicle Weapon Systems skill will be able to operate the onboard weapons only if skilled in piloting that vehicle (like Pilot Helicopter, etc.), but have no bonus to strike and never have the initiative. **Base Skill:** 50% +2% per level of experience.

Rogue & Thief Skills

Card Shark: A skill that involves the manual dexterity of hand and finger manipulation to perform tricks, palming, and other gimmicks of sleight of hand with playing cards. This includes dealing from the bottom or middle of the deck, stacking a deck (to the card shark's favor), hiding cards up the sleeve (and elsewhere), fancy and impressive methods of shuffling and dealing the cards, as well as card counting and understanding the odds. A failed roll means the character has fumbled the trick or was too obvious and is caught cheating! **Base Skill:** 24% +4% per level of experience. Add +4% if the character also has the *Palming* skill.

Computer Hacking: This is a computer skill similar to Computer Programming, however, the emphasis of the skill is breaking computer access codes to gain illegal access to other computer systems and steal or sabotage their data. The character is expert in tracing computer data, bypassing defense systems, and breaking ("hacking") codes. Add a one time bonus of +5% to the Cryptography, Surveillance Systems, and Locksmith skills if the character is a hacker. **Base Skill:** 30% +5% per level of experience. **Requires:** Literacy, Computer Operation, Computer Programming, and at least Basic Mathematics.

-10% to break a simple "password protected" security program (2D4 minutes).

-20% to break a sophisticated security program (6D6 minutes).

-40% to break a government security program (4D6 days).

-60% to break a superior military security program, such as those used by the Empire of Humanity military (2D4 weeks).

-50% to reprogram or get around an artificial intelligence (8D6 hours).

-25% to decipher an encrypted code (requires Cryptography Skill; 3D4 days).

-15% to "lurk" undiscovered on an active system.

-10% to replace a security code after breaking an old one (1D4 minutes).

-10% to reprogram a basic function of a computerized system (2D6 minutes).

-20% to reprogram an entire operating and/or security system (1D6 hours).

-5% to insert a simple "pass code" security system (1D6 minutes).

-30% to build a sophisticated security code system (1D4 days).

-20% to build a simple computer virus that's annoying and difficult to remove (3D4 days).

-35% to build a tunneling virus that searches for particular information and secretly stores data, or sends pulses of stolen information (2D6 weeks).

-60% to build a destructive virus that permanently destroys hardware (4D6 weeks).

Cumulative Hacker Function Penalties:

-15% to hack a system from a remote location.

-25% to hack a system which also includes a fingerprint, retinal or electronic pass-card scanner.

-35% if attempting to cut hours into minutes, or days into hours.

-75% if attempting to cut days into minutes, or weeks into days.

-20% if building a virus that is to remain dormant and hidden, until a particular signal, event or time code is received.

-50% if building a virus that automatically spreads from system to system.

Concealment: The practiced ability to hide small items on one's body or in hand, usually by continually moving it around from hand to hand or place to place unnoticed. Objects *must* be no larger than 14 inches (0.3 m) in height or length, and six inches (0.15 m) in width. The weight must also be 10 pounds (4.5 kg) or less. The smaller and lighter the object, such as a knife, gem, key, credit card, etc., the easier it is to conceal (add a bonus of +5%). Larger items, such as a book, scroll, club, statue, or similarly large or heavy object, are more difficult to conceal on one's person for obvious reasons. **Base Skill:** 20% +4% per level of experience.

Cryptography: Skill in recognizing, designing, and cracking secret codes and messages. The character must study the code for two hours before attempting to break it. After 10 minutes of studying a code, the character can attempt to decipher it, but at a -30% chance. Otherwise, the character must study for two hours before every additional roll. **Base Skill:** 25% +5% per level of experience. **Requires:** Literacy.

Detect Ambush: Training which develops an eye for spotting locations and terrain suitable for ambushes and being ambushed. It also provides a rudimentary knowledge of guerrilla tactics used by the enemy. **Base Skill:** 30%+5% per level of experience.

Detect Concealment & Traps: This is a skill enabling the individual to spot and recognize camouflage, concealed structures, buildings, shelters, and caches of equipment, as well as concealed traps. Detecting a trap enables the character to avoid or safely "spring" it without injury to himself or those around him. He cannot otherwise deactivate or reset traps. Must be actively "looking" for concealment and traps. **Base Skill:** 25% +5% per level of experience. Reduce the character's skill by half when looking for secret doors and compartments or when hurrying.

Disguise: The character knows how to apply makeup, wigs, skill putty, and other special effects, in order to alter true appearances. Different than Impersonation (see below), characters in **After the Bomb®** also learn how to apply makeup in order to appear more *human-like* (faking Human Looks: Perfect), as well as how to make Human Looks: Full characters look like a different kind of animal. **Base Skill:** 25%+5% per level of experience.

Escape Artist: The character will know the methods, principles, and tricks of escape artists. By tensing and relaxing muscles, flexing and popping joints, the character can try slipping out of handcuffs, straight jackets, etc. Also includes knowledge of knots and the ability to conceal small objects on the person. Picking Locks is a separate skill. **Base Skill:** 30%+5% per level of experience.

Forgery: The techniques of making false copies of official documents, signatures, passports, I.D., and other printed material. The character must have an original or photocopy to work from in order to make an accurate copy. Skilled forgers can recognize other counterfeits at 6% per level of experience. **Base Skill:** 20% +5% per level of experience.

Imitate Voice: The ability to imitate voices, accents and expressions of different vocal systems, dialects and languages. The first number indicates the character's ability to change his voice and imitate accents, inflections and expressions from other regions. A successful roll means he has disguised his normal/true speaking voice and accent, and convincingly sounds like he is from another region or part of the world. Attempting to accurately imitate the voice, inflections and attitude of a *specific* person is much more difficult, and the character will either need to know the person being imitated very well, or have spent hours studying him/her, and even then there's a penalty of –20%. **Base Skill:** 36% +4% per level of experience.

Impersonation: This skill enables a person to impersonate another person or type of soldier (in general). This means the person must have a rudimentary (if not comprehensive) knowledge of the person or general type of personnel that he is impersonating. This is likely to include the knowledge of the enemy/subject's military procedure, dress, command, and rank, and will usually require speaking the language fluently. This

means the character can convincingly impersonate a *general type* of person or occupation (soldier, advisor, doctor, etc.) with an accurate disguise, proper clothing, decorum, action, and language. **Base Skill:** 40% to impersonate general personnel and 20% to impersonate a specific individual (which may require weeks of study and special disguise), +4% per level of experience for both.

Successful Impersonation: The success of one's impersonation/disguise can only be determined after exposing oneself to those whom you wish to trick. A successful impersonation requires the player to roll under his skill for each of his first three encounters. Afterward, the character must roll under his skill for each encounter with an officer. If interrogated/questioned, he must successfully roll for every other question or be revealed as an imposter. A failed roll means his impersonation has failed, he is recognized as an imposter and is in immediate danger.

Locate Secret Compartments/Doors: This skill focuses specifically on finding and opening trap doors and secret compartments constructed within buildings and furniture. The character is familiar with all standard types of trap doors, hidden floor and ceiling panels, secret rooms, and secret passages, as well as the usual methods of opening them. This gives the character a solid idea of where such secret doors are most likely to be found, how to identify and access them, and their typical construction and design.

This knowledge also includes finding secret compartments concealed and built into furniture, boxes, toys, the heel of a boot, clothing, and other objects. It takes about 2D4+6 minutes to properly search the walls and floors of a 10 foot (3 m) square area or any one piece of furniture or object. Roll once to locate and again to open it. **Base Skill:** 15% +5% per level of experience. Add a bonus of +5% if the character also knows *Carpentry* and another +5% if he has the *Detect Concealment and Traps* skill or is a *Field Armorer* (see Apprenticeships for the latter). Reduce this skill by half when trying to detect camouflage and other forms of concealment (unless the character has the Detect Concealment and Traps skill). Also reduce by half if an attempt is made to deactivate or safely trigger a trap.

Palming: Simply the ability to pick up and seemingly make a small object, such as a coin, key, playing card, dagger, etc., disappear by concealing it in one's hand. Adds a bonus of +5% to the *Pick Pocket* and *Card Shark* skills. **Base Skill:** 20% +5% per level of experience.

Pick Locks: The character knows the methods and tools for picking/opening key and basic tumbler type locks. The character can also *try* to deactivate a trap if he *knows* about it in advance, but does so at *half* his normal lock picking skill ability. It takes 1D6 melee rounds for each attempt to pick a lock. A failed roll means the lock holds; try again. A second failed roll means that the lock is beyond the character's present skill level and cannot be opened! The character can try again after a week or so but at -10% (psyched out). He can also try again at full skill proficiency after reaching a new level of experience. **Base Skill:** 30% +5% per level of experience.

Pick Pockets: An ability to remove items from a person without their being aware of it. If a pick pocket attempt fails, the item has not been removed and there is a 67% likelihood of the intended victim recognizing the intent of the action. **Base Skill:** 25% +5% per level of experience. The character can try to *deac-*

tivate traps without triggering them at one-third his normal skill ability.

Safecracking: This is a specialized skill in which the character studies the strengths, weaknesses, and construction of safes and how to open them without damaging the contents inside. The fingers of the safecracker are so sensitive that they can "feel" the subtle calibration of combination locks and other locking mechanisms. When using *explosives*, they can use their abilities to such precision that they can "blow" the lock off a safe, security door, safe deposit box and similar, without creating a big, area affect explosion or inflicting damage to the contents (a failed Safecracking skill or Demolitions roll means the explosion was too much and the contents are damaged). **Base Skill:** 20% +4% per level of experience. **Bonuses:** Adds +5% bonus to the Pick Locks and Demolitions skills. **Penalties:** Requires focus, concentration and keen hearing, so characters with an M.E. under 15 have a penalty of -10% on this skill, and any character is -10% if there is a lot of background noise.

Streetwise: This skill instills an understanding of the darker side of city life and the scoundrels who roam those streets. The streetwise character will be able to recognize gang members and bandits by their actions and philosophies, gang colors (emblems and clothing that denote membership in a particular organization), gang symbols and mannerisms, and dangerous locations and gangland haunts. The individual will also recognize a potential brawl situation, assess a bandit or gang member's rank/power in the organization, and know some of the hangouts, modes of operation, practices, ethics, and perhaps even notorious criminal leaders of the more infamous gangs. This skill also includes the ability to recognize and locate fences, pawnshops, drugs and arms dealers, thieves and thieves' guilds, thugs for hire, places of ill repute, and similar criminal and illegal outfits. **Base Skill:** 20% +4% per level of experience.

Tailing: Following someone without their knowledge is another form of surveillance. This also includes stakeout procedures. A failed roll indicates that the "tail" was spotted and the subject is aware of being observed or followed. **Base Skill:** 30% +5% per level of experience.

Use & Recognize Poison: People with this skill are trained in the use of poisons and toxins of all types. This includes the use and preparations of poison from plants, roots, mushrooms, animals and insect venom, and other deadly substances, as well as making antidotes. Types of poisons include ingestive (must be eaten), contact (is absorbed through the skin) or blood (enters the bloodstream by cut or injection). The use of poison can be dangerous. The first percentile number indicates the success ratio of using and administering poison carefully and properly. If the person fails to make his success ratio, there is a 01-30% chance of having inflicted himself (is an antidote handy?). The second number indicates the character's ability to recognize food, drink or items that have been poisoned. **Base Skill:** 24/16% +4% per level of experience. Add +4% if the character also knows *Herbal Medicine*. **Restriction:** Only characters of an *evil* and *anarchist* alignment can use poison to inflict bodily harm on others. Also note that many poisons inflict damage and cause ailments and pain, but do not automatically or instantly kill the victim.

Ventriloquism: The practiced ability to throw one's voice. This can be used to create the illusion of not speaking while

making a voice or verbal noise appear to be coming from someone something else, such as a puppet, a tree, box, chair, etc. Maximum range is 10 feet (3 m) away. A failed roll means the voice is not well thrown or the ventriloquist's mouth is seen moving, so the trick does not work. **Base Skill:** 16% +4% per level of experience.
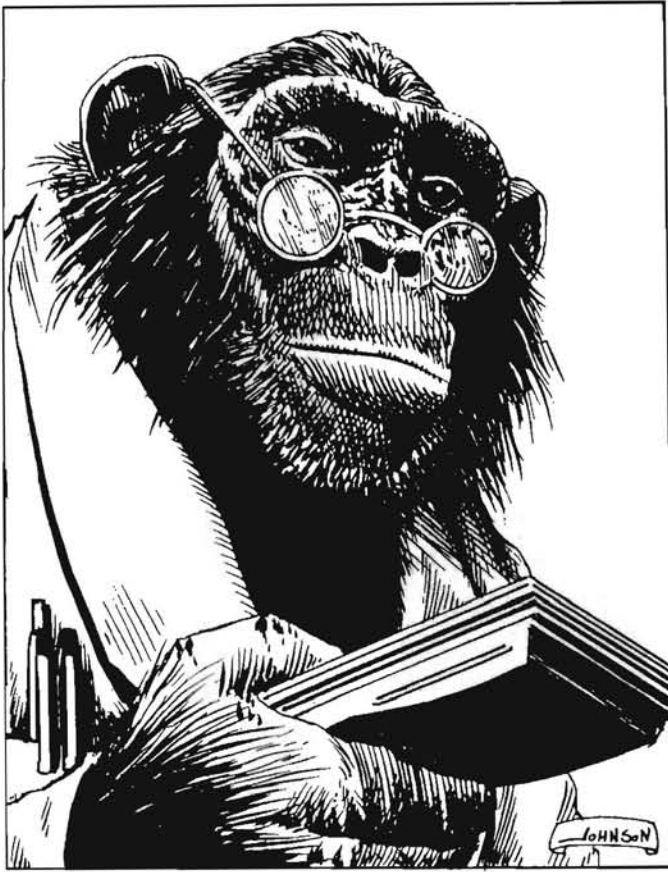
Science & Academic

It is not easy to pick up scientific and academic knowledge in the world of **After the Bomb®**. Mostly because there just isn't much left in the way of "academia." No colleges, no universities, and very few libraries or places of learning. On the other hand, there are scattered communities of scientists and scholars who try to keep the old knowledge alive, and in some places there are even attempts to do original research. In order for a character to learn any of these skills, they will have to do a lot of traveling, seeking out knowledgeable teachers, as well as the few remaining reference books on the subject. **Requirement Note:** All Science and Academic skills require *Literacy*.

Anthropology: This is the behavioral study of man and other intelligent life forms and their environments. Studies include societies, customs and beliefs, religions, and political structures, as well as rudimentary history and archaeological backgrounds. It is important to note that Anthropology is more concerned with the study of modern races and societies than it is with ancient ones. Far from a "dead" field, Anthropology is alive and well in the world of **After the Bomb®**, where there are new cultures and societies popping up all over the place. **Base Skill:** 20% +5% per level of experience.

Antiquarian: Knowledge of historical and ancient artifacts, including the ability to accurately appraise relics and antiques. Includes a basic understanding of precious stones and metals,

and early pre-Crash technologies and artifacts. **Base Skill:** 40% +5% per level of experience.

Archaeology: This is the scientific study of relics of *ancient civilizations* by excavation and analysis of artifacts. Studies include proper excavation (dig) techniques, preservation, restoration, and dating methods, as well as rudimentary history. The character can also ascertain whether the item is an ancient artifact or a recent copy, and therefore authentic or a forgery. This also means he can estimate its value and figure out where it might fetch the best price. **Base Skill:** 20% +5% per level of experience.

Astronomy: The character has been taught the basics of the solar system, the constellations of stars in the sky, and the theories of the formation of the universe. Characters with this skill are able to tell time by the sun, find directions by the stars and, if necessary, figure out a calendar or when various solar and lunar eclipses will take place. **Base Skill:** 30% +5% per level of experience.

Astrophysics: Knowledge of stellar astronomy and how it relates to nuclear physics, quantum mechanics, relativity, and other explanations for the creation of deep space phenomena, like quasars and black holes. **Requires:** Basic and Advanced Mathematics. **Base Skill:** 25% +5% per level of experience.

Biology: Basic understanding of cells, anatomy, physiology, evolution and genetics. The character will know the basic use of a microscope, cultivating bacteria and how to classify new organisms, as well as operating gene-scan devices and searching genome computer databases. **Base Skill:** 40% +5% per level of experience.

Botany: Plants, their categories and functions, are studied extensively. Characters will know the basics of cross-fertilization, germinating and growing experimental plants. Characters can attempt to analyze mutant plants, to determine their genetic composition, and make predictions on their growth and behavior. **Base Skill:** 30% +5% per level of experience.

Chemistry: Basic understanding of chemical principles and formulae. Characters know enough chemical laboratory procedures for analyzing and synthesizing chemical compounds in order to be competent assistants. Given access to the right laboratory equipment, and detailed written instructions, a character with this training can attempt to make any chemical compound. All chemists in the **After the Bomb®** world know the formula for gunpowder, and can make large quantities in 2D8 days. **Requires:** Basic Mathematics. **Base Skill:** 50% +5% per level of experience.

Chemistry: Analytical: Chemical engineering theory, useful in the analysis of compounds and their practical applications. Characters will be highly skilled in the use of laboratory equipment, and can analyze and synthesize chemicals. Not only can characters follow formulas, but they can create entirely new compounds, and invent the techniques necessary for creating them. All Analytical Chemists in the **After the Bomb** world know how to make smokeless powder, primer, and all the chemicals necessary for making modern bullets and cartridges. **Requires:** Chemistry: Basic and Advanced Mathematics. **Base Skill:** 40% +5% per level of experience.

Electrical Engineering: Knowledge of the theory and applied practice of electricity and electrical devices. **Requires:**

Basic Mathematics. **Base Skill:** 45% +5% per level of experience.

Genetics: With exhaustive study in the theory of genetics, as well as the use of 21st Century gene therapy, the character has gained an understanding of how DNA and RNA function, and how to analyze and predict the behavior of genes and chromosomes in various living organisms. Given access to a mutant animal's genetic database (after blood has been scanned and analyzed by a gene-scanner), characters with genetic skills can make predictions about the creature's anatomy, biology, character and appearance, as well as whether or not the creature is sterile, or what other genetic configurations might be right for cross-reproduction. Includes the skills necessary to operate gene-scanners, computer genetic analysis devices, and gene therapy machines. Can identify which animal gene components are found in a Chimera, and recognize Throwbacks, but is not likely to be able to duplicate them. **Requires:** Biology and Basic Mathematics. **Base Skill:** 30% +3% per level of experience.

History: The character has learned the history of the world, the events that led up to The Crash, and subsequent disasters, as well as an overview of the history of the preceding human civilization. The character can attempt to identify the historical source of any object. **Base Skill:** 40% +4% per level of experience.

Mathematics: Basic: Includes basic addition, sbutraction, multiplication, division and fractions. **Base Skill:** 80% +2% per level of experience.

Mathematics: Advanced: Includes algebra geometry, trigonometry, calculus and techniques for advanced mathematics. **Requires:** Basic Mathematics. **Base Skill:** 64% +4% per level of experience.

Mechanical Engineering: The theory of how machines work, with a lot of training in practical problem solving, as well as the ability to work with a wide range of machine tools and materials. Can fix, build, design, modify and maintain all kinds of machines. **Requires:** Basic Mathematics. **Base Skill:** 45% +5% per level of experience. **Special Bonus:** +5% to the Locksmith skill and +5% to the Surveillance Systems skill.

Technical & Craft Skills

Just as "Domestic & Frontier" described the skills that could be found on a mutant animal homestead, so "Technical & Craft" describes the skills that are regularly used in larger mutant animals villages, towns and cities. Almost all of these skills are taught in the apprentice system, with young mutant animals learning the craft in two to six years.

Art: Drawing & Painting: The ability to draw or paint. While characters may devote themselves to abstracts, landscapes or other specialized forms, the skill includes the ability to draw and color a recognizable image of any character or creature, object or scene. Primary art skills indicate a professional quality, while a Secondary Skill indicates a talented amateur. **Base Skill:** 40% +4% per level of experience.

Barbering: The character knows how to cut, trim, shape and condition all kinds of hair, fur, wool and bristles. Since most mutant animals are incredibly furry, there's a huge demand for barbers with the skill to trim off the excess and leave the character looking attractive and well groomed. **Base Skill:** 70% +3% per level of experience.

WILSON · 1001

Blacksmith: The character is trained in the basics of metal-working, including operating a forge (a furnace designed for the high temperatures needed to work iron and steel), metal alloys, basic iron and steel formation, hammering and shaping, and general metal repairs. In addition, a blacksmith can patch holes in armor or metal pots, make arrows and arrowheads, sharpen blades/weapons, and make basic metal items (including nails, spikes, chain links, simple rings, and horseshoes). He can also deactivate, reset and fix simple traps (roll for each attempt). **Base Skill:** 40% +5% per level of experience.

Boat Building: This skill enables the character to build a variety of rafts, rowboats, large flatbed boats, and small ships. A small raft (two man) can be made within 1D6+1 hours if the lumber or other suitable materials and tools are readily available. A large raft will take about 4D6 hours, rowboat 4D4 days, large flatbed 1D4x10 days. Time is doubled or tripled if trees must be cut down and the wood prepared. Of course, the time can be reduced if several knowledgeable people are working on the construction together. A failed skill roll means the boat has leaks. Trying to patch it will require 4D4 hours; roll again. **Requires:** Carpentry and/or Blacksmith, depending on whether the boat is wood or metal. **Base Skill:** 25% +5% per level of experience.

Brewing: Is the making of fermented alcoholic beverages from grains or fruits. This specifically includes wine, mead, ale, beer and moonshine. The time required for brewing ranges from 2D6 days for a seasonal beverage (including some beers and wines), to 4D6 weeks for high quality beer, mead or ale. Moonshine, which is just cheap wine or beer, distilled down to a higher potency, can be churned out in just 2D4 days, while good wine may take anywhere from a year to twenty years for proper aging. Stronger alcohol, such as brandy, rum, and whiskey, and

fine beverages like champagne, require a large amount of specialized equipment. **Base Skill:** 30% +5% per level of experience.

Canoe Building: Using wood and bark, the character is able to build a dependable, durable watercraft. With an axe, and access to the right kind of trees and bark (birch is ideal), a character can build a small canoe (large enough for two of the character's own Size Level, plus room for supplies and equipment) in two days (20-24 hours of actual work), along with a couple of paddles, with larger canoes taking only another day or two. It's possible to build canoes more quickly, but the character has to roll under their skill each time for every two hours they cut off the construction time. **Base Skill:** 32% +4% per level of experience.

Carpentry: A fundamental knowledge of working with wood. The character knows how to prepare, treat, and preserve wood, recognize quality craftsmanship, repair damaged wood and wood items, and build using wood (chests, chairs, tables, cabinets, cages, houses, etc.). The character also knows how to build log cabins, houses, barns, forts, and fences, and can construct shelters or defensive walls within hours (depending on how many workers are available). Add +5% bonus to the Boat Building and Canoe Building skills if Carpentry is also known. **Base Skill:** 30% +5% per level of experience.

Computer Operation: Knowledge of how computers work, along with the skills to operate peripherals like keyboards, printers and modems. Characters can follow computer directions, enter and retrieve information, and similar, basic, computer operations. Does not include computer programming. **Base Skill:** 40%+5% per level of experience.

Computer Programming: Designing, programming, debugging, and testing computer programs/software. **Requires:** Basic Mathematics and Computer Operation. **Base Skill:** 30%+5% per level of experience.

Computer Repair: Knowledge of the internal electronics of computers and related devices (monitors, terminals, printers, etc.) The character can attempt to repair, sabotage, or fix computers. Note that figuring out a repair problem requires one roll, and the character must roll again before actually fixing it. No computer operation or programming skills are included. Many computer repair personnel don't even know how to turn on the machines! **Base Skill:** 40%+5% per level of experience.

Electronics: Basic: This is a rudimentary understanding of the principles of electricity, simple circuits, basic wiring, and similar fundamentals. This person can do basic wiring, repair appliances, replace switches, install electronic equipment and read schematics. **Base Skill:** 40%+5% per level of experience. **Penalties:** -50% when working on computers and sophisticated electronics, -70% on surveillance systems, electronic locks, aircraft, military vehicles, robots, and industrial turbines and engines.

Farrier: Basic: The art and practice of putting "shoes" on horses and other hoofed creatures. Also knows how to trim hooves, handle animals (and intelligent customers who need to be "shod"), and make and repair horseshoes and a variety of other small iron tools and appliances. Aside from general usefulness, a skilled blacksmith can earn a good living just about anywhere, anytime throughout recorded history. **Requires:** Blacksmith. **Base Skill:** 34%+4% per level of experience.

Locksmith: The practiced study of lock designs, and ability to repair, build, modify and "open" locks. The methods, techniques, and tools of lock picking include the old style key and tumbler, combination, and modern electronic locking systems. Time Requirements: 1D4 melees to open an antiquated, key type lock; 1D6 minutes to open an elaborate tumbler type; 2D8 minutes to open a simple electronic lock (usually by patching in a bypass system); and 3D6 minutes to break a complex, state of the art electronic system, such as those used in high security and restricted areas. If an unsuccessful skill roll is made, the lock is not opened and the process must be repeated. If the attempt on an electronic lock fails, roll to see if the lock has been irreparably damaged (32% chance). If damaged, the lock cannot be opened. **Base Skill:** 25%+5% per level of experience. **Special Bonus:** Add a one-time bonus of +5% if the Electronics: Basic skill is also taken.

Masonry: A rudimentary understanding of the principles of bricklaying, cement, and stone construction. The percentile number indicates the success ratio of recognizing deterioration, improper construction, the intended purpose of construction, styles of masonry, approximate age or time period of construction. The character can also mend masonry and assist in construction and demolitions. **Base Skill:** 30% +5% per level of experience. The Masonry skill adds a bonus of +5% to Locate Secret Compartments when both skills are known.

Mechanics: Basic: This is a rudimentary understanding of how machinery operates. This person can repair and maintain simple mechanisms and basic motorcylces and automobiles. **Base Skill:** 40% +5% per level of experience. **Penalties:** -15% to work on trucks, -40% to work on military vehicles and boats, -70% to work on aircraft, robots, and industrial turbines, engines and generators.

Photography: Taking black and white or color, still pictures. Characters will know how to load, develop and enlarge film. Characters with any computer skills will also know the basics of digital photography, including the basics of hooking up a digital camera, downloading images, manipulating and composing, and printing. **Base Skill:** 50% +5% per level of experience.

Plumbing: The character is a qualified plumber, able to diagnose and repair water or sewage systems, including toilets, sinks, showers and bathtubs, sprinkler systems and septic tanks. Also includes all the skills necessary for installing plumbing in any new or refurbished building, as well as repairing water towers, community water systems, and sewage or drainage systems. **Base Skill:** 50% +5% per level of experience.

Public Speaking: Training in the quality of sound, tone, pitch, enunciation, clarity, and pace in speaking to the public, loudly and distinctly. Also includes the practice of good, enticing storytelling and composition of the spoken word. The percentile number indicates the overall quality and charisma of the spoken word. **Base Skill:** 30% +5% per level of experience.

Radio: Basic Communications: This is the knowledge of the operation and maintenance of field radios and walkie-talkies, wire laying, installation, radio procedure, communication security and visual signs/communications, as well as knowing Morse code. **Base Skill:** 50% +5% per level of experience.

Rope Works: This is a skill that takes into account the various needs and uses of rope. The character knows a variety of ways to tie knots, the advantages to various types of ropes and

cords, their tensile strength and how to weave/make rope. A failed roll to tie a knot means that it is loose and sloppy and easy to untie, slip out of, or likely to unravel or snap when strained. **Base Skill:** 30% +5% per level of experience. Characters bound/tied by this character are -10% to escape/slip knots.

Television & Video Systems: Techniques and understanding of video and audio, filming, editing, special effects, transmissions and equipment. **Requires:** Basic Electronics. **Base Skill:** 30% +5% per level of experience.

Weapon Proficiencies

Ancient Weapon Proficiencies

Ancient Weapon Proficiencies cover all forms of hand-held weapons and archery common before the advent of firearms, even if the weapon being used is a modern version, like a compound bow or Bowie knife. Each ancient W.P. provides combat training with a particular type of weapon. The result is Hand to Hand combat bonuses to strike and parry whenever that particular weapon is used. All bonuses are accumulative. Each W.P. counts as one skill. The character may select several W.P.s or a few. **Note:** Characters without a W.P. *can* use any weapon, but without benefit of the W.P. bonuses.

W.P. Archery: This is an expertise with hand-powered bow weapons. It includes short bow, longbow and modern compound bows. **Bonuses:** Add 20 feet (6.1 m) to the normal effective range per level of the character, +1 to parry with that weapon (effective at level one), and +1 to Strike at levels 2, 4, 6, 8, 11 and 14. **Rate of Fire** is two arrows per melee round at level one, +2 arrows at level three, +1 arrow at levels 5, 7, 9 and 12. **Note:** The character loses all bonuses and rate of fire is half when riding on a creature or a moving vehicle.

W.P. Battle Axe: Training in all types of battle axes and picks. **Bonuses:** +1 to strike at levels 1, 4, 8 and 12. +2 to damage at levels 6 and 14. +1 to parry at levels 2, 5, 9 and 13. +1 to throw at levels 3, 8 and 12.

W.P. Blunt: A skill with any type of blunt weapon, including mace, hammer, cudgel, pipe, staff and club. **Bonuses:** +1 to strike and parry at levels 1, 4, 8 and 13.

W.P. Chain: Training with all types of chain weapons, including ordinary lengths of chain, the flail, ball or mace and chain, nunchaku, and similar weapons. While chain weapons can be used one-handed, it's only possible to parry while the weapon is being wielded in two hands. **Bonuses:** +1 to strike at levels 1, 4, 8 and 13. This weapon can *not* be thrown with any accuracy, so -3 to throw.

W.P. Crossbow: Although earlier used by the Chinese and the Romans, it wasn't until the Crusades that the crossbow was perfected. In fact, it proved so perfect than an outcry against the crossbow resulted in a Vatican edict against it in order to prevent the destruction of mankind. In any case, the crossbow had one thing going for it, it was simple enough to be used by any fresh recruit. The only drawback is that it takes time and muscle to reload. Can be used by anyone with the skill, W.P. Crossbow. **Bonuses:** +1 to strike at levels one, three, six, nine, twelve and fifteen. **Rate of Fire:** One (1) crossbow bolt per melee round at level one, two bolts at level two, with an additional +1 bolt per melee round at levels 7 and 14.

W.P. Forked Weapons: Includes the trident, military forks, the sai, tiger fork, and other weapons with fork-like tines. When wielded two-handed (large weapons) or with one in each hand (small weapons, with W.P. Paired Weapons), it's possible to catch enemy swords with a successful entangle. **Bonuses:** Starts with +1 to strike or entangle at levels 1, 3, 5, 8 and 13. +1 to parry at levels 1, 4, 9 and 12. +1 to throw at levels 4, 10 and 15.

W.P. Grappling Hook: Trained use of a grappling hook for climbing, scaling walls (adds +5% to that skill), boarding vessels, or snagging objects. Tripping an opponent is done by hooking the foot, ankle or leg, doing little damage, but successfully knocking a victim to the ground will cause the victim to lose their initiative and one melee attack. When used Hand to Hand the most damage a Grappling Hook does is 1D4, but when swung and then pulled back into a victim, the impaling damage is 1D6. **Bonuses:** +1 to strike or entangle at levels 3, 6, 9 and 12. This weapon can NOT be used to parry!

W.P. Knife: Combat skill with all types of knives. **Bonuses:** +1 to strike at levels 2, 4, 7, 10 and 13. +1 to parry at levels 1, 3, 6, 9 and 12. +1 to throw at levels 3, 6 and 11 without W.P. Targeting (below; ignore these if the throwing W.P. is taken).

W.P. Net: Primarily a Slaver's skill, the net is used to trip an opponent (same as Grappling Hook), parry or snare/entangle. In addition to the regular *entangle* attack, there are two other types of attacks possible with a net:

Snaring an opponent's weapon: The weapon becomes entangled and is pulled out of the opponent's hand. A natural, unmodified (no bonus) roll of 18, 19 or 20 will disarm an opponent in this way, unless he can roll an equally, unmodified high parry (no bonuses).

Snare one's opponent by throwing the net over him: The intended victim must *dodge* or be netted – only characters with a spear, pole arm or staff can *parry* a thrown net attack. If caught

in the net, the victim is -8 to strike, -10 to parry and dodge, and running is impossible. It will require 1D4+1 melee rounds to cut free of the net. Large nets, big enough to completely entrap, must be used two-handed, and can only be used once per melee round, but can completely immobilize a target.

If the character dodges or the net thrower misses, it is the net wielder who will be suddenly weaponless. Even if the net has a drawstring attached to it, the thrower will need one melee action/attack to pull it back to him or to grab a different weapon; the throwing of a net to capture an opponent requires the use of two hands. However, if the net is being used to parry, entangle or whip an opponent, it can be used with one hand, while the other wields a sword or other weapon; parry the same as usual. Using the net as a whipping weapon does 1D4 damage. **Bonuses:** +1 to strike or entangle at levels 2, 5, 8, 11 and 15. +1 to parry at levels 2, 4, 6, 9 and 12.

W.P. Paired Weapons: Users of paired weapons can:

1. Strike and parry simultaneously. In other words, warriors skilled in paired weapons can often perform *two actions* for every *one melee action/attack.*

2. Perform twin, simultaneous strikes against the same target. Both weapons hit, but this is considered one melee attack/action (roll only once to strike). The defender can only try to parry *one* of the weapons in the parry! The other will strike, unless he too is using two weapons, or a weapon and a shield, and *has* the W.P. Paired Weapons skill.

3. Strike two different targets (or strike one and parry the other), simultaneously; both must be within reach.

4. Parry two different attackers; one with each hand.

Weapons are limited to the one-handed types and can be used in any combination; for example, two short swords, or short sword and broadsword, sword and knife, mace and shield, etc. Two-handed weapons cannot be used as paired weapons.

W.P. Pole Arm: Training in very large, very long, two-handed, spear-like weapons. The character will be trained in the use of the weapon end, either a spear point, an axe blade, a hook, or a knife blade, and the butt end, as well as using the shaft to parry and block. **Bonuses:** +1 to strike at levels 1, 5, 9 and 14. +1 to parry at levels 1, 3, 6, 9 and 12. +1 to throw at levels 2, 5, 9 and 14. +2 to damage at levels 2, 8 and 15.

W.P. Shield: Combat skills with large and small shields used primarily for parrying and self-defense. **Bonuses:** +1 to parry at levels 1, 3, 6, 9, 12 and 15. A shield can be used in one hand and a weapon in the other. +1 to strike with a shield (1D4 damage) at levels 4, 8, and 12. While there is *usually* no bonus to strike when thrown, specially made *round* shields and bucklers are +1 to strike as a hand-held blunt weapon or thrown at levels 4, 8 and 12.

W.P. Spear: Combat skill with large and small spears (the use of a rifle equipped with a bayonet also falls into this category). **Bonuses:** +1 to strike and parry at levels 1, 3, 5, 8, 11 and 13. +1 to throw at levels 3, 6, 10 and 14.

W.P. Staff: Combat skill with large and small staffs. **Bonuses:** +1 to strike at levels 1, 3, 7, 10 and 13. +1 to parry at 2, 5, 8, 11 and 14. +1 to throw at levels 5, 10 and 15; but the weapon is not designed for throwing.

W.P. Sword: Combat skills with large and small swords, including fencing type training. Includes rapiers, sabers, two-handed, and short swords. **Bonuses:** +1 to strike at levels 1, 3, 6, 9, 12 and 15. +1 to parry at levels 2, 4, 7, 10 and 13. +1 to strike when thrown at levels 4, 8 and 12.

W.P. Targeting (Throwing/Missile Weapons): Expertise with a thrown weapon and proficiency with missile weapons, such as the sling, slingshot, bolas, boomerangs, throwing sticks, throwing axes (small), throwing knives, shurikens, javelin, and throwing spear (the use of the bow is a separate skill; see Archery). **Bonuses when thrown or slung:** +1 to strike at levels 1, 3, 5, 7, 10 and 13. Characters who select both *W.P. Targeting* and *W.P. Archery,* or *W.P. Crossbow,* or *W.P. Spear,* get the usual bonuses for that W.P., plus a bonus (from W.P. Targeting) of +1 to strike at levels 2, 5 and 10. **Rate of Fire:** Equal to the character's normal number of hand to hand combat attacks. **Note:** The character loses all bonuses and rate of fire is half when riding on horseback or in a moving vehicle.

Typical Effective Range & Damage per Projectile Weapon Type:

Blowgun: 30 feet (9 m) – 1D4 damage.

Boomerangs: 60 feet (18 m) – 1D6 damage.

Brick or stone, thrown: 50 feet (15.2 m) – 1D6 damage.

Dart: 30 feet (9 m) – One point of damage.

Javelin: 300 feet (91 m) – Normal javelin damage +1D4.

Throwing Sticks and Knives: 40 feet (12.2 m) – 1D6 damage.

Throwing Irons and Axes: 40 feet (12.2 m) – 2D4 damage.

Spear: 100 feet (30.5 m) – normal spear damage +1D6.

Sling or Slingshot: 80 feet (24 m) – 1D6 damage.

Note: Swords, large axes, (non-throwing), chairs, frying pans, hammers, clubs, maces, pole arms and most other hand-held weapons are *not* designed to be thrown. Consequently, the average *throwing* range is a mere 20 feet (6 m) and the character is -1 to strike. An attacker can *try* to throw such weapons farther, but is -3 to strike for every additional 10 feet (3 m) beyond 20 (6 m).

Spears, javelins, slings, throwing knives/sticks/axes, and bows, can be thrown or fired by anybody without penalty at the *typical effective range* listed above.

The "Typical" effective range applies to most characters unless stated otherwise in the description of the Occupational Character Classes (O.C.C.s). Greater range and proficiency for an O.C.C. or R.C.C. is typically the result of special training or natural ability.

The average giant weapon does one additional die of damage plus P.S. bonus, and range is increased by 20%.

W.P. Whip: Skill at "whipping" or snapping with long, flexible, light weapons. Bonuses: Start with +1 to strike at level one, with +1 to strike at levels 2, 4, 7, 10 and 13. +1 to damage at levels 2, 4, 8 and 12. +1 to entangle or disarm at levels 2, 6, 8, 12 and 15. A typical whip and Cat-o-Nine tails inflicts 1D6 damage, a bull whip 2D4 damage. This weapon can *not* be used to parry!

Modern Weapon Proficiencies

Modern Weapons include firearms and energy weapons, but they do not cover modern versions of ancient weapons (see Ancient Weapon Proficiencies). These are areas of training and practiced skill with a particular class of modern weapon. Each

W.P. counts as one skill selection. Modern W.P. bonuses are found in the combat section under *Modern Weapon Proficiency Explanation*. Characters with no knowledge of modern weapons can fire loaded weapons, but will take twice as long to reload and always shoot "wild"; no bonuses to strike.

W.P. Revolver: All cylinder style handguns; not automatic (trigger must be pulled each time the gun is fired).

W.P. Semi-Automatic Pistol: All modern military pistols which fire as quickly as the trigger is pulled.

W.P. Bolt-Action Rifle (hunting & sniping): Includes most hunting rifles; not an automatic firing weapon.

W.P. Automatic and Semi-Automatic Rifles: Includes all assault rifles like the M-16 and AK-47.

W.P. Sub-Machinegun: Includes all automatic and semi-automatic small arms weapons like the Uzi and Skorpion.

W.P. Shotgun: All types of shotguns.

W.P. Heavy Military Weapons: Includes machineguns, bazookas, LAWS, and mortars.

W.P. Energy Pistol: Includes lasers and all types of energy firing small arms.

W.P. Energy Rifle: Includes all long-range energy firing rifles.

W.P. Heavy Energy Weapons: Includes plasma ejectors, rail guns, and similar high-tech weapons.

Note: Energy weapons, including lasers, are not generally available to those outside of the Empire of Humanity's military forces. See the Modern Combat section for details.
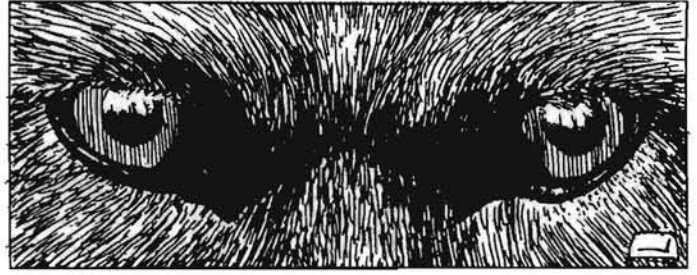
Animal Psionics

Inner Strength Points (I.S.P.): Mutant animals differ from psionic humans and characters in other Palladium RPGs (*Heroes Unlimited™, Rifts®, etc.*) in that they do NOT spend Inner Strength Points (I.S.P.) to use their psychic powers. Each animal psionic power can be used as often as the character likes (although no more than the number of attacks per melee). No animal psionic can use more than one power at a time. For example, a character using Animal Control for the full five minutes can not use Telepathic Transmission or any other psionic ability during that same period. To use a different psychic power, the animal must stop using the one and switch to the other. Only *one* animal psionic power can be engaged/active/available for use at a time. Each use of the power counts as one melee action.

Buying Animal Psionics. To acquire Animal Psionics, many of which are different from *human* psionics, the player must *purchase* them for his character by spending BIO-E Points. He can purchase as many psychic powers as he has available BIO-E Points; typically 2-6 powers are acquired. Don't forget that the expenditure of BIO-E Points is necessary for human features, animal powers, size/growth, etc., so spend them wisely.

Availability of Animal Psionics. As one might guess, generally only mutant ANIMALS can select these abilities. Human Mutants can also select many of these powers, but not all. Those not available to Human Mutants will state as much.

M.E. Requirement. Animal Psionics *require* the character to have a minium M.E. (Mental Endurance attribute) to select and use them. Most are low but a few require a hefty M.E. that may prevent the character from purchasing that ability.

Duration. Each psi-power will indicate how long a particular Animal Psionic power remains active. As noted earlier, the mutant can stop/cancel that power at will, any time, and must cancel one power to use another.

Humans Mutants may also use BIO-E to purchase a number of Animal Psionics. Psychic powers NOT available to human mutants will state as much. The character must also possess the required M.E. to purchase and use the power. Otherwise, Animal Psionics are NOT normally available to humans (at least not "True Humans" like you and me).

Saving Throws Against Psionic Attacks. Characters under psionic attack can sometimes resist its influence through sheer force of will. Thus, characters under psionic attack *always* get to "save vs psionics." Roll a 20-sided die (1D20) to try to save against psionics.

Unintelligent Natural Animals must roll 18 or higher to save against any psionic attack.

Non-Psionics must roll 15 or higher to save.

Psionics must roll 10 or higher to save against Animal Psionics. Any character with any psionic ability gets to save as a psionic; 10 or higher.

Note: Characters with a Mental Endurance (M.E.) of 16 or greater receive a bonus on all saves vs psionics. *See the Attribute Bonus Chart for exact numbers.*

Other types of psionics. See *Heroes Unlimited*™, *Beyond the Supernatural*™ and most other Palladium role-playing games for a range of psychic abilities that use I.S.P. (Inner Strength Points). As previously noted, such psychic abilities are not available to the mutant animals of **After the Bomb**®. For Quick conversion of the psionics listed here that do not appear as I.S.P. based abilities, simply use the base M.E. requirement (or BIO-E cost when there is no requirement) as the amount of I.S.P. necessary to perform it (typically 8-12).

List of Mutant Psionics
(Minimum M.E. Required)

Alter Aura (12)
Animal Control (8)
Animal Speech (None; not of humans).
Bio-Manipulation: Audio Area (12)
Bio-Manipulation: Motor Area (12)
Bio-Manipulation: Neural Disruption (12)
Bio-Manipulation: Optic Area (12)
Bio-Manipulation: Pain (12)
Bio-Manipulation: Tissue Manipulation (12)
Bio-Manipulation: Vocal Cord (12)
Cell Reader (12)
Cell Reader, Advanced (15)
Communicate with Mutant Insects (None; not for Humans)
Danger Sense (None; not for humans)
Detect Psionics (12)
Empathy (8)
Hypnotic Suggestion (12)
Invisible Haze (15)
Mind Block (12)
Mind Trap (12)
Natural Mechanical Genius (8)
Psychic Diagnosis (12)
See Aura (12)
Sense Nemesis (12)
Sense Tectonics (None; not for Humans)
Sense Weather (None; not for Humans)
TechnoMind (12)
Telepathic Listening (12)
Telepathic Transmission "Mental Speak" (None)

List of Mutant Prosthetic Psionics

Ectoplasmic Hands (None)
Extended Ectoplasmic Hands (12)
Psionic Claws (12)
Psychic Walk (None)

Animal Psionic Descriptions

Alter Aura
Range: Self.
Duration: 20 minutes. May be cancelled at will.
Minimum M.E.: 12
Saving Throw: None.
Cost: 15 BIO-E.

The character is able to mask his aura such that any psionic probe will be fooled. The aura can be altered to show psionic strength or weakness (i.e. make himself appear to be stronger or weaker than he really is), any alignment, level of power/experience, level of health (sick, well, exhausted, etc.), type of creature, and personal identity. (Auras are as unique as fingerprints to other psychics, this last alteration makes the aura appear different than it really is, effectively changing the character's psychic fingerprint.) It is also possible to blank out the Aura altogether, making the character impossible to read and his psychic aura invisible. While this means another psychic cannot "read" his aura, the lack of one is a sure indicator that the character is a psychic. Of course only psychics can see and interpret auras. An Altered or Blank Aura does not protect the mutant against empathic or telepathic probes.

Animal Control
Range: 50 feet (15.2 m).
Duration: Five minutes.
Minimum M.E.: 8
Saving Throw: Standard.

Cost: 10 BIO-E. **Note:** A chimera character must buy "Animal Control" for each of its component animal types separately. In other words, a gryphon (a fusion of eagle and lion), could buy Animal Control: Eagle for 10 BIO-E, Animal Control: Lion for 10 BIO-E, or both eagle and lion for 20 BIO-E.

This allows a character to command non-sentient creatures of its own kind. That means a lion animal character could control other lions, not tigers or other felines. Two-way communication with the controlled animals is not possible without Animal Speech. The controlled animal will attempt to follow any orders. If the controlled animal is wounded it is allowed an additional saving throw. The animal psionic can renew Animal Control every 5 minutes, but the animal can roll to save every time.

Mutant Humans can use Animal Control against non-sentient domesticated animals, but with dogs (any species) and horses (any species, including ponies, mules, and donkeys) only. When a Human Mutant uses Animal Control against sentient dog or horse Mutant Animals, the animal characters can attempt to save against every command.

Animal Speech
Range: 150 feet (45.7 m).
Duration: 10 minutes.
Minimum M.E.: None. *Not available to Mutant Humans.*
Saving Throw: None.
Cost: 5 BIO-E.

This allows for complete two-way communication with animals of the same kind as the character. For example, a rat animal character could do Animal Speech only with other rats, not with mice or other rodents. The animals will recognize the character as one of their own and assume that any human looks are just ugly deformities.

Bio-Manipulation
Range: 160 feet (48.7 m).
Duration: 3D4 minutes. Affects only one victim at a time.
Minimum M.E.: 12
Saving Throw: Standard.
Cost: 20 BIO-E each. Each of the seven kinds of Bio-Manipulation must be purchased seperately.

Each Bio-Manipulation affects only one victim per attack, and the victim must be within line of vision or each exact location must be known to the psionic mutant. A creature using Bio-Manipulation can do no other psionic attack while the effect lasts because he must concentrate to keep the Bio-Manipulation attack in place. If the psionic is knocked unconscious or switches some other psionic powers, the effects, penalties and/or damage from the Bio-Manipulation immediately stop.

Audio Area (deafness): Victims cannot hear anything and are -6 to parry or dodge attacks from behind. In addition, the shock on their inner ear makes them -3 to strike, parry or dodge and they automatically lose initiative on *all* attacks. **Cost:** 20 BIO-E.

Motor Area (paralysis): Immobilizes the motor part of the brain, causing arms and legs to stop working. Victims can still see, hear, speak and think. Victims cannot parry or dodge. **Cost:** 20 BIO-E.

Neural Disruption (stun): Victim is disoriented and loses sense of balance and timing, throwing off one's balance and reaction time. Victim loses one attack per melee round, speed is half, and is -4 on initiative and -4 to strike, parry and dodge. **Cost:** 20 BIO-E

Optic Area (blind): Knocks out the victim's optic nerve. Victims are -10 to strike, parry and dodge. **Cost:** 20 BIO-E.

Pain: The nerve centers are hit directly. Victims are -6 to strike, parry and dodge. Inflicts one point of Hit Point (not S.D.C.) damage per minute of attack. **Cost:** 20 BIO-E.

Tissue Manipulation: Victim feels itchy, cold and hot. More frightening than physically damaging. -1 to strike, parry and dodge. **Cost:** 20 BIO-E.

Vocal Cord (mute): Impairs the victim's vocal cords, making speech impossible. Victim experiences shock and panic and is -2 to strike, parry and dodge for the first round of the attack. Cannot speak for the duration of this psionic attack. **Cost:** 20 BIO-E.

Cell Reader
Range: Touch.
Duration: Instantaneous.
Minimum M.E.: 12
Saving Throw: None.
Cost: 5 BIO-E.

The character, upon touching an individual, or some fragment of a character (hair, blood, fingernail, etc.), can get a sense of that person's genetic structure.

Sense Genetic Components. Reaching down to the cellular level, the character can get a sense of the subject's genetics and identify the type of animal from which he has evolved, as well as any genetic modifications or mutations and added genes from other species.

Determine & Match Fertility. This power tells the "reader" whether or not the subject being psionically scanned is capable of reproducing. The psychic mutant can then "match" the subject against all the other characters he has previously "read" to find a viable mate capable of producing offspring. Many species can not breed with one another, and some mutations cause sterility; this power lets the psychic determine who can mate and reproduce and who can not. A valuable power in order to survive and continue their species.

Cell Readers are greatly valued among communities of mutant animals, where their services command high prices and a lot of respect. In a typical community, say a farming town consisting of mutant muskrats, there could be a dozen different *species* capable of reproducing with each other, but totally infertile if matched up with the wrong mate. Looks alone could be totally misleading. In a few hours a Cell Reader could check out the whole community, and make an accurate list of who can breed with whom. On the other hand, fraudulent or lying Cell Readers rank as among the most hated criminals and con-artists, turning even the most friendly villages into angry lynch mobs.

Cell Reader, Advanced

Range: Touch.
Duration: Instantaneous.
Minimum M.E.: 15
Saving Throw: None.
Cost: 15 BIO-E.

The character has all the abilities of the basic Cell Reader, plus the sensitivity to predict how the next generation of mutants will turn out.

Sense Offspring's Fertility. Having done a Cell Read on a pair of prospective parents, the Cell Reader can determine whether or not any children they have are likely to be fertile; to be able to bear children of their own. Just as mules, the crossing of a horse and a donkey, are sterile, so many of the mutant animals are unable to have children. Moreover, the psychic sensitive can determine if there is likely to be any genetic disease, deformity or other problems in the offspring as a direct result of the parents' gene pool.

Advanced Cell Readers command even greater prices for their services, and are looked at with even more reverence.

Communicate with Mutant Insects

Range: 150 feet (45.7 m).
Duration: Unlimited.
Minimum M.E.: None. *Not available to Mutant Humans.*
Saving Throw: None.
Cost: 5 BIO-E.

Gives a mutant character the ability to communicate, or share general feelings and emotions, with giant, mutant insects. It works both ways, sending the feelings of the mutant animal to the mutant bug, and getting a general feeling back. This does not give the character any controlling power, or the ability to command the mutant insect, but to communicate on an empathic level. There is no saving throw because it is not an attack, only an attempt to communicate. A hungry, attacking insect will probably continue to attack, and a frightened insect is likely to flee.

Danger Sense

Range: 90 feet (27.4 m) or self.
Duration: Four melee rounds (one minute).
Minimum M.E.: None. *Not available to Mutant Humans.*
Saving Throw: None.
Cost: 10 BIO-E.

The Danger Sense is a psychic intuition that provides a precognitive flash concerning imminent danger to himself or someone near him (within 30 feet/9.1 m). This includes hidden ambush, snipers, traps, a predatory animal stalking from the shadows, a poisonous snake, land mine, or dangerous situations (bridge can not support his weight, etc.). Danger Sense does not indicate what or where the danger might be, just that it exists and is imminent. Ultimately, it should put the character on alert that something is wrong and he must be careful and ready to act quickly (+2 on initiative to respond to the threat, +1 to dodge). **Note:** The character must specify when the power is being used. It does not work automatically.

Detect Psionics

Range: 240 feet (73 m).
Duration: Two minutes per level of experience.
Minimum M.E.: 12
Saving Throw: None.
Cost: 10 BIO-E.

This mental probe will detect the presence of psionic energy within the area. The probe can not be used to pinpoint the exact location(s) of psychic energy nor the level of power, only that it is present and a vague idea whether it is weak, medium or strong. Used on a specific individual (line of sight), the psychic will know whether or not that person possesses psionic powers. While the use of the Detect Psionics power does not hurt any psychics in the area, there is a 01-75% chance that the psychic being probed will know that another psychic in the area is scanning him for psionics. **Note:** This power will not penetrate or detect a Mind Block and the Mind Blocked character will not appear to be psionic.

Empathy
Range: 100 feet (30.5 m).
Duration: Two minutes (8 melee rounds) per level of experience.
Minimum M.E.: 8
Saving Throw: Standard. If any target succeeds in making a save vs Psionics then the psychic can not get a clear sense of the emotions.
Cost: 10 BIO-E.

The stronger the emotions, the more clearly they will be read by Empathy, with intense hate, anger, and love swamping out more subtle feelings. The psionic mutant is incapable of reading any of the thoughts that go along with the emotions, so he will not know why an individual is feeling the way he is. For example, if the psychic picks up intense fear, he will not know what is causing the fear (unless it is obvious to spectators), only the strength of the fear in the individual.

Opening Up. When a character "Opens Up" with Empathy, they are sensing any and all beings within range, all at the same time. The more beings, and the higher the level of emotion, the "louder" it is. If everyone is fairly calm, the mutant animal can sense dozens of different minds. On the other hand, three or four *noisy* emotions, such as might be found in the middle of combat, would cover up the feelings from *quieter* minds (such as someone unconscious or meditating). Danger of Opening Up: While "open," the character is completely susceptible to attacks and probes from other psychics.

One-on-One Empathy. The character concentrates on a particular being's emotions to read that one, specific character only. The psionic can shift from "open" to "one-on-one," and back, anytime.

Using Empathy for Lie Detection. Questioning someone while using Empathy on that specific person is good as a sort of "lie detector." However, since none of the character's thoughts are being detected (only his emotions), this can be very unreliable. For example, asking "Did you kill Bernie?" and then sensing hatred or terror only means that the character might have hated Bernie (or maybe hates the question, or hates that Bernie was killed), or is simply frightened of also being murdered (or accused of the murder). Likewise, a sense of calm may just mean that the character is naturally cold-blooded or innocent.

Empathy is particularly sensitive to ghosts, spirits and other psychic entities.

Hypnotic Suggestion
Range: 12 feet (3.6 m).
Duration: Varies.
Minimum M.E.: 12
Saving Throw: Standard.
Cost: 15 BIO-E.

The psionic mutant animal may induce his will upon another intelligent being through the power of suggestion. This is a mental attack that requires eye contact and either verbal or telepathic reinforcement. The suggestion must be a reasonable one; victims will not do things that are completely out of character. **For example**, the hypnotic suggestion "kill yourself" would work only if the victim were already suicidal. On the other hand, a suggestion that "you don't see anything unusual" would be very useful for a strange looking animal character. This works only on intelligent creatures, not on ordinary animals. A victim who saves against Hypnotic Suggestion will be totally unaware of the attack.

Invisible Haze
Range: 120 feet (36.6 m).
Duration: Six minutes.
Minimum M.E.: 15
Saving Throw: Standard.
Cost: 20 BIO-E.

The character broadcasts a powerful hypnotic suggestion that basically says "you don't see me," to everyone within range. When triggered, the character will simply vanish from the point of view of everyone affected.

Those who fail to save vs psionics can not see the character, even if they have psionic powers like See Invisible or See Aura, or electronic detection devices. Attacks against invisible foes are -6 to strike, parry and dodge, and -6 on initiative. Since this is a psychic invisibility, whatever the character picks up, wears or carries also becomes invisible.

On the other hand, if the character is standing in view of a camera, anyone outside of the range of the Invisible Haze will be able to see the character's image on a monitor perfectly well. Likewise, making a successful save vs psionics means seeing the character without any difficulty.

Mind Block
Range: Self.
Duration: 10 minutes.
Minimum M.E.: 12
Saving Throw: None.
Cost: 15 BIO-E.

This mental wall prevents the penetration of Telepathy, Empathy, Empathic Transfer, Detect Psionics, and most other mental psionic attacks. The psychic will not even be aware that a psionic attack or probe is taking place. Note that this also prevents the character from "hearing" Telepathic Transmission, and he remains vulnerable to psionic attacks that affect the physical body, such as Bio-Manipulation.

Mind Trap
Range: Six feet (1.8 m).
Duration: 2D6 minutes (special).
Minimum M.E.: 12
Saving Throw: Standard.
Cost: 25 BIO-E.

A psionic mutant who successfully traps another mind can inflict whatever experience he likes onto that mind. For example, the psionic can make the victim believe that he is trapped in a small cell. On the other hand, the victim could experience an episode out of the psionic's own life or imagination, or the psychic can run the victim through a memory of the past. One strange effect of Mind Trap is that the victim will experience one hour of subjective time for every minute in the trap.

Victims of Mind Traps can make another save vs psionic attack after they have been Mind Trapped. If successful, they will realize that the experience is an imaginary one. It will not help them get out of it, but at least they know it is not real. If a victim realizes the experience is imaginary then no insanity is possible. Keeping the victim in the Mind Trap is simple if he is put into a

simple environment (cage, desert, ocean). The attacker loses one attack per melee round when maintaining a simple environment. But if the psychic wants to inflict a *complex* fantasy, then the attacking psionic loses all other attacks and movements for the duration of the Mind Trap he is inflicting on someone else.

Example: Let's assume that Jake is trying to Mind Trap an Empire of Humanity soldier. The soldier attempts to save, but as a non-psionic with an M.E. of only 11, he needs to roll 15 or higher. He rolls 13 on a twenty-sided die, which is a failed save. Jake then rolls 2D6 to see how long the fantasy will last. Jake gets an 8, so the Mind Trap will last for eight minutes. Jake decides to put the soldier in a complex fantasy where he is trapped in a cage with two huge lions. The soldier, realizing that something is wrong ("hey, I wasn't here a second ago!") tries to disbelieve. The Game Master rolls for the NPC soldier, but the result is another failure so the mental trap illusion seems real and terrifying.

The next melee round, Jake is attacked by another Empire soldier. He cannot defend himself while keeping the first soldier in a complex Mind Trap fantasy, so Jake *simplifies* the fantasy by getting rid of the lions. This way he can maintain the simple cage trap (therefore keeping the first soldier trapped in the fantasy) and still defend himself. As long as the simple trap is in place, Jake only loses one attack/action per melee round.

This situation will continue until the fantasy runs out, or until Jake is knocked out, or until he chooses to cancel the Mind Trap altogether. If Jake gets out of combat, he can go back to using *all* his melee round actions on the Mind Trap, and change it in any way he likes, at least until the eight minutes are expired. To the trapped soldier, the fantasy will seem to last eight full hours.

Optional use with Heroes Unlimited: Characters can be driven temporarily insane by vicious psionic Mind Traps. This happens if the psionic creating the attack is insane, if the experience is particularly horrible, or if the fantasy involves the death of the victim. This does not result in permanent damage, but it is serious enough for the effect to last 2-12 hours. Roll percentile on the Insanity Table Resulting from Trauma.

Natural Mechanical Genius
Range: 250 feet (76.2 m).
Duration: Unlimited.
Minimum M.E.: 8
Saving Throw (Reliability): 25% + 5% per level.
Cost: 10 BIO-E.

The character has a natural affinity for machines. Instead of studying Automotive Mechanics or Mechanical Engineering, the character just *senses* what is wrong with machines. The mutant seems to communicate directly with the machine, diagnosing and fixing problems and defects with 100% reliability. Better yet, with the Natural Mechanical Genius, most things can be fixed, literally, with "chewing gum and baling wire," and with anything handy as a substitute for a *proper* replacement part.

There's just one tiny problem. The "fixed" machine only works *perfectly* as long as the psychic stays within 250 feet (76 m) of the device. As soon as the psychic leaves, the machine is likely to stop working (01-75% chance; roll once for every 30 minutes of use). Even if the device continues to operate it won't run as smoothly or efficiently (reduce speed, range, etc. by 1D4x10%), frequently developing vibrations, knocks, or stutters when away from the Natural Mechanical Genius who fixed it. Because their work breaks down after they leave, Mechanical Geniuses have a bad reputation. Ironically, characters with this power honestly believe they do superior and permanent repairs, and can not be made to believe the continued smooth operation of their repairs depends on a psychic link between them and the machines they fix. Thus, they blame others for "mistreating" the machinery. Nothing can convince them their repairs only work while they hang around.

Note: After the psychic has performed a half dozen "repairs" on the same machine or vehicle, it is completely dependent on that psychic character for it to work. After the sixth repair, 2D6 minutes after he leaves, the machine literally crumbles into a pile of parts, requiring a complete rebuilding by a real mechanic. To make matters worse, all the psychic's tampering and patchwork means such rebuilding is done with a -20% skill penalty for success and takes 1D4 times longer than normal to make the repairs. Probably easier and cheaper just to scrap it.

Psychic Diagnosis
Range: Touch or within 3 feet (0.9 m).
Duration: Immediate Knowledge.
Minimum M.E.: 12
Saving Throw: None.
Cost: 10 BIO-E.

The character can sense someone else's physical pain, damage, disease and possession with absolute clarity. The pinpoint accuracy enables the physic character to know what and where the problem is, and those with medical skills can suggest treatment or guide surgery.

See Aura
Range: 120 feet (36.6 m).
Duration: Four melee rounds (one minute).
Minimum M.E.: 12
Saving Throw: None.
Cost: 15 BIO-E.

Allows the psionic to see the aura and get an idea of a character's estimated level of experience/power (low 1-3 level, medium 4-7 level, high 8+), general type of creature (human, mutant, alien, meat eating animal, grazing animal, etc.), amount of P.P.E. (high or low), presence of an unusual aberration (serious disease, possession, magic, etc.) and the physical condition/health (sick, healthy, etc.). There is a 01-15% chance per level that the psychic can recognize an aura that has been seen

before. Mind Blocked characters still project a revealing aura although it will be more difficult to accurately read.

Sense Nemesis

Range: 100 foot (30.5 m) radius +10 feet (3 m) per level of experience.
Duration: Three minutes.
Minimum M.E.: 12
Saving Throw: None.
Cost: 20 BIO-E.

The psionic character uses this ability to scan for unknown trouble and for the activity of opponents, particularly an old nemesis or rival. Unlike Danger Sense, where the psychic gets only a vague idea of immediate danger, Sense Nemesis gives the psychic the exact location of the danger/nemesis even if said individual is hiding ("There. He's up there, in the bell tower.").

When facing an enemy, the psionic will have a "sense" of where the enemy(s) is (ahead, behind, up, down, circling around, behind that tree, etc.) as well as when that opponent is about to attack (+1 to dodge surprise attacks by that individual and the psychic automatically has the initiative). Likewise, when this power is activated the psychic will instantly recognize the handiwork of an old nemesis ("Major Talbot is responsible for this. I'm sure or it." or "Black Viper killed this man ... and he's nearby, I can feel it.").

There is also a 7% chance per level of the psychic that he will be able to specifically identify an unknown/unseen opponent without the slightest hint of trouble, provided they have met or battled in the past. ("Black Viper is here. He's watching us. I feel it. He's among those trees, waiting for me.") The sensation is especially strong and unmistakable from longtime rivals and nemeses.

Sense Nemesis will not reveal the exact location or the clear identity of the threat if the opponent is using either a Mind Block or an Alter Aura (although the character will sense "danger" and the general area from which it will come). Nor will this power detect Astral Beings. The character must specify that Sense Nemesis is being activated in order for it to work. It does not work automatically.

Sense Tectonics

Range: 20 miles (32 km).
Duration: Five minutes per level of experience.
Minimum M.E.: None. *Not available to Mutant Humans.*
Saving Throw (Accuracy): 70% +2% per level of experience.
Cost: 5 BIO-E.

The character can "tune in'" to the long vibrations of the Earth, feeling the movement of tectonic plates, fault lines and volcanoes, and predict what will be happening up to 24 hours in the future.

Earth Sense. Subtle changes in the earth signifying upcoming earthquakes or volcanoes, and even mudslides or floods. Roll for accuracy if predicting more than an hour in the future, but immediate effects can be predicted with 100% accuracy.

Volcano Alert. If in the presence of a volcano the character can predict when the volcano will erupt, release poisonous gas, or overflow with lava. Also applies to geysers.

Automatic Warning. If an earthquake or other dangerous phenomena is coming down within 10 minutes, Sense Tectonics will click in automatically to warn the psychic of the impending danger.

Sense Weather

Range: 500 feet (152 m).
Duration: Five minutes per level of experience.
Minimum M.E.: None. *Not available to Mutant Humans.*
Saving Throw (Accuracy): 70% + 2% per level of experience.
Cost: 15 BIO-E.

Animals have long been known to sense changes in the weather and generally are able to predict what's going to happen in the environment. Those instincts have been honed to an advanced degree with this psionic ability, where the animal character can predict all the following:

Weather Vane. Sense changes in strength and direction of the prevailing winds. Roll for accuracy at -10% if predicting an hour or more in the future.

Storm Sight. Whether it will rain, snow, sleet or hail, how long it will last, and how heavy it will be. Roll for accuracy at -20% if predicting two hours or more in the future.

Lightning Rod. Particularly attuned to lightning, being able to predict lightning strikes in an area a day in advance without rolling for accuracy. During a lightning storm, the character can actually sense, two melee rounds before it happens, exactly where a lightning bolt will strike. While there is no psionic ability of "Call Lightning," some mutants have used their predictive ability to fool others into believing that they have the power to call down the heavens ("Defy me, will you?! Watch as I bring the Wrath of God down upon that tree! Seven, six, five...").

Twister Turn. The coming of any tornado, twister or even a harmless weather spout, will set off a painful throbbing in the character's head, which increases in intensity as the whirlwind approaches. It is beyond the character's immediate control, interrupts any other psionics the character may be performing, and starts ten minutes before the tornado appears. During the "episode," which lasts until the character flees the area, or until the twister passes by, the character will get a premonition of any unusual or extreme weather coming for that particular area up to 8+1D6 months from that moment, including drought, hard winters, and heavy storm seasons.

The character is only able to use this ability where they stand, feeling and sensing *local* conditions. Predicting how large an area will be affected, beyond 500 feet (152 m), is always subject to saving against accuracy.

Techno-Mind

Range: Touch.
Duration: 10 minutes.
Minimum M.E.: 12
Saving Throw: None.
Cost: 10 BIO-E.

The character has the ability to communicate directly with computers and computer-directed machinery. This also includes robots, modern cars (the ones with on-board computers) and computerized factories. The touch can be as direct as touching the machine itself, or can be remote if the machine has some kind of modem (telephone) link. Does not work by radio contact.

Once the link is established the character can examine any of the machine's data or programming files, and can completely reprogram the machine. Performing a Techno Mind with a sentient machine, one that has reached the level of

self-programming and self-awareness, will mean the psionic can communicate directly (and silently) with the machine intelligence.

This does not include the ability to command machines. For example, "dumb" machines without electronic controls will not be affected. And machines with personality, like robot player characters, cannot be made to do anything against their will.

Telepathic Listening
Range: 150 feet (152 m).
Duration: Unlimited.
Minimum M.E.: 12
Saving Throw: None.
Cost: 10 BIO-E.

A mutant with Telepathic Listening can "hear" what a person is thinking. This is done by focusing on one person and picking up on his or her surface thoughts. Simultaneous, multiple mind reading is impossible and confusing. The loudest thoughts are those that accompany someone's spoken words.

Slightly less noisy are normal surface thoughts. These are the incredibly boring, everyday brain noise generated by most people. 'Who-ee, I sure am tired, wish my replacement would come early," "Boy, I could really go for a cheeseburger right about now!" "That guy is neat looking, but kind of hairy, I wonder how often he has to shave every day?" and "Gosh, my nose itches, is anybody looking at me? Can I scratch without looking like an idiot? Maybe if I just kind of fix my hair I can scratch without anyone noticing."

Secret thoughts can also be picked up by Telepathy. The problem is getting the person to think about a particular secret to hear those thoughts. Direct questions are sometimes effective, since the Telepath can "hear" the secret – to hear the "Yes" that lies underneath the spoken "No!" A better way is to talk about the subject, and listen to the character's mind to see when they agree or disagree or mentally picture a face or location.

Blocking telepathy is actually pretty easy. If someone suspects they are being telepathically scanned, they can just concentrate on something (like a song or jingle) to drown out their secrets, and a psychic can use Mind Block to shield his thoughts.

Telepathic Transmission or "Mental Speak"
Range: 150 feet (45.7 m).
Duration: Unlimited.
Minimum M.E.: None.
Saving Throw: None.
Cost: 5 BIO-E.

This acts as a simple, mind-to-mind, speech substitute. Animals without vocal cords will find this highly useful. Range is roughly that of human speech, except that it is not affected by background noise. There is no saving throw because it is not an attack. At worst, all the psionic can do is "shout" unpleasantries and the receiver can choose to ignore the message. The psionic can focus the Telepathic Transmission so that only one specific character will receive it, or the Transmission can "speak" to several people at the same time, so long as everyone is within the range limit of 150 feet (45.7 m). Non-psionics will assume that the Telepathic Transmission is normal speech. **Note:** This power can not be used to "read" minds or pick up empathic impressions, only to communicate with words – it is only good for "speaking."

One problem with Telepathic Transmission is that it does not work with telephones or other communication devices. Another is its limited range.

Mutant Prosthetic Psionics

An important limitation of Prosthetic Psionics is that, like other mutant psionics, the character can perform only one psionic ability at a time. In other words, while a character is using Ectoplasmic Hands he will not be able to use Psychic Walk or Danger Sense.

Ectoplasmic Hands
Range: Special.
Duration: Special.
Minimum M.E.: None.
Saving Throw: None.
Cost: 10 BIO-E.

A vaporous, luminous set of hands extends out from the character's arms. These are agile (equal to the character's P.P.) and very sensitive (they have the equivalent of Advanced Touch with the same skill bonuses). The strength and reach of an Ectoplasmic Hand is exactly like that of a normal hand. Likewise, the size of the hand is proportional to the character's Size Level.

The hands can be struck and damaged in normal combat. If a hand is struck the psionic feels the pain just as if it were inflicted on flesh. Each hand has 10 S.D.C. and if either hand's S.D.C. is expended then that hand will be temporarily gone. Because of the psychic pain, a destroyed Ectoplasmic Hand may not be recreated until 2 to 12 (2D6) days have passed. If one hand is destroyed, the other can be used, summoned and dispelled normally. Healing of S.D.C. points on Ectoplasmic Hands is one point per hour and continues even if the power is not being used.

Bear in mind that the hands vanish when the character is unconscious or ceases to concentrate on them. Also, as with any mutant psionics, the Ectoplasmic Hands must be dispelled before any other psionics can be attempted.

Note: Only available to mutants with Human Hands: None or Human Hands: Partial. If the character is lacking other parts of the arm, including wrists, forearms, elbows, or shoulders, then Ectoplasmic versions of those will appear as well.

Extended Ectoplasmic Hands
Range: Special.
Duration: Special.
Minimum M.E.: 12
Saving Throw: None.
Cost: 20 BIO-E.

Exactly like standard Ectoplasmic Hands, with the same weaknesses and disadvantages listed above. However, Extended Ectoplasmic Hands also have the ability to move *through solid objects*. This means the character can feel around inside closed boxes, reach into lock mechanisms, and trace the circuitry under the surface of a device. For things like picking locks or repairing electronics, the character has a +15% chance of success.

Another advantage of Extended Ectoplasmic Hands is the ability to reach directly through the armor and to the flesh of another creature. This can be used to heal, giving a +10% to any medical skills. It can also be used to attack an opponent directly, provided that the opponent is close enough (remember that the hands have the range of normal hands). The Extended Ectoplasmic Hands do damage direct to Hit Points. Each hand does 1D6 points of damage, plus any damage bonus based on the character's P.S.

Of course, the character's physical body remains normal, and has no special ability to move through objects. **Note:** Only available to mutants with Human Hands: None.

Psionic Claws

Range: Self.
Duration: Four melee rounds (one minute).
Minimum M.E.: 12
Damage: 2D6 +2 points per level of experience.
Cost: 25 BIO-E.

Psionic energy is turned into an extension of the mutant animal that appears as long, shimmering, hooked claws on one hand. Can be used to parry normal blade weapons and other psionic appendages.

Psychic Walk

Range: Self.
Duration: Special.
Minimum M.E.: None.
Saving Throw: None.
Cost: 10 BIO-E.

Actually a limited form of Levitation, this ability restores movement to legless or crippled characters. The mutant floats in the air and can move at a normal rate of speed within the limits of the character's Spd. attribute.

At the start, the character will raise about a half inch up. Climbing, or sinking, further requires the character to move up or down an imaginary "stairway." This means the character must make some forward movement for each "step" – although the stairway can be circular. However, it's an effort for the character to climb up or down, reducing the speed in half. Once a particular level is reached the character can continue to "walk" on that level indefinitely, regardless of how high above the surface it is. Psychic Walk cannot be done at the same time as any other psionic ability. **Note:** Only available to mutants with Biped: None or Biped: Partial.

Mutant Animal Powers

If you are creating a player character you can only select the specific powers listed under that particular animal in the *Animal Descriptions*. If a power is not available (that is, it's not listed), it can NOT be acquired. **Note:** Any mutant animal can acquire *Animal Psionics*, which are described just before this section.

Antlers & Horns	Basic Flight
Claws	Soaring Flight
Bird Talons	Silent Flight
Bird of Prey Talons	Raptor Flight
Razor-Sharp Nails	Acrobatic Flight
Retractable Claws	Glide
Climbing Claws	Heightened Senses
Digging Claws	Advanced Vision
Heavy Claws	Nightvision
Running Claws	Ultraviolet Vision
Digging, Tunneling & Excavation	Advanced Hearing
Digging	Sonar
Tunneling	Advanced Smell
Excavation	Advanced Taste
Extra Limbs	Advanced Touch
Extra Intelligence Quotient (I.Q.)	Hibernation
Extra Mental Affinity (M.A.)	Winter Torpor
Extra Mental Endurance (M.E.)	Hold Breath
Extra Physical Strength (P.S.)	Hooves
Brute Strength	Internal Compass
Beastly Strength	Leaping
Crushing Strength	Natural Body Armor
Extra Physical Endurance (P.E.)	Predator Burst
Extra Physical Prowess (P.P.)	Prehensile Limb
Extra Physical Beauty (P.B.)	Righting Reflex
Extraordinary Speed (Spd.)	Teeth & Tusks

Antlers & Horns

These are natural weapons used in ramming or ripping with the head. See specific animal description for damage (differs from species to species). Typically is no less than 1D6 damage and rarely more than 3D6.

Claws

Characters can select only one type of claw. Claws are usually on *both* the *hands* and *feet*. Claws are usually *noticeable* whether or not the character has full human looks. See specific animal description for damage (differs from species to species). There are quite a variety of claws: **Note:** In all cases, add any P.S. attribute damage bonus to the claw damage. Actual damage varies with the animal; typically ranges from 1D4 to 3D6.

Bird Talons: 1D4, 1D6, and 2D4 damage is typical, may vary.

Bird of Prey Talons: 2D6 or 3D6 is typical, may vary.

Razor-Sharp Nails. While the claws look like ordinary fingernails, they are actually honed to a fine edge, and can be used to slice, rip and tear. While they are the most easily disguised of the different types of claws, they are also the most delicate and can be easily damaged in combat, especially when wielded against armor or hard surfaces. Typically inflict 1D4, 1D6 or 2D4 damage.

Retractable Claws. Ordinarily pulled back into the creature's digits, and concealed in the fingers of the character. Fingers will be thicker than normal and the character's fingertips will either seem to be without nails (blunt flesh), or will have a noticeable pit, or will end in a small, unusual, pointed nail. While deadly, retractable claws are also vulnerable and can be

Digging, Tunneling & Excavation

Some animals have muscles and bones perfectly designed for digging. While rocks, cement, tree roots and other obstructions will *slow down* digging characters, these things can be moved or their S.D.C. can be attacked in order to clear the path (see digging claws above).

Digging is the ability to dig through dirt, mud or sand. The character's Physical Strength determines the speed of the digging. Only the character's body moves through the earth, no tunnel is left behind. Characters with a P.S. of less than 13 move 3 feet (0.9 m) per melee, a P.S. of 13 through 18 means 4 feet (1.2 m) per melee, P.S. of 19 through 24 dig 5 feet (1.5 m) per melee, and P.S. 25 or better digs at 6 feet (1.8 m) per melee. Remember, this process of digging does not leave a passable tunnel.

Tunneling is a digging process that leaves a passable tunnel. Tunnels near the surface can be used as pit traps. Tunneling can be done at half the speed of Digging. Characters with Tunneling can also do digging.

Excavation means being able to hollow out large, underground chambers. Characters with Excavation can dig under buildings, roads, and other structures to weaken their foundations. Characters can excavate about 5 cubic feet (0.14 cubic meters) per minute. Characters with Excavation can also do Digging and Tunneling.

Note: Tunnels and excavations that are made quickly are not permanent, and can be collapsed by gunfire, earthquakes, traffic vibrations, etc. However, characters can put in more time to *pack* the walls and ceilings, or they can use building materials to make their underground structures more secure, or even permanent.

Extra Limbs

Winged animals, like bats and birds, can use their BIO-E points to grow hands at the ends of their wings. However, these characters are likely to want entire new/extra human arms and hands, as well as their wings. The *extra limbs* appear where normal human arms are placed. Displaced wings are moved to the position of the shoulder blades.

Extra Intelligence Quotient (I.Q.)

Adds a +5 to the character's I.Q. as a *one time only bonus*. For example, this could improve a character from an I.Q. of 11 to an I.Q. of 16.

Extra Mental Affinity (M.A.)

Adds a +4 to the character's M.A. as a *one time only bonus*.

Extra Mental Endurance (M.E.)

Adds a +4 to the character's M.E. as a *one time only bonus*. This is especially useful in creating a psionic or psionic resistant character.

Extra Physical Strength (P.S.)

Strength is not just a matter of putting on more muscles, since how the muscles are connected, and the density of the muscle mass are also of critical importance. Without spending BIO-E on P.S. mutant animal characters end up with the same kind of relatively puny strength as humans. Each animal description will indicate *which* enhanced P.S. may be available to

damaged if used carelessly. Another advantage of retractable claws is being able to use the hands or feet quietly, without the clattering of the claws.

Climbing Claws. In addition to being useful as weapons, the claws are also hooked properly for climbing. Since they must be strong enough to support the character's weight, they are among the most damage resistant claws. If the character has the *Climbing skill*, Climbing Claws add +20% to the base skill (no bonus to rappelling/rope climbing). -5% to prowl due to clawed feet.

Digging Claws. The claws are wide and specially shaped for shoveling and scrapping, and can also be used like small pick-axes, loosening up packed dirt and rocks and chopping through tree roots, clay, brittle stone and even concrete. These claws are extremely hard and resistant to damage. -10% to prowl due to clawed feet.

Heavy Claws. Massive, usually curved or hooked, these 'bear claws' are the heavy artillery of the animal arsenal. Damage is directly proportional to the character's strength (P.S.), and the claws are designed for use on anything from flesh to rock without taking damage. -15% to prowl due to clawed feet.

Running Claws. More like a blunt instrument than a sharp blade, these medium-sized claws are fixed in place on the character's digits. While other claws can get in the way while walking or running, running claws actually help, adding a little extra 'bite' to each step, especially over rough terrain. Useful for digging, clawing and scratching, they are also tough and durable. -5% to prowl due to clawed feet.

that particular animal (some may not be able to acquire any enhanced strength while others can select from one or two augmented P.S. – Crushing Strength/Supernatural is quite uncommon. Only *ONE* type of Brute, Beastly or Crushing P.S. can be purchased.

Brute Strength. Still in the range of human beings, any character with a P.S. of 17 or greater is considered to have *Brute* strength and can carry 20 times their P.S., as well as lift 50 times their P.S. in pounds. Their maximum P.S. is 30.

Beastly Strength. Available only to characters with *Beastly P.S.*! Characters with *Beastly Strength* is roughly the same as *Extraordinary P.S.* and can carry 100 times their P.S. and lift 200 times their P.S. Their maximum P.S. is 50.

Crushing Strength. Available only to characters with *Crushing P.S.*! A character whose strength is *Crushing* is the same as *Supernatural,* and can carry 300 times their P.S. and lift 500 times their P.S.

Crushing ("Supernatural") P.S. Damage Table. Note: Add the usual P.S. attribute damage bonus to the damage noted below. The damage bonus can be left off if the character is trying to *pull his punch* or the attack is only a slap. Also, unless stated otherwise, a bite or head butt will inflict half the normal punch damage (with no P.S. damage bonus).

P.S. 15 or less: Inflicts 1D4 S.D.C. on a restrained punch, 2D4 on a full strength punch, or 3D6 S.D.C. on a power punch (counts as two melee attacks).

P.S. 16 to 20: Inflicts 1D6 S.D.C. on a restrained punch, 2D6 on a full strength punch, or 4D6 on a power punch (counts as two melee attacks).

P.S. 21 to 25: Inflicts 2D4 S.D.C. on a restrained punch, 3D6 on a full strength punch, and 6D6 with a power punch (counts as two melee attacks).

P.S. 26 to 30: Inflicts 2D6 S.D.C. on a restrained punch, 4D6 on a full strength punch, or 1D4x10 on a power punch (counts as two melee attacks).

P.S. 31 to 35: Inflicts 2D6+2 S.D.C. on a restrained punch, 5D6 on a full strength punch, or 1D6x10 on a power punch (counts as two melee attacks).

P.S. 36 to 40: Inflicts 3D6 S.D.C. on a restrained punch, 6D6 on a full strength punch, or 2D4x10 on a power punch (counts as two melee attacks).

P.S. 41 to 50: Inflicts 4D6 S.D.C. on a restrained punch, 1D6x10 on a full strength punch, or 2D6x10 on a power punch (counts as two melee attacks).

P.S. 51 to 70: Inflicts 5D6 S.D.C. on a restrained punch, 2D4x10 on a full strength punch, or 3D6x10 on a power punch (counts as two melee attacks).

Mega-Damage (Rifts®) Note: Characters with Crushing/Supernatural P.S. automatically inflict *Mega-Damage.* See **Rifts® Conversion Book One**, page 26, or **Coalition War Campaign**™ and select other **Rifts®** titles for the Mega-Damage table. Applicable only in an M.D.C. setting.

Extra Physical Endurance (P.E.)

Adds a +2 to the character's P.E. as a *one time only bonus,* plus the character tires/fatigues at one third the normal rate and is +2 to save vs disease, poison and drugs (in addition to any other P.E. bonuses).

Extra Physical Prowess (P.P.)

Adds a +2 to the character's P.P. as a *one time only bonus,* but more importantly, the character gets *one additional attack* per melee round!

Extra Physical Beauty (P.B.)

Adds a +1D4+4 to the character's P.B. as a *one time only bonus.*

Extraordinary Speed (Spd.)

Adds a 2D6+15 to the character's Spd. as a *one time only bonus.*

Note: 3D6+30 to mutant animals evolved for running, specifically the cheetah, wolf, coyote, Greyhound, elephants and horses. All others, most other canines included, use the first bonus. As always, this is a one time only bonus, applied to the character's attribute when it is first created.

Flight

Mutant characters with Flight have fully formed wings (feathered for birds, leathery for bats, clear chitin for insects), and can take off and fly. Different creatures have different types of wings, as follows:

Basic Flight. Taking off from the ground and hovering takes a full melee round. It takes another full melee round (15 seconds) to build an additional 40 mph (64 km) of speed. That's four full melee rounds to reach the *maximum flight speed* of 120 mph (192 km).

While hovering or flying up to 20 mph (32 km), characters are +2 to dodge. When flying at high speed the character has a basic +1 to dodge for every 30 mph (48 km) of speed, to a maximum flying bonus of +4 to dodge (other bonuses to dodge from P.P. and combat skills can also be added in).

Characters with Basic Flight can fly at a "cruising speed" of 10-40 mph (16 to 64 km) for their P.E. times *fifteen minutes,* but only their P.E. times *four minutes* at faster or slower speeds. Maximum altitude is 8,000 feet (2438 m).

Flyby Attacks: Flying faster than 20 mph (32 km) means the character can only attack one particular target with a "flyby" once per melee round. Swooping, high speed "flyby" attacks inflict +1 damage for every 30 mph (64 km) of speed. So at maximum speed, the character does +4 damage. A "flyby" attack means the winged mutant animals zooms in to strike, zipspast after striking its prey/target/opponent, and quickly loops up and around to strike again at the same or greater speed. Consequently, each flyby attack counts as *two melee actions/attacks.*

Soaring Flight. The wings of the character are designed for nearly effortless long-distance flight and high flying. The same as Basic Flight, except the character can fly at any constant speed up to 120 mph (192 km) above hovering, even in just a wide circle, for as many *hours* as their P.E., and maximum altitude is 15,000 feet (4572 m).

Silent Flight. A specialty of the owl family, their wings have a fringed leading edge and a downy upper surface designed to muffle the sound of the wings and allow for totally silent flight, even during take-offs and power dives. Fundamentally the same as "Basic Flight" plus these bonuses. Bonus: +2 on initiative and +1 to flying damage bonus for every 20 mph (48 km) of speed, so at 120 mph (192 km) the mutant does +6 damage (this

km) per melee round to a maximum flying bonus of +6 to dodge. Maximum speed 120 mph (192 km). Maximum altitude is 6,000 feet (1829 m).

Glide

Winged characters can use this power to "ride" the air currents. Take-off requires a strong wind or jumping off from a height. Maximum speed (dependent on wind speed) is 90 mph (144 km). Gliding characters get +1 to dodge in the air for every 30 mph (48 km) of gliding speed for a maximum speed bonus of +3 to dodge, the character does an additional +1 to damage on "fly by" attacks for every 30mph (48 km) for a maximum of +3 damage.

Heightened Senses

Most mutant animal characters have the full range of normal human senses, including color vision, stereoscopic vision (depth perception), keen hearing, smell, touch, and taste. Here are some additional perceptions:

Advanced Vision means that the character can see double the usual distance and detail of normal human vision.

Nightvision is the ability to see at night. There must be starlight or some other light source available to the character; 1000 foot (305 m) range/distance. If the character is in a completely blacked out area, a cave, for example, then nothing will be visible; is as blind as anyone else.

Ultraviolet Vision is an extension of normal vision beyond purple and violet into the (normally invisible) ultraviolet.

Advanced Hearing gives the character the ability to hear very faint sounds (light footsteps, small animals breathing). The character can also overhear conversation at a much greater distance than is normally possible. +1 on initiative.

Sonar is used by bouncing high-pitched sound waves off of objects which enables the character to "see" the locations, shapes, and sizes of objects. This power can be used in any light conditions, including complete darkness.

Advanced Smell allows the character to detect very faint scent traces. Tracking by smell (as a bloodhound) is possible at 50%+5% per level. Characters can also recognize the distinct smells of individuals and can detect when people experience extremes of emotions (60% +2% per level of experience). This is occasionally used as a lie-detector, but is rather unreliable.

Advanced Taste lets a character analyze the contents of any food or beverage, with a 75% +2% per level chance of detecting poison, and a 50% +3% per level chance of identifying even the most subtle of trace elements.

Advanced Touch gives the character an increased chance (+10% skill bonus) to perform delicate actions and skills like picking locks and sleight of hand (palming, etc.). Characters can also recognize very slight differences in texture.

Hibernation

As an adaptation to winter, the creature has the ability to go into a state of nearly suspended animation, with the body temperature dropping down to 40°F (4°C), the heart slows down to one beat per melee round, and the character takes a breath only once every six minutes. Entering a state of hibernation takes one melee round for every degree of the drop in body temperature. Waking up, in response to warmth, or an intruder, takes 2D6 melee rounds.

is in addition to any other damage bonuses from P.S. and skills). Maximum altitude is 8,000 feet (2438 m).

Raptor Flight. Airborne predators are faster and more maneuverable than their flying prey. Bonuses: +2 on initiative, +2 to disarm, +2 to pull punch, +1 to strike in flying attacks even when hovering, +60 mph (96 km) for a total speed of 180 mph (288 km), and +1 to damage in "flyby" attacks for every 20 mph (32 km) of speed so at a maximum speed of 180 mph (288 km) the character does +9 to damage. This natural predator is also +1 to dodge for every 30 mph (64 km) of speed, to a maximum flying bonus of +6 to dodge, and can gain 60 mph (96 km) per melee round (15 seconds) to a *maximum speed of 180 mph (288 km)*. Maximum altitude is 10,000 feet (3048 m), but becomes 25,000 feet (7620 m) if, "Soaring Flight" is *also* taken.

Acrobatic Flight. Swifts, swallows and some bats are the equivalent of aerial acrobats, able to turn and twist effortlessly in midair, a trait evolved for catching flying insects, but making them extraordinarily nimble in flying combat. **Bonuses:** +1 to strike in all flying combat, "flyby" attacks count as one melee action/attack, +2 to disarm, +1 to entangle, +2 to roll with punch, fall or impact, and +1 to dodge for every 20 mph (32

Winter Torpor. This is a kind of "lesser" hibernation, practiced by bears, badgers and other creatures. The creature's body temperature drops by 10%, the heart slows down to ten beats per minute, and the breathing is cut in half. The torpor can be entered in as little as 3D6 melee rounds, and a torpid creature will snap out of it, if interrupted, in 1D4 melee rounds.

Hold Breath

Many of the animals listed can stay underwater for extended periods of time. If it says the animal can *Hold Breath* then the character has that ability. The amount of time an animal can Hold Breath is 2D6+6 minutes. The character rolls this just once when first rolling up the character. That is the amount of time that a character can manage to Hold Breath comfortably. **Note**: Just because a character can Hold Breath does not mean they can swim. The Swimming skill is still needed.

Hooves

Used to inflict trampling or kicking damage.

A character with *Hands: None* – or *Natural Weapons: Hoofed Hands* – have hooves for hands, and can use them to strike very hard punches. However, skills requiring hand dexterity and fingers (including piloting skills) will be performed at -50% and guns and some tools can not be used; not recommended.

Partial and Full (human) Hands can NOT be hoofed.

Biped: Partial or *Biped: Full* can also elect to have *hooves* for feet without sacrificing mobility or their bipedal nature. If *partial*, the feet are hoofed and the legs retain an *animal* appearance.

Biped: Full means human-looking legs with hooves for feet! May need special shoes or horseshoes. As usual, hoofed feet add to the damage of kicks and stomp attacks.

Hooves: Feet only, means the hands can be partial or fully articulated, human-like hands and ONLY the feet are hoofed.

Internal Compass

The character always knows magnetic north even if lost, and has a very good sense of direction; +30% to the Land Navigation skill and +15% to the Navigation and Astronomy skills. Extreme magnetic fields (say, right next to a huge electrical generator) can sometime screw up an Internal Compass, but the character will be well aware of the disturbance.

Leaping

A typical human can leap about four feet (1.2 m) across, and three feet (0.9 m) high without using a pole or other object for leverage. Increase by 50% with a *full speed* running start.

Standard Leaping ability: Includes canines, horses, goats, sheep and bovine. Can leap the equal to their body height or length, across and high. Half that for mutants larger than Size Level 15. Needs a running start (half without one).

Rodent Animal Leaping Ability: Can leap twice their height or length both lengthwise and height-wise, and four times leaping down from a height (no injury, lands on feet or all fours). Not available to mutant animals larger than Size Level 14 nor birds. Common to rodents, and mustelids (weasels, ferrets, etc.). Needs a running start; *half* the distance or height without one.

Feline Leaping ability: Twice times their height or length lengthwise and three times their height or length leaping straight up from a *standing still* position! Increase the leaping range/ distance by 50% with a running start. Can leap down from a height that is five times their size and land without injury. This ability is typically exclusive to felines, with only a few exceptions.

Natural Body Armor

Animals with *natural armor* like alligators, armadillos, rhinoceros and turtles, can transfer that power to their human form. This gives them an Armor Rating (A.R.) and additional S.D.C. Light, medium, heavy and extra-heavy Body Armor are each separate powers, so a character can have only **one** Natural Body Armor.

Typical Range & Cost of Animal Natural Armor

Note: The exact BIO-E cost, A.R. and S.D.C. may vary from specific type of animal to animal.

Light – A.R. 9, S.D.C. +25 (Cost: 10 BIO-E).

Medium – A.R. 11, S.D.C. +40 (Cost: 20 BIO-E).

Heavy – A.R. 14, S.D.C. +60 (Cost: 30 BIO-E).

Extra-Heavy – A.R. 16, S.D.C. +80 (Cost: 50 BIO-E).

Predator Burst

Natural predators are capable of an amazing burst of energy when they *first* enter close combat with their prey.

+2 on initiative, only in the first melee round.

+2 extra attacks for the first melee round of combat and +1 extra attack on the second melee round of an attack. All that follow are normal (no extra attacks) even if a different opponent is engaged.

Can not pull punch during a Predator Burst.

Limitations: The Predator Burst must take place when the character first enters combat. If the character made any attacks anytime in the previous four melee rounds (one minute), then Predator Burst can not be used. Once a Predator Burst has been used, the character can not use it again without resting (outside of combat) for 2D6 minutes.

Prehensile Limb

This is an appendage (tail, feet, tongue) that is nearly as flexible and articulated as a human hand. It can pick-up, hold and carry objects by wrapping around them, operate simple machines (i.e. flick switches, press buttons, turn a knob, steer a wheel, use a keyboard) and even use a tool, hand-held weapon or gun. However, the prehensile limb is never as good as a real hand with a thumb, so skills performed by a prehensile limb are done at -20% (and take twice as long to do), the character's combat bonuses (strike, parry, dodge, etc.) are half for the limb, and the firing of a gun has no bonuses and is, in fact, -3 to strike. **Note:** A *prehensile tail* gives the character one additional attack/action per melee round. Rare.

Righting Reflex

When falling, the animal will automatically orient itself, relax, and land in a way to minimize any damage, and usually lands on his feet or all fours (hands and feet). In cats, this is a unique "vestibular apparatus" that allows them to orient themselves in midair and land safely on all fours, spreading and ab-

sorbing damage that would be otherwise fatal. **Bonus:** +4 to roll with fall or knockdown impact (not punches and kicks).

Teeth & Tusks

Sharp teeth and strong jaws are common natural weapons. Characters with Teeth weapons will have prominent fangs or canines and powerful jaws. This will be noticeable even if the character has Full Human Looks. The amount of damage depends on the particular animal (listed in the Animal Descriptions where applicable). Tusks are teeth that stick out of the mouth and inflict damage by ripping and gashing rather than biting. **Note:** P.S. bonuses are *NOT* added to biting attacks. Some mutant animals my have special, additional biting, gnawing or damage abilities.

"Typical" Damage from Teeth/Bites (may vary in descriptions):
Herbivores: Equivalent to humans and do only one or two points of damage.
Carnivores:
Rodents: 1D6
Scavengers: 1D6
Predators: 2D4 to 3D6.
Tusks rip rather than bite, and typically inflict 2D4 damage.
Beak: Average Bird: 1D4 to 1D6 damage.
Beak: Bird of Prey: 3D4 to 3D6 damage.

Vestigial Animal Traits

In addition to spending BIO-E points on Mutant Animal Powers, it's also possible to take Vestigial Animal Traits, which are animal *disadvantages*, in order to get *extra BIO-E points*. Remember that no one **has** to take any Vestigial Traits; they are totally optional.

Vestigial Disadvantages: The minus number means that is how many BIO-E the character gets to spend on *other* powers and abilities, *if* he takes the vestigial disadvantage. Make certain the penalties and difficulties of these disadvantages are applied to the character. The BIO-E points indicated in the parenthesis are the typical amount of point the character gets for that disadvantage, but the exact amount may varies from specific animal to animal.

Cervid or "Seasonal" Antlers (-5 BIO-E)
Color Blindness (-5 BIO-E)
Diet: Carnivore (-10 BIO-E)
Diet: Herbivore (-5 BIO-E)
Diet: Insectivore (-5 BIO-E)
Diet: Ruminant (-10 BIO-E)
Domestication (-10 BIO-E)
Ears (-5 BIO-E)
Hooves (-5 BIO-E)
Horns (-5 BIO-E)
Musk Glands (-5 or -10 BIO-E)
Nearsighted (-5 BIO-E)
Nocturnal (-10 BIO-E)
Prey Eyes (-10 BIO-E)
Reptile Brain: Predator (-10 BIO-E)
Reptile Brain: Prey (-10 BIO-E)
Tail (-5 BIO-E)
Webbed Hands and Feet (-10 BIO-E)
Wings (-10 BIO-E)

Cervid/Seasonal Antlers

Worldwide, there are 43 species of Cervid, which is the *deer family*, and "seasonal" antlers are common to males throughout all those animals. The antlers start to grow in the early summer, covered by a layer of "velvet" fur. At the end of the summer the antlers reach their full growth, and the mutant animal will need to scrape off the velvet, revealing the hard bone. Teenagers will have "straight-horns" without any branches, but after the age of 19 the antlers will sprout more and more branches (1D4 until age 25, then 2D4 until age 30, then 3D4 until age 50, then 4D4). At the beginning of the winter the antlers loosen and then *fall off*, leaving the character with nothing more than "bumps" through the winter.

Color Blindness

From the character's point of view, everything is seen in black, white and shades of gray. The character is unable to see colors of any kind which has obvious problems. On the other hand, color blindness is actually an advantage to seeing things hidden by colored, spotted or striped camouflage, so the character has a +10% to Detect Camouflage.

Breaux

Diet Restrictions

Humans are omnivores, when means they can eat just about anything that doesn't try to eat them first. Most sentient mutant animals either start out as omnivores, or become omnivores, but some have the vestigial digestive system of their animal ancestors.

Diet: Carnivore. The bulk of the character's diet must always be meat. Eating even a small amount of vegetables, fruits or grains is likely to make the character ill with stomach cramps,

73

nausea and diarrhea (-2 on initiative, -2 on all other combat moves, and reduce Spd. by 30%). In order to stay healthy the character must eat a quantity of *meat* equal to the character's Size Level in pounds, at least once every four days. On the other hand, carnivores can go 2D4 days without eating at all, with no serious side effects.

Diet: Herbivore. These characters eat plants exclusively, usually vegetables and fruits. Attempts to eat meat will make the character violently ill (-3 on initiative, -2 on all other combat moves, and reduce Spd. by 40%).

Diet: Insectivore. Some animals specialize in eating insects. In fact, there are even creatures who eat only ants. Other foods provide no nutritional value and the character will slowly starve to death without insects.

Diet: Ruminant. The character is a grass eater with a specially designed series of stomachs. On the one hand, food is usually plentiful. On the other, the character has to eat a lot of grass and leaves, and will constantly be chewing his or her cud (-1D4 to M.A. and P.B.).

Domestication

Tens of thousands of years of being bred to obey is not something that disappears overnight, so for dogs and other domesticated creatures there is a natural impulse to protect and obey human beings.

Obedience. The character has to roll a *save vs obey* (13 or higher; similar to a mind control attack) to resist any direct commands given by a human whom the mutant respects, loves, cares about (which may include children and innocent people) or fears.

Protection. If a human is in danger, the character has to roll a *save vs protection* (14 or higher) to resist taking action to save the human, even if it means the character will be risking his or her life. Those of a Principled or Scrupulous alignment are likely to do so whether the character saves vs protection or not.

Loyalty. An inherent sense of loyalty will prevent the character from being suspicious, disbelieving or disloyal to those he respects or considers his friends. Thus, the mutant animal can not bring himself to think badly of such friends and allies, and it will take an overwhelming amount of evidence to make him see the truth. Even then the character is likely to try to rationalize his "friend's" foul or treacherous behavior. Thus, the loyal mutant is quick to believe lies and assume the best of his friends unless he witnesses the treachery firsthand, or his ally admits to a foul deed. This also means the "loyal" mutant is likely to sacrifice his own life for those he trusts and respects or those who have put their trust in him. Betrayal from someone the loyal mutant believes in (even if that character was an obvious sleaze-bag to everybody else) always comes as a surprise and cuts the loyal mutant to the quick.

Ears, Vestigial

The character has *huge* ears, at least as long or large as the rest of the character's head, and provide no bonus to hearing. However, they are very expressive, and can often be used to convey the character's mood (perky, depressed, curious, etc.), and can be used to signal other characters. -1 to M.A. and -2 to P.B.

Hooves, Vestigial

The character has hooves instead of feet, even if fully bipedal. As a result, the character has a very odd walk, and must be "shod" with horseshoes instead of being able to wear shoes. Also -15% to prowl on hard surfaces such as wood floors and concrete.

Horns, Vestigial

The character's horns are large and ungainly, and impossible to conceal. While sometimes useful in combat, at other times they are a real nuisance, snagging the character's head on trees, bushes, doors, etc. -30% to Acrobatics and Gymnastics skills, -10% to climb skill and keep balance. Maximum damage for vestigial horns is only 1D4 for small or medium horns or 1D6 damage for large horns..

Musk Glands

Special glands in the character's body continually produce "musk," a pungent scent recognizable by others of its own animal species and noticeable to anybody with a good to keen sense of smell. Unfortunately, the musk is a really, really strong smell (although not necessarily unpleasant, roll percentile below). To avoid exuding the smell, the character must take a long, hot bath (a shower just isn't enough), but the smell always returns within 3D6 hours.

Type of scent: Roll percentile dice.
01-15% Sweet Smelling Musk.
16-35% Odd Smelling Musk.
36-65% Strong & Stinky Musk.
66-85% Bad Smelling Musk.
86-00% Heavy musk scent that is choking after 2D6+20 minutes.

Penalties: Bloodhounds, ordinary predatory animals and mutant animals using their "sense of smell" to track are +10% to track this character in the hours after a bath, and +20% after the musk returns to full strength.

Nearsighted

The character can only see clearly when things are very close up (one foot/0.3 m), and the character can not see anything but blurred shapes, color and movement of anything beyond his range of vision.

Range of Clarity. Roll 2D4 for the number of feet (0.6 to 2.4 m) of distance the character can see clearly. Anything beyond that point is a blur.

Maximum Range. Roll 3D6+10 for the number of feet beyond which the character can not really see at all.

Example: After choosing "Nearsighted," Tom first rolls a 7, so his character's range of clarity is seven feet (2.1 m). Next, Tom rolls 3D6 and gets an 8, which he then adds 10, for a total of 18. That means that Tom can see clearly for 7 feet (2.1 m), can see in a blurry, indistinct way from 7 to 18 feet (2.1 to 5.5 m), and can not see anything at all that is more than 18 feet (5.5 m) away.

Nocturnal

Some characters can not shake their ancestors' nighttime sleep cycle. Which means the character's internal clock is backward, being awake and alert at night, and sleepy and dull during

the day. No matter what, the character is just not as sharp during the day as he is at night even if he tries to force himself to sleep during the night and function during the day: -2 on initiative, -1 to strike and dodge, and -5% on skill performance during the day time. Eyes are also larger than normal (-1 on P.B.) and the eyes are sensitive to bright light.

Prey Eyes

Quite a few prey animals have evolved eyes that sit on the sides of the head, like rabbits and sheep. Any character with Prey Eyes has difficulty looking straight ahead, and has terrible depth perception. This results in a penalty of -2 to parry, and -2 to strike with any *projectile weapons*, from thrown knives and rocks to bows and guns. On the other hand, the character doesn't have any blind spots and will usually see anyone sneaking up from behind (+1 to dodge).

Reptile Brain: Predator

A primitive part of the character's brain interferes with the character's rational thoughts and decisions. During tense situations the character will have to Roll vs Panic, which is similar to the Roll vs Insanity (using M.E. bonus), where the character needs to roll a 12 or better to resist being taken over by their Reptile Brain.

Predator Loss of Control. If the character is a mutant "predator," such as an alligator, canine, feline or bird of prey, then the character has to resist attacking smaller or weaker characters. Triggering events include fear of death (for self or a close friend or loved one), being cornered, extreme hunger, extreme frustration, confinement for an hour or more in a small space or cage, or any kind of real torture or mental anguish.

Reptile Brain: Prey

A primitive part of the character's brain interferes with the character's rational thoughts and decisions. During tense situations the character will have to Roll vs Panic, which is similar to the Roll vs Insanity (using M.E. bonus), where the character needs to roll a 12 or better to resist being taken over by their Reptile Brain.

Prey Loss of Control. If the character is a non-predatory mutant animal, such as a deer, a chicken or a rodent, then the character has to resist mindlessly fleeing from threats. Triggering events include danger where the character or others experience serious injury, threats and outright attacks from obvious predators, fear of death (self), fear of being captured or tortured, or the threat of being confined in a small area.

Tail, Vestigial

The character's tail is an out of control troublemaker that is always in the way. It is at least half as long as the character is tall, and it has none of the useful features of a prehensile tail and is constantly bumping and knocking things over, getting snagged or hitting those around the mutant (no damage, just annoying). When used as a weapon, either accidentally or deliberately, it only does, at most, one point of damage and gets NO bonuses to strike, parry or dodge. Moreover, the character is -5% to prowl and hide. **Note:** A Vestigial "Bird" Tail mean a tail that is useless as a rudder when flying, reduce Flight speed and bonuses to strike and dodge by 20%.

Webbed Hands and Feet

The character has large amounts of webbing between their fingers and between their toes. This makes many different

movements awkward, from running (reduce Spd. attribute and leaping distance by 20%) to manipulating small objects (-5% on skills requiring dexterity). Reduce running speed by 20%. When used in the water the webbing allows for much faster swimming (increase swimming speed by 30%). Reduce P.B. attribute by 10% (at least one point) and the character is -20% to disguise and has great difficulty passing for human; impossible up close.

Wings, Vestigial

The wings of the character are the full size of functional wings, but incapable of flying. They are still sensitive to damage and pain and are often tattered from attacks and wear and tear. The wings are *useless* for flying, or even gliding, and are often in the way, making it uncomfortable for the character to lean back against a wall, sit in a chair with a back, fit inside a car, etc. Characters with the powere of Glide or Flight can NOT take Vestigial Wings. **Penalties:** -10% to prowl, acrobatics, and gymnastics, -20% to swim, and can not pass for human even at a distance.

Animal Descriptions

By Erick Wujcik & Kevin Siembieda

Notes on Animal Descriptions

Description is a section devoted to describing the animal in general and gives a small piece of background. Length and Weight are average figures for normal animals. Build can be used to determine the character's height. Size level is the starting Growth Level of the character.

Size Level is the *starting* Growth Level of the character.

The Build can be used to determine the character's initial height.

Mutant Changes & Costs starts by listing the "Total BIO-E"; the number of points the player can spend developing the mutant character. Note that these points can *not* be saved or banked, they must all be used (or lost) when the character is first rolled up. The player can spend BIO-E points on *Hands, Biped,*

EXAMPLE OF GROWTH STEPS AND HUMAN FEATURES

ORIGINAL FORM COMPLETELY UNCHANGED

PARTIAL BIPEDAL STANCE AND HANDS

FULL BIPED AND HANDS · PARTIAL HUMAN FEATURES

FULL HUMAN LOOKS · HANDS · FULL BIPED

SIZE INCREASED BY THREE GROWTH STEPS

EASTMAN/LAIRD '85
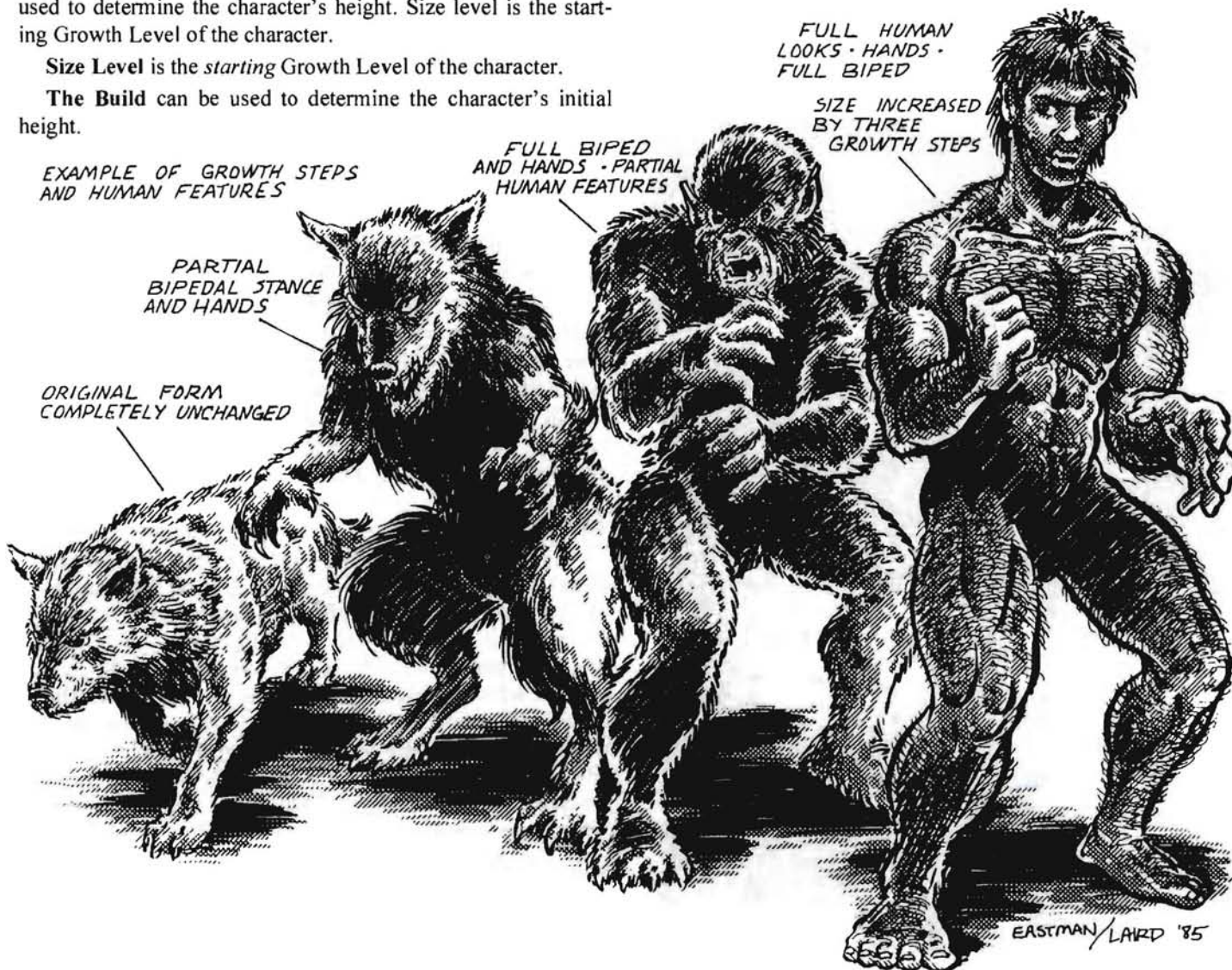
Psionics (or Minor Super Powers if that option is used), *Growth Steps, Speech, Looks, Natural Weapons,* and/or *Animal Powers*. BIO-E costs for each of these are found with their descriptions.

BIO-E Points: Spend 'em to become more human and acquire animal and special powers. Players can not save, trade or give away BIO-E points. Any BIO-E points the character has left when the character starts playing will be *lost*. In other words, spend all your BIO-E when you first design the character.

Attribute Bonuses should be added to the character's attributes immediately. Attribute Bonuses are a one-time bonus.

Human Features: Human-like features, hands, feet, speech, etc., and the BIO-E cost to get them. Varies with each animal. The more human to begin with, the less the BIO-E cost to upgrade/improve (i.e. become more human-like).

Animal Powers are generally abilities or attributes the character had as an animal, but are LOST when mutated. However, they can be reacquired by spending BIO-E points to get them.

Vestigial Disadvantages can be taken to acquire additional BIO-E to spend on other powers. Of course, as a disadvantage, they inflict penalties and problems for the character, giving the mutant flaws to go with strengths. Like all BIO-E points, those awarded from Vestigial Disadvantages can not be saved or traded away. Only that character can use the BIO-E and those points must be spent when the creature is initially created.

Note: "Building" a mutant animal character is a big part of the fun in this RPG. Players should take their time, be creative and consider all of their options. This means creating an ATB character can take some time, so the character should be put together before the start of a game session.

Alligator (and Crocodile)
Original Animal Characteristics

Description: Alligators are the largest reptiles in North America. These dangerous swamp-dwelling carnivores capture most of their prey by *stealth*, lying still in the water along the shore. Horny scales provide extra protection while long jaws filled with conical teeth are designed for grasping, holding and tearing apart prey.

Size Level: 12 (15 for Crocodile)

Length: Adults: 5-20 feet (1.5 to 6 m), but 6-14 feet (1.8 to 4.3 m) is most common.

Weight: 150-400 lbs (67.5 to 180 kg).

Build: Long.

Mutant Changes and Costs

Total BIO-E: 30

Attribute Bonuses: +7 P.S. and +1 P.E.

Human Features

Hands: 5 BIO-E for Partial, or 10 BIO-E for Full.

Biped: 5 BIO-E for Partial, or 10 BIO-E for Full.

Speech: 5 BIO-E for Partial, or 10 BIO-E for Full.

Looks: None. Large snout, no external ears, large scales and an elongated body.

5 BIO-E for partial. Definite snout, no external ears, visible scales, and a long body with short limbs.

10 BIO-E for full. Lumpy features, hairless, small ears and pointed teeth.

Natural Weapons:

5 BIO-E for 2D4 damage Teeth.

10 BIO-E for 3D6+2 damage Teeth.

5 BIO-E for 1D4 damage Running Claws.

Mutant Animal Powers:

10 BIO-E for Light Natural Armor; A.R.: 9 and S.D.C.: +20.

20 BIO-E for Medium Natural Body Armor; A.R.: 11 and S.D.C.: +40.

30 BIO-E for Heavy Natural Body Armor; A.R.: 14 and S.D.C.: +60.

5 BIO-E for Brute Strength.

15 BIO-E for Beastly Strength.

5 BIO-E for Extra Physical Endurance.

10 BIO-E for Extra Speed.

5 BIO-E for Alligator Quick Run (Special). Add +4 to Spd. The character has *double* their normal speed in lightning dashes for a maximum distance of 200 feet (61 m). Can only Quick Run once every third melee round, and it takes up *all* the actions for that melee round.

5 BIO-E for Hold Breath.

5 BIO-E for Predator Burst.

Vestigial Disadvantages:

-5 BIO-E for taking Color Blindness.

-10 BIO-E for taking Reptile Brain (Predator).

-5 BIO-E for taking Vestigial Tail.

-10 BIO-E for taking Nocturnal Metabolism.

-10 BIO-E for taking Diet: Carnivore.

WILSON '01

Armadillo

Original Animal Characteristics

Description: Naturally armored mammals that come in a variety of species that range in size and the quality of armor. The kind described here is the Common Long-Nosed Armadillo found throughout the Southern United States.

Size Level: 5

Length: 2 feet (0.6 m), plus a foot of tail (0.3 m).

Weight: 20-30 lbs (9 to 13.5 kg).

Build: Medium.

Mutant Changes & Costs

Total BIO-E: 60

Attribute Bonuses: +2 P.S. and +3 P.E.

Human Features

Hands: 5 BIO-E for Partial, or 10 BIO-E for Full.

Biped: 5 BIO-E for Partial, or 10 BIO-E for Full.

Speech: 5 BIO-E for Partial, or 10 BIO-E for Full.

Looks: None. Large scales, tiny eyes, donkey-like ears, sharp snout and long tail.

5 BIO-E for partial. Small scales, small eyes, snout like face, large ears sticking up, and small tail.

10 BIO-E for full. Bald, scaly looks, large ears and sharp features.

Natural Weapons:

5 BIO-E for 1D4 damage Digging Claws.

Mutant Animal Powers:

5 BIO-E for Digging.

5 BIO-E for Prehensile Tongue.

5 BIO-E for Leaping Ability: Standard.

5 BIO-E for Light Natural Body Armor; A.R.: 6, S.D.C.: +25.

10 BIO-E for Medium Natural Body Armor; A.R.: 8, S.D.C.: +50.

20 BIO-E for Heavy Natural Body Armor; A.R.: 10, S.D.C.: +75.

10 BIO-E for Brute Strength.

Vestigial Disadvantages:

-5 BIO-E for taking Color Blindness.

-5 BIO-E for taking Nocturnal Metabolism.

-10 BIO-E for taking Diet: Insectivore.

-5 BIO-E for taking Vestigial Claws.

-10 BIO-E for taking Reptile Brain (Prey).

Badger

Original Animal Characteristics

Description: Badgers are squat carnivorous animals who spend most of their time digging into the underground nests of their prey.

Size Level: 4

Length: 25-28 inches (.61-.68 m).

Weight: 12-16 lbs (5.4-7.2 kg).

Build: Short.

Mutant Changes & Costs

Total BIO-E: 65

Attribute Bonuses: +3 P.S., +1 P.P. and +2 P.E.

Human Features

Hands: 5 BIO-E for Partial, or 10 BIO-E for Full.

Biped: 5 BIO-E for Partial, or 10 BIO-E for Full.

Speech: 5 BIO-E for Partial, or 10 BIO-E for Full.

Looks: None. An ordinary looking badger, although it is likely to be larger than usual. Has heavy fur, prominent white stripe starting at nose and running straight back, snouted face, heavy body and limbs, short furry tail.

5 BIO-E for partial. Humanoid shape, white and black face markings, heavy fur, large squat body.

10 BIO-E for full. Human appearance with black hair with white streaks and heavy white sideburns, heavy, powerful build, strong features, hairy body.

Natural Weapons:

5 BIO-E for 2D4 damage Digging Claws.

10 BIO-E for 1D6 damage Razor Finger Nails instead of claws.

5 BIO-E for 1D6 damage Teeth.

Mutant Animal Powers:

5 BIO-E for Digging.

10 BIO-E for Tunneling.

10 BIO-E for Digging Claws.

5 BIO-E for Nightvision.

5 BIO-E for Extra Mental Endurance.

10 BIO-E for Brute Strength.

15 BIO-E for Beastly Strength.

5 BIO-E for Extra Physical Endurance.

5 BIO-E for *Snake Venom Resistance (Special)*: 95% resistance to any venomous bite, poisoned weapons, etc.

5 BIO-E for Hibernation.

Vestigial Disadvantages:

-5 BIO-E for taking Nearsightedness.

-10 BIO-E for taking Vestigial Musk Glands.

WILSON · 2001

WILSON'01

Bat

Original Animal Characteristics

Description: Bats are flying mammals. Their Sonar sense is particularly useful because they are primarily nocturnal and spend daylight hours in completely dark caves. Most bats are insect and fruit eaters.

Size Level: 1

Length: Varies with the type of bat. Some have a body the size of a mouse while others are the size of a rat. Some bats in other parts of the world are even larger. Typical wingspan of the small North American bats is 1-2 feet (0.3 to 0.6 m).

Weight: 6-36 ounces (0.19 to 1 kg).

Build: Medium.

Mutant Changes & Costs

Total BIO-E: 70

Attribute Bonuses: +1 to I.Q., +1 M.E., and +2 Spd.

Human Features

Wings: Unless the character buys Extra Limb to get a pair of human arms and legs (full), the bat can only get hands on its leathery wings.

Hands: 5 BIO-E for partial hands at the end of the wings (applicable even with arms and hands).

10 BIO-E for full hands at the end of the wings (applicable even with arms and hands)..

20 BIO-E for *Extra Limbs*; a set of fully developed arms and hands.

Biped: Automatically full.

Speech: 5 BIO-E for partial or 10 BIO-E for full.

Looks: None. A giant, intelligent bat. In games that use Horror Factor, the mutant bat has an H.F. of 11; 13 if a Vampire Bat).

5 BIO-E for partial. A mutant that looks to be half-man, half-bat with a bat-like head and face, large pointed ears, short legs, bat wings and stout, fur covered body. Fur can be dark brown, light brown, red or dusty gray in color; fur is always short.

10 BIO-E for full. A human-looking character with large bat wings. The nose is either small or pig-like, the mouth wide with thin lips, piercing dark eyes, and the ears large and pointed. Hair grows thickest on the head, arms, legs chest and back are hairy.

Natural Weapons:

5 BIO-E for 1D6 damage Teeth (2D4 damage if a Vampire Bat).

10 BIO-E for Razor Fingers that inflict 1D6 damage.

15 BIO-E for Climbing Claws that inflict 2D4 damage.

Mutant Animal Powers:

5 BIO-E for Sonar.

10 BIO-E for Extra Intelligence Quotient.

5 BIO-E for Extra Mental Affinity.

10 BIO-E for Extra Physical Prowess.

5 BIO-E for Extraordinary Speed.

5 BIO-E for Glide.

15 BIO-E for Basic Flight.

20 BIO-E for Acrobatic Flight.

5 BIO-E for Hibernation.

10 BIO-E for Ultrasonic Contents Detection (Special! Requires Sonar). Using high-pitched sound, the character can probe the contents of barrels, boxes and other containers, and determine their basic contents from a distance of up to 60 feet (18.3 m). The character will be able to automatically tell if the container is empty, totally full, or anything in between, and whether the contents are solid, liquid, gaseous or vacuum. If there is a liquid in an airtight container, like an oil barrel or shipping drum, the character can also tell if it is water or something heavier like crude oil or milk, but not what the exact item is or its chemical formula. The character can also use this ability to probe smooth, thin walls in buildings, with a 20% +3% per level of experience chance of figuring out the thickness of the wall, and even get a "sense" of what is beyond the wall. Again, this is a vague idea, so the mutant bat can tell how full the room on the other side of the wall is, which might indicate its use. Empty is, well, empty, probably uninhabited. Larger scattered shapes inside probably indicate furniture, while a very full room may indicate storage (i.e. filled with crates or boxes). The character can also tell if the room beyond the wall is full of water, air, or vacuum. People are only recognizable if they are very actively moving around.

Vestigial Disadvantages:

-5 BIO-E for taking Color Blindness.

-5 BIO-E for taking Nearsightedness.

-10 BIO-E for taking Vestigial Wings.

-10 BIO-E for taking Nocturnal Metabolism.

-10 BIO-E for taking Diet: Insectivore.

-10 BIO-E for taking Reptile Brain (Prey).

—JOHNSON

Bear

Original Animal Characteristics

Description: There are several different kinds of bears. Smallest are the black bears, found all over North America. Brown bears and Grizzlies are next, with the biggest being the "Kodiak" and Polar bears of Alaska.

Size Level: Black: 14, Grizzly: 16, Kodiak (largest of the brown bears) & Polar: 17.

Length: Black: 4-6 feet (1.2 to 1.8 m), Brown/Grizzly: 6-7 feet (1.8 to 2.1 m), Kodiak and Polar Bear: 7-9 feet (2.1 to 3 m).

Weight: Black: 300-400 lbs (135 to 180 kg), Brown/Grizzly: 400-600 lbs (180 to 270 kg), and Kodiak and Polar Bears: 700-1000 lbs (315 to 450 kg).

Build: Medium.

Mutant Changes & Costs

Total BIO-E: Black: 10, Grizzly (and Polar Bear): 5, Brown: Zero, Kodiak: Zero.

Attribute Bonuses: +3D6 S.D.C., +1D6+8 to P.S., Brute Strength, +3 P.E. and +4 Spd.

Human Features

Hands: 5 BIO-E for partial or 10 BIO-E for full.

Biped: Automatically partial or 5 BIO-E for full.

Speech: 5 BIO-E for partial or 10 BIO-E for full.

Looks: None. A large intelligent bear, with round, blunt snout, small eyes, furry ears on top of head, thick fur, short legs and large arms, and a small furry tail.

5 BIO-E for partial. Smaller and humanoid in general appearance. Has a definite snout, large head, heavy fur, short legs and massive build; may stand hunched over a bit.

10 BIO-E for full. Humanoid with dark circles around small, dark eyes, button or pointed nose, small round ears, thick hair on the head, a lot of body hair on arms, legs, chest and back, bushy eyebrows, powerful build and barrel chest; thick, short fingers.

Natural Weapons:

5 BIO-E for 2D4 damage Heavy Claws.
10 BIO-E for 2D6 damage Heavy Claws.
5 BIO-E for 1D6 damage Teeth.
10 BIO-E for 2D6 damage Teeth.

Mutant Animal Powers:

Automatically gets Advanced Sight (can be traded away for color blind).
10 BIO-E for Beastly Strength.
20 BIO-E for Crushing Strength (only 10 BIO-E for Kodiak, 15 for Grizzly).
5 BIO-E for Extra Physical Endurance.
10 BIO-E for Extraordinary Speed.
5 BIO-E for Advanced Hearing.
5 BIO-E for Advanced Smell.
5 BIO-E for Winter Torpor. Unlike other hibernators, bears wake up fast; fully conscious and ready to fight in just one melee round.
10 BIO-E for Predator Burst.
10 BIO-E for Hold Breath (only 5 BIO-E for the *Polar* bear).

Vestigial Disadvantages:

-5 BIO-E for Color Blindness.
-5 BIO-E for taking Nearsightedness.
-10 BIO-E for taking Reptile Brain: Predator.
-10 BIO-E for Musk Glands.
-10 BIO-E for Diet: Carnivore.

Note: Don't forget that a Giant Animal can sell *I.Q. & M.E.* and/or *P.P. & Speed attribute points* to get extra BIO-E points without sacrificing size. See Giant Animals in the creation section of this book under Growth Steps.

Beaver

Original Animal Characteristics

Description: A large, dam-building aquatic rodent with a wide, flat tail and teeth for gnawing wood. Beavers are natural engineers and are very family oriented.

Size Level: 6

Length: 36-48 inches (0.9 to 1.2 m).

Weight: 40-60 lbs (18 to 27 kg).

Build: Short.

Mutant Changes & Costs

Total BIO-E: 50

Attribute Bonuses: +5 I.Q., +1 M.E., +3 P.S., and +1 P.E.

Human Features

Hands: Partial hands is automatic (has 5 fingers) or 5 BIO-E for full.

Biped: Automatically partial or 5 BIO-E for full.

Speech: 5 BIO-E for partial or 10 BIO-E for full.

Looks: None. Has an animal snout, thick, bulky body, webbed fingers and toes, large flat tail, with a thick fur pelt, and large flat teeth.

5 BIO-E for partial. Humanoid, but has a small snout and pouch

like cheeks, small round eyes, tiny round ears, bulky and fur covered body, webbed fingers and toes, buck teeth, and larger flat tail.

10 BIO-E for full looks. Powerfully built humanoid with brown skin, heavy build, round head, chubby cheeks, small eyes, buck teeth, wide flat nose, coarse black or brown hair on the head and body. No tail unless it was bought as an *Extra Limb*.

Natural Weapons:

5 BIO-E for 1D4 damage Digging Claws.

5 BIO-E for 1D6 damage Teeth.

10 BIO-E for 2D6 damage Gnawing Teeth (Special). Can inflict full damage and chew through tree roots, branches, tree trunks, any kind of hardwood, clay and crumbling stone, rubber, and similar materials at the rate of about an inch (2.5 cm) per melee round (15 seconds).

Hard plastic, ceramic materials, concrete, and brick mortar (not the brick itself unless deteriorated and crumbling to begin with) can be chewed through at about half an inch every minute (4 melee rounds). Moreover, the mutant beaver's bite will do *half damage* to metal, Kevlar, ceramic and other types of *body armor* without injury to its teeth, jaw or mouth.

15 BIO-E for Extra-Limb: Beaver Tail (Special). A large, flat, partially prehensile tail that can be used to like a tool to pat and smooth clay and concrete (+5% to Masonry skill), and provides better control when swimming (+5%). It can also be used as a blunt weapon to strike an opponent in hand to hand combat; does 2D4 damage +P.S. damage bonus (if any).

Mutant Animal Powers:

10 BIO-E for Natural Instinct for Building & Construction (Special!). How to construct buildings, walls, and especially dams, just comes naturally to the beaver character. The character, if equipped with Gnawing Teeth, or a few simple tools (axe, shovel, hammer), and access to any kind of trees, can put together all kinds of buildings, dams, walls or fortifications, at a rate of 10 S.D.C. per melee round (see S.D.C. Table). The character will have a natural +10% in skills like Mechanical Engineering, Carpentry, Masonry, and others involving building and construction.

5 BIO-E for Advanced Hearing.

5 BIO-E for Advanced Touch.

5 BIO-E for Advanced Vision.

5 BIO-E for Hold Breath.

10 BIO-E for Extra Intelligence Quotient.

5 BIO-E for Brute Strength.

15 BIO-E for Beastly Strength.

10 BIO-E for Extra Physical Endurance.

5 BIO-E for Hibernation.

Note: Swimming must be a learned skill.

Vestigial Disadvantages:

-5 BIO-E for taking Nearsightedness.

-10 BIO-E for taking Webbed Hands & Feet.

-10 BIO-E for taking Vestigial Tail.

Birds

A note about wings: The mutant bird character *automatically* has wings, but they do *NOT* function (can NOT glide or fly) *unless* the character buys the power of *Glide* or *Flight*. Wings that do not work are feathered but effectively *Vestigial Wings* and give the character an additional 10 BIO-E points to apply to Human Features, psionics, or other animal powers, but also have all the *penalties* of Vestigial Wings.

Hands grow from the wings, like a bat, unless "Extra-Limbs" (namely *human* arms and hands: full) are purchased (they usually are). If hands and arms are purchased as an *extra pair of limbs*, the bird has wings and arms and hands. Whenever a bird has arms and hands, it can NOT grow additional hands on the wings themselves.

Hands on the wings are -20% in the performance of all skills requiring hands and -3 to strike when firing a gun.

See Vestigial Disadvantages for wings and tails that do no work, as well as NO wings at all! Of course, no wings means gliding and flying are impossible.

Birds of Prey:
Eagles, Falcons, & Hawks

Original Animal Characteristics

Description: All these predatory birds share curved beaks for ripping prey, sharp talons, keen eyesight and the ability to dive directly onto their prey. Included are eagles, falcons and hawks.

Size Level: 3

Length/Height: 15-30 inches (0.4 to .76 m) tall, with a wingspan of 3-7 feet (0.9 to 2.1 m); eagles are the largest among these birds of prey.

Weight: Hawks & Falcons: 8-15 lbs (3.6 to 6.75 kg). Eagles: 20-25 lbs (9 to 11 kg).

Build: Medium.

Mutant Changes & Costs

Total BIO-E: Hawks & Falcons: 70. Eagles: 60.

Attribute Bonuses: Hawks & Falcons: +3 P.S., +3 P.P., and +2 Spd.

Eagles: +6 P.S., +2 P.P. and +2 P.B.

Human Features

Wings: Remember, the mutant bird *automatically* has wings, but they do *NOT* function (can NOT glide or fly) unless the character buys the power of *Glide* or *Flight*. Hands grow on the wings, unless Extra Limbs (arms and hands) are purchased. See the note about wings at the beginning of the Bird Section.

Hands: 15 BIO-E for Extra Limbs: Pair of Human Arms and Hands (full; may still have Talons).

5 BIO-E for partial, on the wings (not available if Extra Limbs is taken).

10 BIO-E for full, on the wings (not available if Extra Limbs is taken).

Biped: Automatically full.

Speech: 5 BIO-E for partial or 10 BIO-E for full.

Looks: None. Has wings (may work or not), sharp, curved beak, eyes on the side of the head, feathers (with color and pat-

tern of the original bird), long body with tail feathers, skinny legs with taloned feet.

5 BIO-E for partial. Has wings (may work or not), small beak, large round eyes, feathered body, thin bird-like legs and feet. Can take Talons for feet and hands too.

10 BIO-E for full. Thick feathered hair on the head, light body hair (none on legs), sparkling eyes (probably blue, green or golden brown), sharp facial features, hawkish nose or pointed chin, powerful upper body, thin human legs, but still has wings and tail. Can not take Talons or Beak weapons. See Vestigial Disadvantages for NO wings at all.

25 BIO-E for perfect. Body and facial features look completely human (+2 to P.B.), except for the wings (which may work or not). Can not take Talons or Beak weapons. See Vestigial Disadvantages for NO wings at all.

Natural Weapons: Beak and Talons are NOT available to characters with *full* or *perfect* "looks."

10 BIO-E for Razor Fingernails that do 2D4 damage.

10 BIO-E for 2D6 damage Talons on hands.

15 BIO-E for 3D6 damage Talons on hands.

5 BIO-E for 2D6 damage Talons on feet only.

10 BIO-E for 3D6 damage Talons on feet only.

5 BIO-E for 3D4 damage Beak.

10 BIO-E for 3D6 damage Beak.

Mutant Animal Powers:

10 BIO-E for Extra Mental Endurance.

5 BIO-E for Brute Strength.

10 BIO-E for Beastly Strength.

10 BIO-E for Extra Physical Endurance.

5 BIO-E for Extra Physical Prowess.

5 BIO-E for Extra Physical Beauty.

5 BIO-E for Glide.

10 BIO-E for Basic Flight.

15 BIO-E for Soaring Flight.

20 BIO-E for Raptor Flight.

20 BIO-E for Silent Flight.

5 BIO-E for Advanced Vision.

10 BIO-E for Advanced Hearing.

10 BIO-E for Advanced Smell.

10 BIO-E for Internal Compass.

Vestigial Disadvantages:

-10 BIO-E for taking Reptile Brain (Predator).

-10 BIO-E for taking Diet: Carnivore.

-10 BIO-E for taking Nearsightedness.

-10 BIO-E for taking Vestigial Wings; wings that do not work.

-20 BIO-E for NO bird tail and wings at all – or – -25% BIO-E points if no wings but a Vestigial Tail is kept. Characters with none or partial looks will still have feathers, a beak and such, but no wings (or tail).

Bird of Prey: Owl

Original Animal Characteristics

Description: Predatory birds that operate primarily at night. There are quite a few varieties, ranging in size and abilities, but all are incredibly effective hunters.

Size Level: 4

Length/Height: 8 to 20 inches tall (0.18 to 0.55 m), and a 3-5 foot (0.9 to 1.5 m) wingspan.

Weight: 6 to 25 lbs (2.7 to 11 kg).

Build: Short.

Mutant Changes & Costs

Total BIO-E: 70

Attribute Bonuses: P.P. +4, Spd. +3.

Human Features

Wings: Remember, the mutant bird *automatically* has wings, but they do *NOT* function (can NOT glide or fly) unless the character buys the power of *Glide* or *Flight*. Hands grow on the wings, unless Extra Limbs (arms and hands) are purchased. See the note about wings at the beginning of the Bird Section.

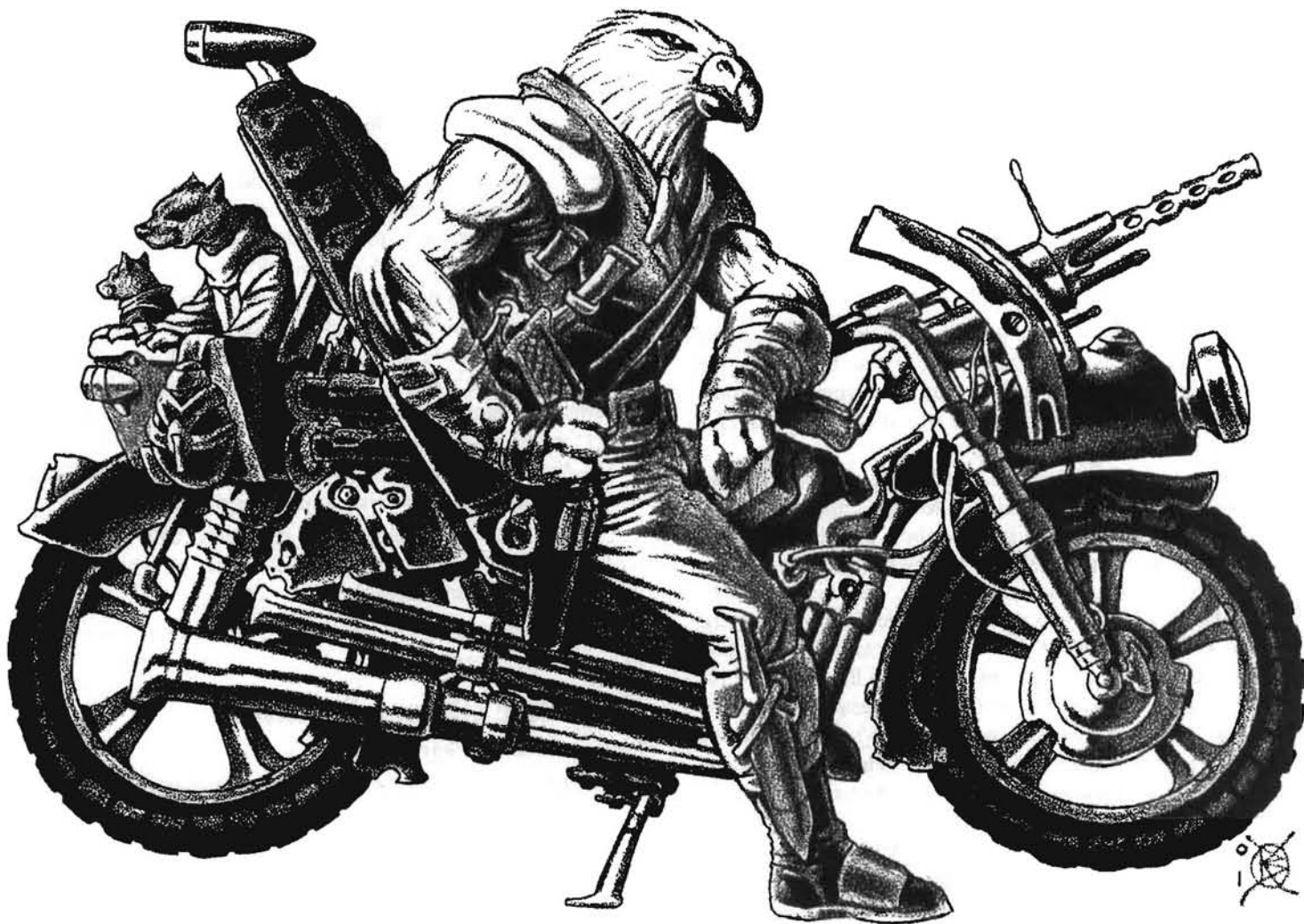**Hands:** 20 BIO-E for Extra Limbs: Pair of Human Arms and Hands: Full (may still have Talons).

5 BIO-E for partial, on the wings (not available if Extra Limbs is taken).

10 BIO-E for full, on the wings (not available if Extra Limbs is taken).

Speech: 5 BIO-E for partial or 10 BIO-E for full.

Looks: None. Wings, round owl face with huge round eyes, small hooked beak, no noticeable neck, short, thick, barrel-chested body covered with feathers, and powerful taloned legs.

5 BIO-E for partial. Feathered wings, large eyes, small beak, short, thick neck, round barrel-chested body, short thick legs and large four-toed feet (and hands if any).

10 BIO-E for full. Small human mouth with thin lips, small hooked or pointed nose, large eyes (may be round), round chubby face, small ears, short, powerful build, somewhat barrel-chested, feathered hair on head, little or no hair on legs, but still has wings (may or may not work). See Vestigial Disadvantages for no wings at all.

Natural Weapons: Beak and Talons are NOT available to characters with "full" looks.

5 BIO-E for Razor Fingernails that do 1D6 damage.

10 BIO-E for 2D4 damage Talons on hands.

20 BIO-E for 2D6 damage Talons on hands.

5 BIO-E for 2D4 damage Talons on feet only.

10 BIO-E for 2D6 damage Talons on feet only.

5 BIO-E for 1D6 damage Beak.

10 BIO-E for 2D6 damage Beak.

Mutant Animal Powers:

10 BIO-E for Brute Strength.

10 BIO-E for Extra Physical Prowess.

5 BIO-E for Glide.

10 BIO-E for Basic Flight.

10 BIO-E for Silent Flight (includes silent glide).

20 BIO-E for Acrobatic Flight.

5 BIO-E for Advanced Nightvision (Special). Large number of retinal rods allow the owl character to see in very dark conditions, with double the normal range.

10 BIO-E for Flexible Neck (Special). The owl can turn its head and neck to see in a 300 degree arc of vision without straining its neck; almost a full circle. Also makes the mutant +2 to save vs punch, fall or impact (or any attack intended to break its neck).

5 BIO-E for Advanced Hearing.

10 BIO-E for Advanced Smell.

10 BIO-E for Predator Burst.

Vestigial Disadvantages:

-5 BIO-E for taking Color Blindness.

-10 BIO-E for taking Reptile Brain (Predator).

-10 BIO-E for taking Nocturnal.

-5 BIO-E for taking Diet: Carnivore.

-10 BIO-E for taking Vestigial Wings; wings that do not work.

-20 BIO-E for NO bird tail and wings at all – or – -25% BIO-E points if no wings but a Vestigial Tail is kept. Characters with none or partial looks will still have feathers, a beak and such, but no wings (or tail).

Breaux

Budgie & Parakeet

Original Animal Characteristics

Description: There were several varieties of tropical song-birds kept as pets before the Crash. Parakeets and budgies were the most popular.

Size Level: 1

Length: 4 to 12 inches (.09-.3 m).

Weight: Under 1 pound (0.45 kg).

Build: Medium.

Mutant Changes & Costs

Total BIO-E: 75

Attribute Bonuses: +2 to P.B. and +1D6 to Spd.

Human Features

Wings: Remember, the mutant bird *automatically* has wings, but they do *NOT* function (can NOT glide or fly) unless the character buys the power of *Glide* or *Flight*. Hands grow on the wings, unless Extra Limbs (arms and hands) are purchased. See the note about wings at the beginning of the Bird Section.

Hands: 20 BIO-E for Extra Limbs: Pair of Human Arms and Hands: Full (may still have Talons).

5 BIO-E for partial, on the wings (not available if Extra Limbs is taken).

10 BIO-E for full, on the wings (not available if Extra Limbs is taken).

Biped: Automatically full.

Speech: 5 BIO-E for partial or 10 BIO-E for full.

Looks: None. Oversized budgie or parakeet with beaked head, small round eyes on the sides, feathers (color to match original bird) cover its oval body, thin scaly legs, long tail feathers and bird-like feet.

5 BIO-E for partial. Winged humanoid covered in brightly colored feathers (to match the original bird), with small beak, thick neck, oval body, barrel-chest, thin legs and large feet.

10 BIO-E for full. A winged humanoid with more human features, large mouth, nose may be large and hooked or small and pointed, powerful barrel-chested upper body, long slim legs (no hair or feathers). Small feathers take the place of hair, and will be brightly colored to match the original animal, so the character may appear to have bright green, blue, yellow, red, etc., hair.

Natural Weapons: Beak and Talons are NOT available to characters with "full" looks.

5 BIO-E for a small Beak that does 1D4 damage.

5 BIO-E for Climbing Claws/Talons that do 1D4 damage (hands and feet).

10 BIO-E for Climbing Claws/Talons that do 2D4 damage (hands and feet).

Mutant Animal Powers:

10 BIO-E for Glide.

20 BIO-E for Basic Flight.

30 BIO-E for Acrobatic Flight.

5 BIO-E for Internal Compass.

5 BIO-E for Advanced Vision.

15 BIO-E for Extra Physical Prowess.

5 BIO-E for Extra Physical Beauty.

10 BIO-E for Leaping: Standard.

Vestigial Disadvantages:

-5 BIO-E for Diet: Insectivore.

-10 BIO-E for taking Vestigial Wings; wings that do not work

-15 BIO-E for NO bird tail and wings at all – or – -20% BIO-E points if no wings but a Vestigial Tail is kept. Characters with none or partial looks will still have feathers, a beak and such, but no wings (or tail).

Bird: Chicken

See separate listing under *Chickens*.

Bird: Crow & Raven (Corvus)

Original Animal Characteristics

Description: These clever scavengers live off human crops, carrion and whatever opportunities come their way. They are very intelligent and social. In North America, there are two common species, the Common Raven and the Fish Crow.

Size Level: 4

Length/Height: 16 to 24 inches (0.4 to 0.6 m).

Weight: 8 to 15 lbs (3.6 to 6.75 kg).

Build: Medium.

Mutant Changes & Costs

Total BIO-E: 70

Attribute Bonuses: I.Q. +3, M.E. +2, and +2 P.S.

Human Features

Wings: Remember, the mutant bird *automatically* has wings, but they do *NOT* function (can NOT glide or fly) unless the character buys the power of *Glide* or *Flight*. Hands grow on the wings, unless Extra Limbs (arms and hands) are purchased. See the note about wings at the beginning of the Bird Section.

Hands: 20 BIO-E for Extra Limbs: Pair of Human Arms and Hands: Full (may still have Talons).

5 BIO-E for partial, on the wings (not available if Extra Limbs is taken).

10 BIO-E for full, on the wings (not available if Extra Limbs is taken).

Biped: Automatically full.

Speech: 5 BIO-E for partial or 10 BIO-E for full.

Looks: None. Wings, oval body covered in jet black feathers, thin scaly legs, long tail feathers, and "bird" feet and head.

5 BIO-E for partial. Wings and body covered in black feathers, long feathered tail, lean body with broad shoulders, short neck, thin legs and large four-toed feet. Head is round with a small beak and small, dark round eyes.

10 BIO-E for full. The mouth is larger with a bit of an overbite, the face a bit round, the eyes small and dark, and on the head and body are small black feathers instead of hair (thickest on the head). The body is tall and lean, but powerfully built with broad shoulders and slim legs.

Natural Weapons: Beak and Talons are NOT available to characters with "full" looks.

5 BIO-E for 2D4 damage Talons; feet only.

10 BIO-E for 2D6 damage Talons, feet only.

10 BIO-E for 1D6 damage Talons on the hands only.

5 BIO-E for 1D4 damage Beak.

10 BIO-E for a 2D4 damage Beak.

Mutant Animal Powers:

5 BIO-E for Extra Intelligence Quotient.

5 BIO-E for Extra Mental Affinity.

5 BIO-E for Extra Mental Endurance.

5 BIO-E for Advanced Vision.

10 BIO-E for Advanced Smell.

10 BIO-E for Leaping: Standard.

5 BIO-E for Glide.

15 BIO-E for Basic Flight.

30 BIO-E for Soaring Flight.

5 BIO-E for Internal Compass.

10 BIO-E for Vocal Effects (Special). Some crows and ravens have the ability to reproduce a wide range of noises, making uncannily realistic sounds. Aside from being able to mimic other birds, frogs, mammals and insects, they can also generate the artificial sounds of telephones ringing, alarm systems, and any kind of electronic beep or whistle. Those with Human Speech: Partial, can also imitate the sounds of other mutant animals who also have Human Speech: Partial. Those with Human Speech: Full, can *imitate* any other voice, but they'll still need the *Imitate Voice skill* (+10%) if they want to learn how to imitate another character's accent, dialect or patterns of speech.
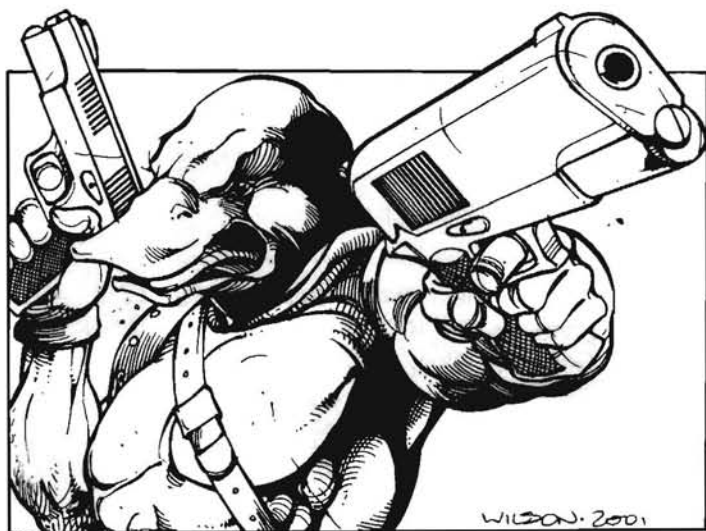
Vestigial Disadvantages:

-5 BIO-E for taking Diet: Carnivore.

-5 BIO-E for taking Vestigial Tail.

-10 BIO-E for taking Vestigial Wings; wings that do not work.

-15 BIO-E for NO bird tail and wings at all – or – -20% BIO-E points if no wings but a Vestigial Tail is kept. Characters with none or partial looks will still have feathers, a beak and such, but no wings (or tail).

Bird: Ducks & Geese

Original Animal Characteristics

Description: There are dozens of separate species of aquatic birds including ducks, geese, swans and many others. Most are migratory and spend most of their time either flying or in the water.

Size Level: Ducks 3, Geese 4.

Length/Height: Ducks: 18 to 24 inches (0.46-0.6 m). Geese & Swans: 3 to 3 1/2 feet (0.9 to 1 m).

Weight: Ducks: 10-15 lbs (4.5 to 6.75 kg). Geese: 15-25 lbs (6.75 to 11 kg).

Build: Medium.

Mutant Changes & Costs

Total BIO-E: Ducks: 75. Geese & Swans: 65.

Attribute Bonuses: Duck: +1 to P.E. Goose: +1 to P.B., Swan: +3 to P.B.

Human Features

Wings: Remember, the mutant bird *automatically* has wings, but they do *NOT* function (can NOT glide or fly) unless the character buys the power of *Glide* or *Flight*. Hands grow on the wings, unless Extra Limbs (arms and hands) are purchased. See the note about wings at the beginning of the Bird Section.

Hands: 20 BIO-E for Extra Limbs: Pair of Human Arms and Hands: Full, but webbed.

5 BIO-E for partial, on the wings (not available if Extra Limbs is taken).

10 BIO-E for full, on the wings (not available if Extra Limbs is taken).

Biped: Automatically full.

Speech: 5 BIO-E for partial or 10 BIO-E for full.

Looks: None. Round head with wide, flat beak, long flexible neck, very large feathers, round body, long tail feathers, short legs with webbed feet.

5 BIO-E for partial. Small wide beak, flexible neck, feathers in place of hair, large body, short legs with webbing between fingers and toes.

10 BIO-E for full. Small head, long neck, large round body, slight webbing between fingers and toes.

Natural Weapons: Beak is NOT available to character with full "looks" (clawed feet are).

5 BIO-E for a duck bill that does 1D6 damage from a bite attack.

5 BIO-E for clawed, webbed feet that do 1D6 damage (feet only).

Mutant Animal Powers:

5 BIO-E for Float (Special). This is not a swim skill, but the ability to float effortlessly, even while sleeping, on the water. Characters with Flight will be able to take off directly from the surface of the water. Those with Glide or Flight can come down into the water, directly to a floating position.

5 BIO-E for Insulating Water Repellent Feathers (Special). Resistant to Cold, Rain and Snow. Adds a bonus of +8 to S.D.C.

5 BIO-E for Glide.

15 BIO-E for Basic Flight.

20 BIO-E for Soaring Flight.

30 BIO-E for Acrobatic Flight.

5 BIO-E for Internal Compass.

5 BIO-E for Hold Breath.

Vestigial Disadvantages:

-10 BIO-E for Vestigial Webbed Hands & Feet.

-10 BIO-E for taking Vestigial Reptile Brain: Prey.

-10 BIO-E for taking Vestigial Wings; wings that do not work.

-15 BIO-E for NO bird tail and wings at all – or – -20% BIO-E points if no wings but a Vestigial Tail is kept. Characters with none or partial looks will still have feathers, a beak and such, but no wings (or tail).

Parrot

Original Animal Characteristics

Description: There are over 300 species of parrot, each with a more colorful plumage than the next. Some parrots raised in captivity were taught to imitate human voices. Parrots, including Cockatoos, were kept in North America as pets and in zoos. After the Crash, most survivors fled to the southern states and other warm climates (Mexico included), some returning to their ancient tropical homelands. It is rumored that over a dozen new species of Purebred Parrot have created a nation somewhere in South America.

Size Level: 2

Length/Height: 8 to 24 inches (0.2 to 0.6 m).

Weight: 2-10 lbs (0.9 to 4.5 kg).

Build: Medium.

Mutant Changes & Costs

Total BIO-E: 65

Attribute Bonuses: +2 to I.Q., +3 to P.S., and +1D4 to P.B.

Human Features

Wings: Remember, the mutant bird *automatically* has wings, but they do *NOT* function (can NOT glide or fly) unless the character buys the power of *Glide* or *Flight*. Hands grow on the wings, unless Extra Limbs (arms and hands) are purchased. See the note about wings at the beginning of the Bird Section.

Hands: 20 BIO-E for Extra Limbs: Pair of Human Arms and Hands: Full (may still have Talons).

5 BIO-E for partial, on the wings (not available if Extra Limbs is taken).

10 BIO-E for full, on the wings (not available if Extra Limbs is taken).

Biped: Automatically full.

Speech: Automatically partial.

5 BIO-E for full.

Looks: None. A giant, intelligent parrot perhaps with the beginnings of some humanoid features. The mutant has a bird head with prominent hooked beak, large round eyes on the sides, brightly colored feathers (as original animal), oval body, long scaly legs, very long tail feathers, and three-toed, bird-like feet.

5 BIO-E for partial. A winged humanoid with prominent beak, thick neck, brightly colored feathers (to match the original bird), round or barrel-chested body, long, thin, featherless legs and large, three-toed, scaly feet.

10 BIO-E for Full. Winged humanoid with a large mouth, large or hooked nose, powerful upper body, slim legs, large feet (long toes) and large powerful hands. Small feathers take the place of hair, and will be brightly colored to match the original animal, so the character may appear to have bright green, blue, yellow, red, orange, etc., colored or streaked hair.

Natural Weapons: Beak and Talons are NOT available to characters with "full" looks.

5 BIO-E for a hooked beak that does 1D6 damage.

10 BIO-E for a hooked beak that does 2D4 damage.

5 BIO-E for Climbing Claws/Talons that do 1D6 damage (feet only).

10 BIO-E for Climbing Claws/Talons that do 2D6 damage (feet only).

10 BIO-E for Climbing Claws/Talons that do 2D4 damage on the hands (only).

Mutant Animal Powers:

5 BIO-E for Glide.

15 BIO-E for Basic Flight.

25 BIO-E for Silent Flight.

5 BIO-E for Advanced Vision.

10 BIO-E for Advanced Hearing.

10 BIO-E for Extra Intelligence Quotient.

10 BIO-E for Leaping: Standard.

10 BIO-E for Vocal Effects (Special). Same as crows and ravens (see description under that mutant animal).

Vestigial Disadvantages:

-10 BIO-E for taking Reptile Brain: Prey.

-5 BIO-E for taking Herbivore.

-5 BIO-E for taking Vestigial Tail.

-10 BIO-E for taking Vestigial Wings; do not work.

-15 BIO-E for NO bird tail and wings at all – or – -20% BIO-E points if no wings but a Vestigial Tail is kept. Characters with none or partial looks will still have feathers, a beak and such, but no wings (or tail).

Perching & Songbirds

Original Animal Characteristics

Description: Perching and songbirds are the common seed and insect eaters in the North American forests. They include Cardinals, Orioles, Robins, Warblers, and a host of other medium-sized birds.

Size Level: 2

Length: 6 to 12 inches (0.15-0.3 m)

Weight: 12 ounces to about 20 ounces (0.35 to 0.56 kg).

Build: Medium.

Mutant Changes & Costs

Total BIO-E: 75

Attribute Bonuses: +2 to M.A., +2 to P.B. and +4 to Spd.

Human Features

Wings: Remember, the mutant bird *automatically* has wings, but they do *NOT* function (can NOT glide or fly) unless the character buys the power of *Glide* or *Flight*. Hands grow on the wings, unless Extra Limbs (arms and hands) are purchased. See the note about wings at the beginning of the Bird Section.

Hands: 20 BIO-E for Extra Limbs: Pair of Human Arms and Hands: Full (may still have Talons).

5 BIO-E for partial, on the wings (not available if Extra Limbs is taken).

10 BIO-E for full, on the wings (not available if Extra Limbs is taken).

Biped: Automatically full.

Speech: 5 BIO-E for partial or 10 BIO-E for full.

Looks: None. A giant, mutant bird with all the features of that species. Full beaked head, full feathered plumage (color and pattern to match original bird), skinny, scaly legs and clawed bird-like feet.

5 BIO-E for partial. Winged humanoid with a barrel chest, prominent beak, covered in feathers instead of hair, and long, thin, featherless legs with bird-like feet.

10 BIO-E for full. Winged humanoid with broad shoulders, a bit of a barrel chest, round, dark eyes and wide mouth, pointed lips, tiny round ears, very sparse hair, long thin, hairless legs, and large feet. The hair on the head grows in a feathered pattern and tends to be short.

Natural Weapons:

10 BIO-E for 1D6 damage Talons (feet only).

20 BIO-E for 2D6 damage Talons (feet only).

20 BIO-E for 1D6 damage Talons on the hands only.

5 BIO-E for 1D4 damage Beak.

10 BIO-E for a 2D4 damage Beak.

Mutant Animal Powers:

5 BIO-E for Glide.

15 BIO-E for Basic Flight.

30 BIO-E for Acrobatic Flight.

10 BIO-E for Extra Mental Affinity.

15 BIO-E for Extra Physical Prowess.

10 BIO-E for Extra Physical Endurance.

15 BIO-E for Extraordinary Speed (running).

10 BIO-E for Internal Compass.

5 BIO-E for Advanced Vision.

15 BIO-E for Advanced Hearing.

10 BIO-E for Natural Singing Aptitude (special). +15% to the Sing skill and is of a lovely, professional quality even if taken as a Secondary Skill.

Vestigial Disadvantages:

-5 BIO-E for taking Diet: Insectivore.

-10 BIO-E for taking Reptile Brain: Prey.

-5 BIO-E for taking Vestigial Tail.

-10 BIO-E for taking Vestigial Wings that do not work.

-15 BIO-E for NO bird tail and wings at all – or – -20% BIO-E points if no wings but a Vestigial Tail is kept. Characters with none or partial looks will still have feathers, a beak and such, but no wings (or tail).

Pheasant, Partridge, Grouse & Quail
Original Animal Characteristics

Description: These are birds that spend most of their time on the ground hunting seeds and insects. These are also known as game birds because of their popularity with hunters. They tend to be heavier and poorer flyers than other wild birds, included are Grouse, Partridge, Pheasant, and Quail.

Size Level: 3

Length: Quail: 9-11 inches (roughly 0.25 m). Pheasant: 35 inches (roughly 0.9 m).

Weight: 6-20 lbs (2.7 to 9 kg).

Build: Medium.

Mutant Changes & Costs

Total BIO-E: 75

Attribute Bonuses: None.

Human Features

Wings: Remember, the mutant bird *automatically* has wings, but they do *NOT* function (can NOT glide or fly) unless the character buys the power of *Glide* or *Flight*. Hands grow on the wings, unless Extra Limbs (arms and hands) are purchased. See the note about wings at the beginning of the Bird Section.

Hands: 20 BIO-E for Extra Limbs: Pair of Human Arms and Hands: Full.

5 BIO-E for partial, on the wings (not available if Extra Limbs is taken).

10 BIO-E for full, on the wings (not available if Extra Limbs is taken).

Biped: Automatically full.

Speech: 5 BIO-E for partial.

10 BIO-E for full.

Looks: None. Mutant bird with small, round, bird-like head, complete plumage with long tail feathers, strong, thin legs and clawed feet.

5 BIO-E for partial. Winged, feathered humanoid with a small, round head with small beak, plump round body, and body covered with feathers. Prominent tail feathers.

10 BIO-E for full. Winged humanoid with a round, human-like face, large eyes, pointed nose, plump, pudgy body, and thin, hairless, but powerful legs and large three-toed feet. Has small feathers in place of hair, with the longest feathers on the head, often forming into an interesting "plume" or crest shape.

Natural Weapons: Beak and Talons are NOT available to characters with "full" looks.

5 BIO-E for a medium Beak that does 1D4 damage.

10 BIO-E for 1D6 damage Talons (feet only).

Mutant Animal Powers:

10 BIO-E for Glide.

20 BIO-E for Basic Flight.

15 BIO-E for Extraordinary Speed (running).

5 BIO-E for Advanced Vision.

Vestigial Disadvantages:

-10 BIO-E for taking Prey Eyes.

-10 BIO-E for taking Reptile Brain: Prey.

-5 BIO-E for taking Vestigial Tail.

-10 BIO-E for taking Vestigial Wings that do not work.

-15 BIO-E for NO bird wings and tail at all – or – -20% BIO-E points if no wings but a Vestigial Tail is kept. Characters with none or partial looks will still have feathers, a beak and such, but no wings (or tail).

Breaux

Pigeon
Original Animal Characteristics

Description: Pigeons have adapted completely to city life. Before The Crash, their scavenger lifestyle made them a serious health hazard.

Size Level: 2

Length: 10 to 13 inches (roughly 0.3 m).

Weight: 1-3 lbs (0.45 to 1.35 kg).

Build: Medium.

Mutant Changes & Costs

Total BIO-E: 70

Attribute Bonuses: +1 to P.E. attribute.

Attribute Penalties: -1D4 from the M.A. attribute.

Human Features

Wings: Remember, the mutant bird *automatically* has wings, but they do *NOT* function (can NOT glide or fly) unless the character buys the power of *Glide* or *Flight*. Hands grow on the wings, unless Extra Limbs (arms and hands) are purchased. See the note about wings at the beginning of the Bird Section.

Hands: 20 BIO-E for Extra Limbs: Pair of Human Arms and Hands: Full.

5 BIO-E for partial, on the wings (not available if Extra Limbs is taken).

10 BIO-E for full, on the wings (not available if Extra Limbs is taken).

Biped: Automatically full.

Speech: 5 BIO-E for partial or 10 BIO-E for full.

Looks: None. Large, pigeon-like, winged mutant with beaked head, small round eyes on the sides of the head, grey or brown feathers with white, black or blue markings (color to match original bird), oval body, thin scaly legs, long tail feathers, and bird feet.

5 BIO-E for partial. Winged humanoid covered in feathers. Head is more human-like but the creature still has a beak, thick neck, rounded eyes, and bird legs and feet.

10 BIO-E for full. Winged humanoid with large mouth, pointed lips, roundish dark eyes, barrel-chest, slim hairless legs, and small feathers in place of head and body hair.

Natural Weapons: Beak and Talons are NOT available to characters with "full" looks.

5 BIO-E for a beak that does 1D4 damage.

10 BIO-E for 1D6 damage Talons (feet only).

Mutant Animal Powers:

10 BIO-E for Glide.

20 BIO-E for Basic Flight.

5 BIO-E for Brute Strength.

10 BIO-E for Extra Physical Endurance.

10 BIO-E Internal Compass.

5 BIO-E for Advanced Vision.

Vestigial Disadvantages:

-10 BIO-E for taking Prey Eyes.

-10 BIO-E for taking Reptile Brain: Prey.

-5 BIO-E for taking Vestigial Tail.

-10 BIO-E for taking Vestigial Wings that do not work (not available with Flight or Glide). All mutant pigeons have wings even if they are useless.

Mutant Passenger Pigeon (Throwback Pigeon)

Description: Once extinct, the Passenger Pigeon was one of the first species to be *recreated* with 21st Century Biotechnology. Their rebirth was part of a Smithsonian Institution research project. Since The Crash, ordinary Passenger Pigeons once again fill the air over North America by the millions. They are game birds that make good eating and should be harmless. However, now ruling over the multitudes of the unintelligent flock are the elite *Mutant Passenger Pigeons* born with sentience. And the numbers of these sentient mutants keep growing, as they pick through the multitudes every hatching season, looking for more of their own advanced kind. It is estimated that the number of intelligent mutants already number more than 100,000, and at this rate they will have a population of a million or more within ten years.

Size Level: 7; Minimum 4, Maximum 10 (20 to 200 lbs/9 to 90 kg).

Build: Medium.

Mutant Changes & Costs

Total BIO-E (for Psionics and Size Level Only!): 25.

Attribute Bonuses: +2 M.A., +3 P.E., and +4 Spd.

Human Features

Hands: None, however feet function as hands: partial.

Biped: Automatically full.

Speech: Automatically partial.

Looks: None. All are giant, Mutant Passenger Pigeons that have blue-gray feathers, large orange or yellow eyes, a short wide beak, large wings and bird-like legs and feet.

Natural Weapons:

Automatically gets a beak that does 1D4 damage and Climbing Claws that do 1D6 damage (feet only).

Mutant Animal Powers:

Automatically gets Internal Compass and Basic Flight.

Mutant Animal Psionics:

Automatically gets *Animal Speech* and ...

Animal Control: Passenger Pigeons (Special!). The character can summon and control vast numbers of ordinary, Size Level 3 passenger pigeons anywhere in North America. While one or even a dozen passenger pigeons is hardly a threat to anyone, vast numbers are truly frightening, and can literally darken the skies in their multitudes. Every 15 minutes, the mutant can call up 1D6x20 passenger pigeons (other types of pigeons are immune to the mutant's control), with a maximum of 5,700 per each mutant!

When there is a flock of 40 or more of the ordinary birds, they can be commanded to attack. The pigeons do minimal damage (1D4 points per 100 pigeons per melee round when they are sent against a *single* opponent – 1D4 damage per minute, per person when a cloud of pigeons descends on a general area rather than attacking ONE specific individual), but when they number into the high hundreds or thousands, it is like a squawking, living cloud descending on the victim(s) or area. When this happens, the area engulfed is pure chaos. The living cloud effectively negates radar and motion detectors (anything larger in the cloud can not be detected), visibility is reduced to 10 feet (3 m), verbal communication is difficult (reduced to about 20 feet/6 m) and everyone caught in the swarming, living cloud of birds suffers the following penalties: -2 attacks per melee, -6 on initiative, and reduce all other combat bonuses by half! Likewise, skill performance and speed are reduced by -30% and one loses sense of direction (-60% to Land Navigation and any other Navigation "skill"); accidents are common during these events (vehicular crashes, running off the road, getting trampled or lost

and a comrade, bystander, or building getting shot by wild gun-fire, and so on). Plus the cloud of living animals can *follow* a specific individual, group or vehicle. **Note:** Passenger Pigeons only take wing during the daytime and can NOT be made to swarm or attack after the sun goes down. Although they will enter a building, cave or other confined area, they don't like to and hate the dark. Mutant Passenger Pigeons feel the same way and will not send "their" flock into such an environment unless desperate; they'll wait outside.

Any other *Animal Psionics* must be purchased with BIO-E.

Vestigial Disadvantages: None.

Seagull or Herring Gull (Pelagic Seabirds)

Original Animal Characteristics

Description: Sea-going birds, usually with white feathers and some grey or black markings. They spend most of their time along the coastal areas of the world's oceans. There are over 90 different species in the gull family, of which the Herring Gull (what most people call a "seagull") is by far the most common. Similar creatures include the albatross, petrel, frigate bird, shearwater and sooty, each with many variants.

Size Level: 3 for most, Level 4 for the albatross and similarly large seabirds.

Length/Height: Roughly two feet (0.6 m).

Weight: 6 to 11 lbs (3 to 5 kg).

Build: Medium.

Mutant Changes & Costs

Total BIO-E: 75

Attribute Bonuses: +2 I.Q. and +2 P.E.

Human Features

Wings: Remember, the mutant bird *automatically* has wings, but they do *NOT* function (can NOT glide or fly) unless the character buys the power of *Glide* or *Flight*. Hands grow on the wings, unless Extra Limbs (arms and hands) are purchased. See the note about wings at the beginning of the Bird Section.

Hands: 20 BIO-E for Extra Limbs: Pair of Human Arms and Hands: Full, but webbed.

5 BIO-E for partial, on the wings (not available if Extra Limbs is taken).

10 BIO-E for full, on the wings (not available if Extra Limbs is taken).

Biped: Automatically full.

Speech: 5 BIO-E for partial or 10 BIO-E for full.

Looks: None. A large aquatic bird with feathered wings and body, round head with beak, water-resistant feathers, round body, long tail feathers, short legs with webbed feet.

5 BIO-E for partial. Beak, feathers in place of hair, large body, short legs with webbing between fingers and toes.

10 BIO-E for full. Small head, large round body, slight webbing between fingers and toes.

Natural Weapons: Beak and Talons are NOT available to characters with "full" looks.

5 BIO-E for a Beak that does 1D6 damage.

10 BIO-E for 1D4 damage Talons (feet only).

Mutant Animal Powers:

10 BIO-E for Saltwater Survival (Special). The body's biology is altered to be able to drink sea water, with a special gland between the beak and the eyes, which allows them to squirt out excess salt.

5 BIO-E for Float (Special). This is not a swim skill, but the ability to float effortlessly, even while sleeping, on the water. Characters with Flight will be able to take off directly from the surface of the water. Those with Glide or Flight can come down into the water, directly to a floating position.

5 BIO-E for Insulating Water Repellent Feathers (Special). Resistant to Cold, Rain and Snow. Adds a bonus of +10 to S.D.C.

10 BIO-E for Glide.

15 BIO-E for Basic Flight.

20 BIO-E for Soaring Flight.

30 BIO-E for Acrobatic Flight.

10 BIO-E for Internal Compass.

Vestigial Disadvantages:

-10 BIO-E for taking Webbed Hands/Feet.

-10 BIO-E for taking Reptile Brain: Prey.

-5 BIO-E for taking Vestigial Tail.

-10 BIO-E for taking Vestigial Wings that do not work (not available with Flight or Glide). All mutant seagulls have wings even if they are useless.

Sparrow, Wren & Finches

Original Animal Characteristics

Description: The common House Sparrow is actually related to finches. All animals in this family are small birds that mostly feed on grain and seeds, but may also eat the occasional insect. The sparrow is commonplace in urban and suburban areas. The wren, chickadee and finch are mainly found in suburban and rural areas.

Size Level: 1

Length: 5-7 inches (around 0.15 m).

Weight: Often under half a pound (0.25 kg).

Build: Medium.

Mutant Changes & Costs

Total BIO-E: 85

Attribute Bonuses: Sparrow & Wren +6 to Spd. Finches +2 to P.B. and +5 to Spd.

Human Features

Wings: Remember, the mutant bird *automatically* has wings, but they do *NOT* function (can NOT glide or fly) unless the character buys the power of *Glide* or *Flight*. Hands grow on the wings, unless Extra Limbs (arms and hands) are purchased. See the note about wings at the beginning of the Bird Section.

Hands: 20 BIO-E for Extra Limbs: Pair of Human Arms and Hands: Full.

5 BIO-E for partial, on the wings (not available if Extra Limbs is taken).

10 BIO-E for full, on the wings (not available if Extra Limbs is taken).

Biped: Automatically full.

Speech: 5 BIO-E for partial or 10 BIO-E for full.

Looks: None. Except that the bird is probably larger than normal, it looks like a sparrow, with a beaked head with round eyes on the sides, brown and grey feathers with some cream colored markings, oval body, thin scaly legs, long tail feathers, and bird feet.

5 BIO-E for partial. Humanoid with feather covered wings and body, small beak, thick neck, rounded body, thin legs and large bird-feet.

10 BIO-E for full. Winged humanoid with a barrel-chest, slim legs, round head, pointed or hooked nose, round eyes, and small brown or grey feathers in place of hair.

Natural Weapons: Beak and Talons are NOT available to characters with "full" looks.

5 BIO-E for a small Beak that does 1D4 damage.

10 BIO-E for 1D4 damage Talons (feet only).

Mutant Animal Powers:

5 BIO-E for Glide.

15 BIO-E for Basic Flight.

30 BIO-E for Acrobatic Flight.

40 BIO-E for Silent Flight.

5 BIO-E for Advanced Vision.

15 BIO-E for Extra Physical Prowess.

10 BIO-E for Extra Physical Beauty.

Vestigial Disadvantages:

-10 BIO-E for taking Prey Eyes.

-10 BIO-E for taking Reptile Brain: Prey.

-5 BIO-E for taking Vestigial Tail.

-10 BIO-E for taking Vestigial Wings that do not work (not available with Flight or Glide). All mutant birds of this type have wings even if they are useless.

Turkey
Original Animal Characteristics

Description: The domestic turkey is a white, flightless, running bird raised for slaughter as a food animal. Wild turkeys are brown, with white, black and orange markings, a fuller tail and are much leaner and faster, and they can also fly.

Size Level: 5

Length: 36-48 inches (0.9 to 1.2 m).

Weight: 20 to 40 lbs (9 to 18 kg).

Build: Medium.

Mutant Changes & Costs

Total BIO-E: 55

Attribute Bonuses: Domesticated: None. Wild Turkey: +2 P.S., +4 Spd.

Human Features

Wings: Remember, the mutant bird *automatically* has wings, but they do *NOT* function (can NOT glide or fly) unless the character buys the power of *Glide* or *Flight*. Hands grow on the wings, unless Extra Limbs (arms and hands) are purchased. See the note about wings at the beginning of the Bird Section.

Hands: 20 BIO-E for Extra Limbs: Pair of Human Arms and Hands: Full.

5 BIO-E for partial, on the wings (not available if Extra Limbs is taken).

10 BIO-E for full, on the wings (not available if Extra Limbs is taken).

Biped: Automatically full.

Speech: 5 BIO-E for partial or 10 BIO-E for full.

Looks: None. Still looks like a turkey, although it may be much larger than usual. Has a small, round, bald head with a beak, eyes on side of head, long, flexible neck, round body, long tail feathers, long legs with bird feet. Feathers (white or white and grey if domesticated) cover its body.

5 BIO-E for partial. Feather covered humanoid with small wings (large if flight is possible), beak, flexible neck, round, barrel-chested body, long legs, tail feathers and small feathers in place of hair.

10 BIO-E for full. A portly humanoid, with a large round body, small wings (large if flight is possible), long neck, small head, powerful hairless legs, four-toed feet and small feathers in place of hair.

Natural Weapons: Beak and Talons are NOT available to characters with "full" looks.

5 BIO-E for a Beak that does 1D6 damage.

5 BIO-E for 1D6 damage Talons (feet only).

10 BIO-E for 2D6 damage Talons (feet only).

Mutant Animal Powers:

5 BIO-E for Glide; costs 10 for domestic turkeys.

15 BIO-E for Basic Flight; costs 30 for domestic turkeys.

5 BIO-E for Advanced Hearing.

10 BIO-E for Advanced Vision.

15 BIO-E for Leaping: Standard.

Vestigial Disadvantages:

-10 BIO-E for taking Reptile Brain: Prey.

-5 BIO-E for taking Vestigial Tail (fans out when excited, plus usual penalties).

-10 BIO-E for taking Vestigial Wings.

-10 BIO-E for NO bird wings and tail at all – or – -15 BIO-E points if no wings but a large Vestigial Tail is kept. Characters with none or partial looks will still have feathers, a beak and such, but no wings (or tail).

Buffalo

See listing under Cattle.

Camel

Original Animal Characteristics

Description: These large, desert, grazing animals have been used in the Middle East as beasts of burden for centuries, known for their ability to store up water for long journeys in their hump. In spite of their long contact with man they remain vicious and short-tempered.

Size Level: 18

Length/Height: 9 to 11 feet (2.7 to 3.3 m).

Weight: 500 to 1,000 lbs (225 to 450 kg).

Build: Medium.

Mutant Changes & Costs

Total BIO-E: Zero.

Attribute Bonuses: +1D6+2 P.S., +2 P.E., +10 to Spd., and +1D6+4 to S.D.C.

Human Features

Hands: None; Two-fingered paws with leathery pads and small, blunt hard toes.

5 BIO-E for partial or 10 BIO-E for full, two fingers and a short thumb.

Biped: 5 BIO-E for partial or 10 BIO-E for full.

Speech: 5 BIO-E for partial or 10 BIO-E for full.

Looks: None. A camel with a long snouted face with large nostrils, large cleft lips, round body with hump on back, yellow fur and long arms and legs.

5 BIO-E for partial. Somewhat humanoid in appearance with a camel's head, shorter but still long neck, large hump between shoulders (walks hunched over), long, thin arms and legs and a body covered by short yellow or tan fur.

10 BIO-E for full. Humanoid with dark tan or olive skin, yellow hair, large flabby lips, warm brown eyes with long eyelashes, thick body with long, thin (but muscular) arms and legs. Four thick fingers, thumb and toes.

Natural Weapons:
5 BIO-E for 1D6 damage Teeth.

Mutant Animal Powers:

5 BIO-E for Spit (special), a foul smelling saliva, range: 12 feet (3.6 m), +2 to strike; if spit into eyes, victim is temporarily blinded (-10 to strike, parry and dodge) for 1D4 melee rounds.

5 BIO-E for Advanced Immune System (special). Camels have an extraordinary ability to combat bacterial and viral diseases, are highly resistant to any infections (+6 to save vs disease) and recover from even the most severe illness within 4D6 hours.

10 BIO-E for Water Storage (special). Can survive without water for 2 days per each gallon (3.8 liters) of water drunk. 10 gallon maximum can be drunk within 12 minutes!

5 BIO-E for Advanced Camel Sense of Smell (special). While *not* good for tracking, the camel's advanced smell can *detect water* from up to 20 miles (32 km) distance, and can pick up the scent of growing plants from 2D6 miles (3.2 to 19 km) away.

10 BIO-E for Extra Mental Endurance.

5 BIO-E for Brute Strength.

10 BIO-E for Beastly Strength.

5 BIO-E for Extra Physical Endurance.

10 BIO-E for Extraordinary Speed.

15 BIO-E for Internal Compass.

Vestigial Disadvantages:

-10 BIO-E for taking Vestigial Prey Eyes.

-10 BIO-E for taking Vestigial Reptile Brain: Prey.

-5 BIO-E for taking Vestigial Musk Glands.

Note: Don't forget that a Giant Animal can sell *I.Q. & M.E.* and/or *P.P. & Speed attribute points* to get extra BIO-E points without sacrificing size. See Giant Animals in the creation section of this book under Growth Steps.

Canines

Breaux

Canine (wild): Coyote

Original Animal Characteristics

Description: Coyotes are highly intelligent scavengers and carnivores which learned to adapt and prosper in spite of a concerted effort by humans to exterminate them through hunting, poison and traps before The Crash.

Size Level: 5

Length: 4-5 feet long (1.2 to 1.5 m); does not include tail.

Weight: 30-50 lbs (13.5 to 22.5 kg).

Build: Medium.

Mutant Changes & Costs

Total BIO-E: 60

Attribute Bonuses: +2 I.Q., +1 M.A., +2 M.E., +6 Spd and +10 S.D.C.

Human Features

Hands: 5 BIO-E for partial or 10 BIO-E for full.

Biped: 5 BIO-E for partial or 10 BIO-E for full.

Speech: 5 BIO-E for partial or 10 BIO-E for full.

Looks: None. An intelligent coyote, same as always with a full snout, large pointed ears on top of head, clawed feet, long bushy tail and heavy greyish tan fur.

5 BIO-E for partial. Humanoid with a coyote's head and fur covered body, and squat build. Has a rather canine or "wolfman" appearance.

10 BIO-E for full. Appears as a hairy human with a powerful build and human-like head and face with slightly pointed ears, thick hair and beard, and dark eyes. Skin is a light tan color, hair is light brown or dirty blonde.

Natural Weapons:

5 BIO-E for 1D6 damage Running Claws.

5 BIO-E for 2D4 damage canine Teeth.

10 BIO-E for 2D6 damage canine Teeth.

Mutant Animal Powers:

5 BIO-E for Extra Intelligence Quotient.

10 BIO-E for Extra Mental Endurance.

5 BIO-E for Brute Strength.

5 BIO-E for Extra Physical Endurance.

10 BIO-E for Extra Physical Prowess.

5 BIO-E for Extraordinary Speed.

5 BIO-E for Leaping: Standard.

10 BIO-E for Internal Compass.

5 BIO-E for Advanced Vision (otherwise color blind).

10 BIO-E for Advanced Smell.

10 BIO-E for Advanced Hearing.

15 BIO-E for Predator Burst.

Vestigial Disadvantages:

-5 BIO-E for taking Vestigial Ears.

-5 BIO-E for taking Vestigial Tail.

-10 BIO-E for taking Diet: Carnivore.

Canine (wild): Fox

Original Animal Characteristics

Description: There are two major kinds of foxes in North America, the red (a furred fox) and the gray (a haired fox). Both are small, clever carnivores.

Size Level: 3

Length: 32 to 40 inches (roughly 0.9 to 1 m); does not include tail.

Weight: 10-20 lbs (4.5 to 9 kg).

Build: Long.

Mutant Changes & Costs

Total BIO-E: 65

Attribute Bonuses: I.Q. +2, M.E. +3, P.B. +2 and Spd. +4.

Human Features

Hands: 5 BIO-E for partial or 10 BIO-E for full.

Biped: 5 BIO-E for partial or 10 BIO-E for full.

Speech: 5 BIO-E for partial or 10 BIO-E for full.

Looks: None. Looks like the animal, although it may be larger than usual. Triangular head with large, pointed ears and a pointed snout, thick fur, long bushy tail, compact body, reddish brown fur.

5 BIO-E for partial. Furry humanoid with a fox's head, long tail, lean muscular body and short legs.

10 BIO-E for full. Humanoid with small sharp facial features, pointed nose and ears, red or grayish brown thick hair, lean, tight body and no tail (unless a Vestigial one is taken).

Natural Weapons:

5 BIO-E for 1D6 damage Teeth.

10 BIO-E for 1D8 damage Teeth.

5 BIO-E for 1D4 damage Running Claws.

93

Mutant Animal Powers:
5 BIO-E for Advanced Vision (otherwise color blind).
5 BIO-E for Advanced Hearing.
5 BIO-E for Advanced Smell.
5 BIO-E for Extra Intelligence Quotient.
10 BIO-E for Extra Mental Endurance.
10 BIO-E for Extra Physical Prowess.
10 BIO-E for Extra Physical Beauty.
10 BIO-E for Extraordinary Speed.
10 BIO-E for Predator Burst.
10 BIO-E for Digging.

Vestigial Disadvantages:
-5 BIO-E for taking Vestigial Ears.
-15 BIO-E for taking Vestigial Tail (huge & fluffy).
-10 BIO-E for taking Nocturnal.
-10 BIO-E for taking Diet: Carnivore.
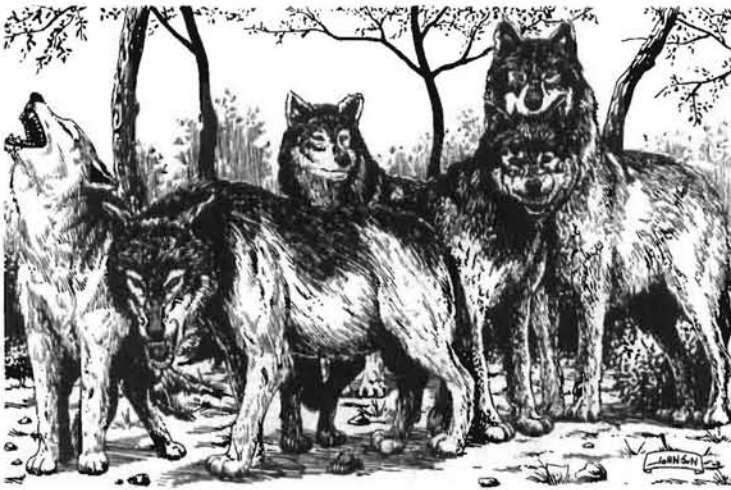
Canine (wild): Wolf
Original Animal Characteristics

Description: Wolves are carnivores who hunt in highly organized packs. They are intelligent and very social. Most mutant wolves are allied to particular "Wolf Packs," wide-ranging organizations, each associated with a particular Native American culture and language. The elders among the mutant wolves are acknowledged to have *mystical powers*, and have pronounced that it is "not yet time for wolf to divide, not yet time for the seven names of wolf to be heard"; probably the only reason why the wolves have yet to form themselves into Purebreds.

Size Level: 7

Length: 5-6 feet long (1.5 to 1.8 m); does not include the tail.

Weight: 60-80 lbs (27 to 36 kg).

Build: Medium.

Mutant Changes & Costs

Total BIO-E: 55

Attribute Bonuses: +4 I.Q., +2 M.A.. +2 M.E., Brute Strength, +4 P.S., +2 P.P. and +8 to speed.

Human Features

Hands: 5 BIO-E for partial or 10 BIO-E for full.
Biped: 5 BIO-E for partial or 10 BIO-E for full.
Speech: 5 BIO-E for partial or 10 BIO-E for full.

Looks: None. An intelligent four-legged animal/wolf with long snout, pointed ears on top of head, clawed feet, long bushy tail and heavy fur.
5 BIO-E for partial. Humanoid with a wolf's head and gray fur covered body; powerful, squat build.
10 BIO-E for full. Humanoid with either a "wolfman-like" appearance or a hairy human body with a powerful build and human-like head and face with slightly pointed ears, thick hair and beard, and piercing blue or gray eyes. Skin is an olive color, hair is dark or light grey with one or two streaks of white or black.

Natural Weapons:
5 BIO-E for 1D6+1 damage Running Claws.
5 BIO-E for 1D8+2 damage canine Teeth.
10 BIO-E for 2D6+4 damage canine Teeth.

Mutant Animal Powers:
Automatically gets Advanced Vision.
5 BIO-E for Advanced Smell.
10 BIO-E for Advanced Hearing.
10 BIO-E for Beastly Strength.
5 BIO-E for Extra Intelligence Quotient.
5 BIO-E for Extra Mental Affinity.
10 BIO-E for Extra Mental Endurance.
10 BIO-E for Extra Physical Endurance.
5 BIO-E for Extra Physical Prowess.
10 BIO-E for Extraordinary Speed.
5 BIO-E for Predator Burst.
10 BIO-E for Leaping: Standard.
20 BIO-E for Leaping: Rodent.

Vestigial Disadvantages:
-5 BIO-E for taking Color Blindness.
-5 BIO-E for taking Vestigial Ears.
-5 BIO-E for taking Vestigial Tail.
-10 BIO-E for taking Nocturnal.
-10 BIO-E for taking Diet: Carnivore.

Optional Native American Affiliation for Mutant Wolves: Within a month of a mutant wolf's birth, one of the elders will come to the mother and conduct a special ceremony, assigning the infant to be affiliated with one of the Native American tribes. From that point on the character will learn the language, culture and mythology of that tribe, often with visits from ancient humans. By the age of 12 the character will have been taken to visit different tribal members and to various sacred locations, participating in a range of ceremonies. As a young teenager, most mutant wolves go on a "vision quest," which lasts from three months to over a year, traveling hundreds or thousands of miles, often alone for weeks at a time, learning to be completely self-sufficient, as well as developing a spiritual connection with the land and their adopted culture. **Note:** Characters with an I.Q. of 17 or more can select an additional (second) affiliation.

01-03% Algonquin	35-39% Creek	72-74% Oneida
04-06% Apache	40-44% Crow	75-76% Pawne
07-10% Blackfoot	45-49% Haida	77-80% Potawatomi
11-15% Cherokee	50-54% Hopi	81-85% Pueblo
16-18% Cheyenne	55-57% Huron	86-89% Seminole
19-20% Chickasaw	58-60% Iroquois	90-91% Shoshone
21-25% Chippewa	61-63% Lakota	92-97% Sioux
26-30% Choctaw	64-67% Mohawk	98-99% Zuni
31-34% Comanche	68-71% Navajo	100% Other

Canine: Dogs and Hounds
Original Animal Characteristics
Description: Thousands of years of domestication and selective breeding created hundreds of different kinds of dogs. Even though they all have a lot in common with their distant, wolf-like ancestors, they are a different animal. Probably because there were so many different breeds, very few Purebreds have emerged in North America.

Size Level: 5

Length: Varies; typical range is 1-4 feet (0.3 to 1.2 m), does not include the tail.

Weight: Varies; typical range is 15-60 lbs (7-27 kg).

Build: Typically Medium.

Mutant Changes & Costs
Total BIO-E: Small Dogs (under 30 lbs/13.5 kg): 60, larger dogs: 50. See the random breed table that follows.

Attribute Bonuses: +1 I.Q., +2 M.A., and +1 P.E. plus whatever bonus is conferred by the specific breed.

Human Features
Hands: 5 BIO-E for partial or 10 BIO-E for full.

Biped: 5 BIO-E for partial or 10 BIO-E for full.

Speech: 5 BIO-E for partial or 10 BIO-E for full.

Looks: None, varies according to breed. Basically an intelligent dog that may be larger than usual.

5 BIO-E for partial. Exact looks vary with breed, but basically a dog-headed humanoid covered in fur.

10 BIO-E for full. Humanoid with either a "wolfman-like" appearance or a hairy human body with a powerful build and human-like head and face with slightly pointed ears, thick hair and beard, and alert eyes. Exact looks vary according to the breed.

Natural Weapons:
5 BIO-E for 1D6 damage Teeth.

5 BIO-E for 1D4 damage Running Claws.

Mutant Animal Powers:
All automatically get Advanced Vision (can trade it away for Color Blindness).

5 BIO-E for Advanced Hearing.

5 BIO-E for Advanced Smell.

10 BIO-E for Advanced Taste.

10 BIO-E for Extra Intelligence Quotient.

10 BIO-E for Extra Mental Affinity.

10 BIO-E for Extra Mental Endurance.

10 BIO-E for Extra Physical Endurance.

10 BIO-E for Extraordinary Speed.

10 BIO-E for Leaping: Standard (half the BIO-E for Terriers).

5 BIO-E for Brute Strength.

20 BIO-E for Beastly Strength.

15 BIO-E for Predator Burst.

10 BIO-E for Internal Compass.

10 BIO-E for Digging.

Vestigial Traits:
-5 BIO-E for taking Color Blindness.

-5 BIO-E for taking Vestigial Ears.

-5 BIO-E for taking Vestigial Tail.

-10 BIO-E for taking Diet: Carnivore.

-10 BIO-E for taking Domestication.

-20 BIO-E for taking Subservience (Special!). The character can not help but be fawning around any human, and has to *save vs obey* (18 or higher; similar to a mind control attack) to resist any direct commands given by a human whom the mutant respects, loves, cares about (which may include children and innocent people) or fears – and 12 or higher from any human it likes or sees as a hero, or figure of authority/leader!

If the character spends more than a few weeks around any particular human character (sometimes a human-looking mutant), the subservient mutant canine will become extremely protective and completely loyal to that character. Its actions are similar to the Domestication Disadvantage, only more extreme, especially when the mutant becomes subservient to ONE specific *human*. When that happens, the canine becomes so attached that it is effectively "owned" by that character! The mutant dog will sacrifice itself to save or defend that human, and will accept and believe anything he/she tells it, including blatant lies, regardless of the amount of evidence to the contrary (and even seeing things with its own eyes). Additionally, the mutant will always want to be *with or near* that person, and will pine and be depressed whenever they are apart. Once "owned" in this fashion, the canine character will always try to obey that particular human master, and could never harm or betray that person, nor stand by while that person is in trouble even if its "master" should mistreat the mutant dog. Likewise, the beast may take action against those who threaten its master/friend or whom "it" sees as a potential threat (or rival).

Note: Once a dog character is "owned"/attached to one particular individual, he is immune from being subservient to any other until that character dies or disappears for more than a year.

A character can take Domestication or Subservience, but *not* both.

Rolling the Mutant Dog's Genetic Background

Rolling a percentile on the table for Dog Breeds indicates the *dominant genes* that go into the mutant dog character, or pick one of choice (in some cases, where a particular breed is part of the storyline, the G.M. may pick the breed of dog).

If the mutant character is a *mongrel* (mixed breed), the player may choose to roll 1D4 additional times to see what other breeds the character has. However, this will only determine the character's coloration and some physical traits in the mutant dog's appearance. Do *NOT* add the bonuses or powers of these other breeds, only the dominant one applies.

SL indicates Size Level, a + will indicate an attribute bonus, and any power that is listed is taken without BIO-E cost.

Dog Breeds:

01-02% Afghan Hound (SL 6, +2 P.E., +2 P.B. and +3 Spd). Very long fur with black face.

03-05% Beagle (SL 4, +2 I.Q.). Hunting hound with short spotted fur; gets Advanced Smell.

06-09% Bloodhound (SL 7, +2 M.E., +2 P.E.). Long eared; gets Advanced Smell.

10-11% Border Collie (SL 5, +4 I.Q. and +7 Spd). Think of the sheep-herding dogs in the movie, "Babe"; gets Advanced Hearing.

12-14% Boxer (SL 6, +2 P.S., Brute Strength, +5 Spd and +10 to S.D.C.). Short-haired, stub-tailed guard dog.

15-16% Brittany (SL 5, +2 M.A. and +6 to Spd). Stub-tailed pointer and retriever, white with brown or orange spots.

17-19% Bulldog (SL 5, +3 P.S., Brute Strength, and +10 to S.D.C.). Small dogs bred with massive jaws to be set against bears or bulls.

20-21% Chihuahua (SL 2, +2 M.E.). Tiny pet dogs, usually with short, glossy tan hair.

22-25% Cocker Spaniel (SL 4, +2 M.E.). Thick furred pointer and retriever; gets Internal Compass.

26-28% Collie (SL 6, +1 I.Q., +1 P.E., +8 to Spd). Long-haired sheep-herding dogs; gets Advanced Hearing.

29-30% Coon Hound (SL 6, +1 P.E. and +5 to Spd). Black with tan muzzle and feet.

31-33% Dachshund (SL 3, +2 M.E. and +1 to M.A.). Short limbed, originally bred for flushing badgers.

34-37% Dalmatian (SL 6, +2 P.E. and +10 to Spd). Black and white spotted dogs bred as "carriage" dogs to get along with horses and for guard duty.

38-40% Doberman Pinscher (SL 6, +2 P.E., +2 to P.S. and +5 Spd). Streamlined guard dog that is usually predominantly black with tan markings (there are brown Dobies too); gets Leaping: Standard.

41-42% Foxhound (SL 5, +2 M.A., +1 P.E. and +6 Spd). Short-furred, lean pack hunter.

43-46% Pointer (SL 6, +2 I.Q., +2 M.A., +1 M.E. and +8 Spd). Short-haired pointer/retriever; gets Internal Compass.

47-49% Golden Retriever (SL 6, +1 to I.Q., +3 M.A. and +6 to Spd). Long golden haired retriever; gets Leaping: Standard.

50-52% Great Dane (SL 8, +1D4 to P.S. and +5 Spd). Short tan fur, may be black, tan, or spotted.

53-54% Greyhound (SL 6, +1 P.E. and +14 Spd). The ultimate running dog. Gets Leaping: Standard.

55-56% Husky (SL 6, +3 P.E., +8 Spd and +10 S.D.C.). Sled dogs with high cold tolerance.

57-58% Irish Setter (SL 6, +1 I.Q., +2 M.A. and +7 Spd). Long red-haired retriever; gets Internal Compass..

59-60% German Shepherd (SL 7, +2 I.Q., +1 M.E., +2 M.A., +5 Spd). Medium-furred guard dogs; brown with black markings. Gets Advanced Hearing.

61% Komondor (SL 7, +2 P.E. and +8 Spd). Hungarian sheep dogs bred with corded fur that's a Natural Armor with A.R. 8 and +15 S.D.C.

62-64% Labrador (SL 6, +2 M.A. and +5 Spd). Short black-haired retriever that loves water and automatically gets the Swimming (basic) skill.

65-66% Mastiff (SL 10, +6 P.S., Brute Strength, +6 Spd and +14 S.D.C.). Massive guard dog with cream color body and black muzzle and ears. Gets Leaping: Standard and can buy Leaping: Rodent for 15 BIO-E, and can buy Beastly Strength for 10 BIO-E or Crushing Strength for 20.

67-68% Newfoundland (SL 8, +1 M.A., +2 P.S., +1 P.E., +4 Spd). Long black-furred water dog that's very resistant to cold and loves water. Automatically gets the Swimming (basic) skill.

69-70% Pekingese (SL 3, +2 M.E.). Something like a walking ball of long fur.

71-73% Poodle (Standard is SL 6, Miniature is SL 4, +2 I.Q.). White or black with thick curly hair. Originally bred as water retrievers so pure breeds automatically get the Swimming (basic) skill.

74-75% Rottweiler (SL 8, +2 I.Q., +3 P.S., +2 P.E., +6 Spd and +10 S.D.C.). Combined herding and guard duties; black with tan markings. Can buy Beastly Strength for 15 BIO-E.

76% Saluki (SL 5, +8 Spd). Lean hunters bred to be carried on a saddle; gets Leaping: Standard.

77-78% Sheepdog (SL 7, +3 P.S. and +7 Spd). Furry sheep guards, with bangs that act as natural sunglasses; gets Advanced Hearing and Internal Compass.

79-80% St. Bernard (SL 10, +3 P.E., +1D6 P.S., Brute Strength, and +5 Spd). Search & Rescue dogs with tremendous stamina; gets Internal Compass and can buy Beastly Strength for 15 BIO-E.

81-84% Terrier (SL 4, +2 M.E., +1 P.P. and +4 Spd). Bred for dog fights, with long triangular jaws; gets Leaping: Standard.

85-86% Weimaraner (SL 6, +2 P.S. and +8 Spd). Hunter with sleek gray fur; gets Advanced Smell.

87% Whippet (SL 5, +1 P.E. and +12 Spd). Small racers bred for hunting rabbits.

88-90% Wolfhound (SL 8, +1 P.E., +3 P.S., Brute Strength, +8 Spd and +20 S.D.C.). Bred for hunting wolves and elk. Can buy Beastly Strength for 10 BIO-E and Crushing for 20.

91-96% Jack Russell Terrier (SL 4, +2 I.Q., +2 P.P. and +6 Spd). Small fox hunter, mostly white with tan, brown or black facial markings (*not* the Purebred below); gets Leaping: Standard.

97-00% Pit Bull (SL 6, +5 P.S., Brute Strength, +2 P.E., +3 Spd and +20 S.D.C.). Squat, barrel-chested dogs with larger, powerful jaws bred for fighting. Can buy Beastly Strength for 10 BIO-E and Crushing Strength for 15!

Canine/Dog: Bounders (Purebred)

Description: The mutation that generated the Bounder "Purebred" seems to predate The Crash. Rather than a fusion of dog and human genes, Bounders are *pure dog*, with the addition of two extra pairs of chromosomes, without a trace of man! While Bounders do not feel compelled to obey commands, they find it almost impossible to resist protecting any human, or anyone with full human looks, from life-threatening dangers.

Limitations: Bounders lack the structures in the brain for language, reading or writing, and are barely able to recognize any symbols at all (a handwritten "B" and a printed "B" look like two entirely different things to a Bounder). Individual languages are just so much noise, but Bounders are able to intuit the communications of others by recognizing names, emotions and attitudes. Likewise, they are unable to perform any kind of arithmetic or mathematics, other than counting, and they get totally lost with numbers greater than 20. Not only do they lack hands, they are unable to learn any kind of human skills.

That's not to say that Bounders aren't intelligent. They're amazingly bright, able to figure out most situations, and figure out how most technological devices work through *observation*. They just don't have a "human" kind of intelligence.

Size Level: 10 (Minimum 9, Maximum of 11).

Build: Medium.

Mutant Changes & Costs

Total BIO-E (for Psionics and Size Level Only!): 25

Attribute Bonuses: +2 I.Q., +2 M.A., 2 M.E., Brute Strength, +10 P.S., +6 to Spd and +2D6+4 to S.D.C.

Human Features

Hands: None.

Biped: None.

Speech: None.

Looks: None. Appears to be a very solid, very muscular, four legged dog, with a somewhat oversized skull, but nothing like any 20th Century breed (somehow they look more "advanced" than other dogs). Eyes are black and filled with intelligence. The fur is very short and in a three color pattern in large patches of white, brown and red.

Natural Weapons:

Automatically gets Teeth that do 2D6 damage.

Automatically gets Running Claws that do 1D6+2 damage.

Mutant Animal Psionics (special and automatic):

Telepathic Transmission (Special!) at no BIO-E cost. Bounders communicate using images, sounds and smells, which the receivers often interpret as language.

May buy other *Animal Psionic* abilities.

Mutant Animal Powers: Automatically gets Nightvision, but at half the usual range.

Vestigial Disadvantages: None.

Canine/Dog: Jack Russells (Purebred)

Description: Most pure breeds of dogs disappeared during the years following The Crash, when hybrid vigor seemed a better formula for survival than any ancient heritage. Jack Russell Terriers were one of the exceptions to the rule, consistently keeping to their own kind. Viewing themselves as just about the most intelligent breed on the planet, the mutant Jack Russells seem to have engaged in their *own* breeding program, quickly taking on nearly all human traits and qualities. Small, restless and intensely curious, the mutants that bear the Jack Russell name are bouncy and active. The classic "little guy" with an attitude, a Jack Russell rarely backs down from a fight, even when their opponent is vastly larger. They are also known for talking a "mile a minute" about everything and anything, whether they have an audience or not.

Size Level: 6 (Minimum 5, Maximum of 8).

Build: Medium.

Mutant Changes & Costs

Total BIO-E (for Psionics and Size Level Only!): 20

Attribute Bonuses: +3 I.Q., +2 M.A., +2 P.P. and +1D6 to Spd.

Human Features

Hands: Full.

Biped: Full.

Speech: Full.

Looks: Full. Mutant Jack Russell purebreds look like small (4-5 foot/1.2 to 1.5 m), wiry humans in *almost* every way. The differences are their obviously small size, and their coat of very short fur, which is white everywhere except for patches of tan, red or brown on one or both sides of the face.

Natural Weapons: None.

Mutant Animal Powers:

Automatically gets *Advanced Vision* and *Advanced Touch*.

Juggling and Balancing (Special Skill) automatic at no BIO-E cost. Jack Russells learn how to manipulate small objects from the time they are infants. By the time they are teenagers they can juggle up to three objects effortlessly, and balance just about anything from the point of a knife, to a spinning ball, on their fingertips, noses, knees or, when walking on their hands, on their toes. Base Skill: 60% +4% per level of experience, which is only used if they are trying to juggle more than their three objects (-5% per extra object), juggle with another person (-10%), one-handed (-10%, say, while upside-down), or if juggling particularly difficult items (-15% for flaming torches, glasses full of water, running chainsaws, etc.). Can juggle three objects effortlessly (no need to roll) and then an additional object at levels 4, 7, 10 and 13.

Cattle: Typical Cow or Bull
Original Animal Characteristics

Description: Domesticated cattle bred for meat or milk production. There are dozens of specialized breeds, each with different sizes and characteristics. Cattle are among the most successful and numerous of all mutant species in **After the Bomb®**, and they have given rise to dozens of different Purebreds, with sophisticated communities all over the world.

Size Level: 16

Length: 6-8 feet (1.8 to 2.4 m).

Weight: 1000-2,000 lbs (450 to 900 kg).

Build: Short.

Mutant Changes & Costs

Total BIO-E: Zero.

Attribute Bonuses: Cow: +1 to M.A., +2 P.S. and +1D6+2 S.D.C.

Bull: +1D4+2 P.S., +4 Spd. and +14 S.D.C.

Human Features

Hands: 5 BIO-E for partial or 10 BIO-E for full.

Biped: 5 BIO-E for partial or 10 BIO-E for full.

Speech: 5 BIO-E for partial or 10 BIO-E for full.

Looks: None. A big ol' mutant cow or bull with a large muzzled head, long, rounded ears, eyes on the sides of head, very thick neck, fur, massive body, and skinny tail and legs.

- 5 BIO-E for partial. Stout humanoid with cow head or noticeable muzzle, large flat teeth, protruding ears, large neck and thick body, thin legs and short fur covering the body. Bulls will be brown or black in color and likely to have a large pair of horns.

- 10 BIO-E for full. Human shaped with large flat nose, widely spaced eyes, large protruding ears that may hang out from the head, thick neck and broad shoulders. Bulls may still have horns crowning the top of their heads, will have black or dark brown skin and bushy hair on their heads.

Natural Weapons:

- 5 BIO-E for 1D6 Horns (3D6 damage for Bulls).
- 5 BIO-E for Hoofed hands, punches do 2D4 damage (2D6 if a Bull), plus P.S. damage bonus.
- 5 BIO-E for Hoofed feet, kick does 2D4 damage (2D6 if a Bull), plus P.S. damage bonus.

Mutant Animal Powers:

Automatically gets Advanced Vision (can replace it with Vestigial vision).

5 BIO-E for Advanced Smell.

15 BIO-E for Advanced Hearing.

5 BIO-E for Extra Mental Affinity.

5 BIO-E for Extra Physical Endurance.

10 BIO-E for Extraordinary Speed (only 5 BIO-E for Bulls).

5 BIO-E for Brute Strength.

15 BIO-E for Beastly Strength.

25 BIO-E for Crushing Strength (Bulls only).

Vestigial Disadvantages:

-5 BIO-E for taking Domestication.

-5 BIO-E for taking Vestigial Horns.

-5 BIO-E for taking Vestigial Hooves.

-10 BIO-E for taking Prey Eyes.

-5 BIO-E for taking Vestigial Tail.

-5 BIO-E for taking Diet: Herbivore.

-10 BIO-E for taking Reptile Brain: Prey.

Note: Don't forget that a Giant Animal (Size Level 15 or bigger) can sell *I.Q. & M.E.* and/or *P.P. & Speed attribute points* to get extra BIO-E points without sacrificing size. See Giant Animals in the creation section of this book under Growth Steps.

Angus (Purebred Cattle)

Description: Descended from the most popular breed of beef cattle in North America, this purebred strain of mutants is also found in great numbers in Great Britain and Japan. Without a doubt, the most physically powerful of all mutant Purebreds, Angus have established large, vibrant communities all over the former United States, and in many parts of Canada.

Size Level: 14 (Minimum 12, Maximum of 18).

Build: Medium.

Mutant Changes & Costs

Total BIO-E: 20

Attribute Bonuses: +3 P.E., +20 P.S., Crushing Strength, and +3 P.B.

Human Features

Hands: Partial.

Biped: Full.

Speech: Full.

Looks: Partial. Massive, powerfully built humanoids, with broad, large facial features and horns. They have beautiful glossy black skin and hair, and the eyes are either black or very dark brown. The upper body has the appearance of a body builder, while their powerful legs end in hocks and cloven hooves.

Natural Weapons:

5 BIO-E for 2D6 damage Hooves (hands and feet).

10 BIO-E for Partial"Knuckle Hoof" Hands (special). The "Knuckle Hoof" of the Angus acts like a natural set of brass knuckles doing 2D6 damage with a punch (+P.S. and combat damage bonuses). They are amazingly hardy, and Angus cows have been known to batter through wood, brick, concrete, or even sheet metal, especially if they are properly "shod" with steel. Because their hand digits are so large, they need to modify most 20th Century firearms by either cutting away the trigger guard, or rigging a cord or lever to fire the weapon. Knuckle Hoof hands do not suffer the full penalty

common to having hoof hands; only -20% skill penalty (instead of -50%) for having Knuckle Hoof hands.

10 BIO-E for 2D6 damage Hoofed feet only.

10 BIO-E for 2D4 Horns.

Mutant Animal Powers:

Automatically gets Crushing Strength; is common to *all* Angus Purebreds.

Automatically gets Advanced Vision.

10 BIO-E for Extra Physical Endurance.

10 BIO-E for Extra Physical Prowess.

Vestigial Disadvantages:

Automatically gets *Diet: Ruminant*. Angus eat hay, grass and grains, along with occasional vegetables and fruits. They need to spend several hours every day eating roughage.

-5 BIO-E for taking Domestication.

-5 BIO-E for taking Diet: Herbivore.

-5 BIO-E for taking Vestigial Hooves.

-10 BIO-E for taking Vestigial Prey Eyes.

WILSON '01
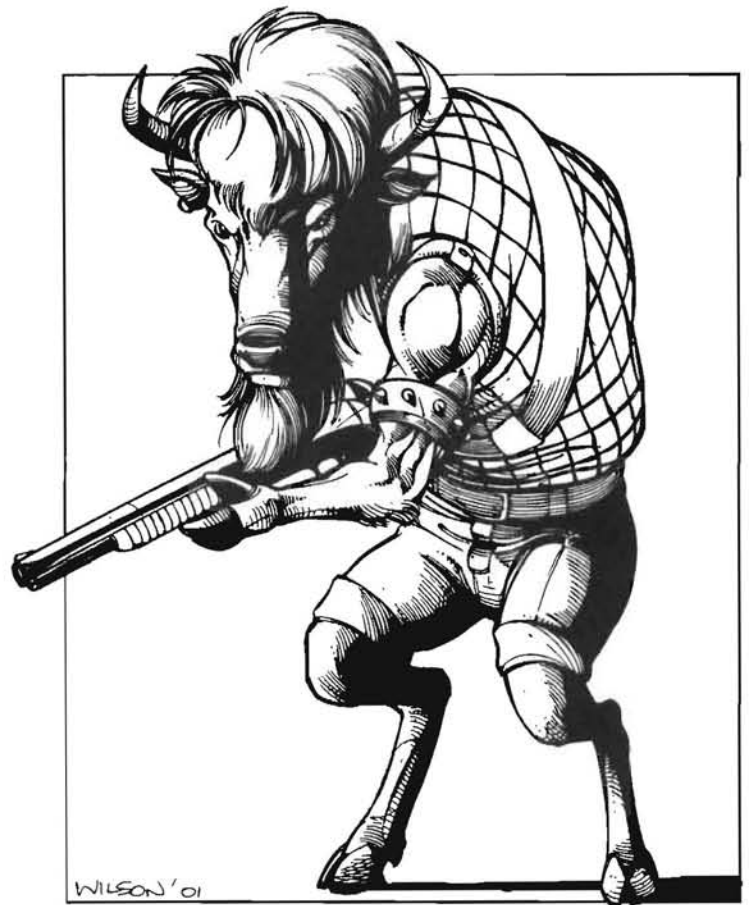
Cattle: Buffalo

Original Animal Characteristics

Description: These huge grazing animals, whose herds once numbered in the millions, were virtually exterminated by hunters all over North America by 1920. They were genetically reborn before The Crash and mutant buffalo now number into the thousands.

Size Level: 19

Length: 9-11 feet (2.7 to 3.3 m) long; about 4 feet (1.2 m) tall at the shoulders.

Weight: 1,500-2,000 lbs (675 to 900 kg).

Build: Medium.

Mutant Changes & Costs

Total BIO-E: 5

Attribute Bonuses: +4D6 to S.D.C., Brute Strength, and +9 to P.S.

Human Features

Hands: 5 BIO-E for partial or 10 BIO-E for full.

Biped: 5 BIO-E for partial or 10 BIO-E for full.

Speech: 5 BIO-E for partial or 10 BIO-E for full.

Looks: None. The classic buffalo from the back of the nickel. The beast has a huge head with small eyes on the sides, heavy black or dark brown hair on neck and shoulders, and huge body covered in brown fur.

5 BIO-E for partial. Humanoid with a buffalo's head or a very large head with small eyes and thick neck and curly hair, large body, barrel-chest and covered in short brown fur. Likely to have horns too.

10 BIO-E for full. Human-looking with a barrel-chest, muscular arms and legs, broad shoulders, thick neck and a rather large head with a bushy crop of curly brown or black hair. The chest, back, arms and legs are covered in curly black or brown hair. Any beard will also be dark and curly. Likely to have a pair of short horns on the head.

Natural Weapons:

5 BIO-E for 2D4 damage Horns (2D6 damage if a bull).

5 BIO-E for Hoofed hands, punches do 2D4 damage (2D6 if a bull/male), plus P.S. damage bonus.

10 BIO-E for Hoofed feet, kick does 2D6 damage (3D6 if a bull/male), plus P.S. damage bonus.

Mutant Animal Powers:

Automatically gets Advanced Vision (can replace it with Vestigial Disadvantages).

10 BIO-E for Advanced Hearing.

5 BIO-E for Extra Mental Affinity.

5 BIO-E for Beastly Strength.

15 BIO-E for Crushing Strength.

10 BIO-E for Extra Physical Endurance.

10 BIO-E for Extraordinary Speed (costs only 5 BIO-E for bulls/males).

Vestigial Disadvantages:

-5 BIO-E for taking Nearsightedness.

-10 BIO-E for taking Prey Eyes.

-5 BIO-E for taking Vestigial Horns.

-5 BIO-E for taking Musk Glands.

-5 BIO-E for taking Diet: Ruminant.

-10 BIO-E for taking Reptile Brain: Prey.

Note: Don't forget that a Giant Animal can sell *I.Q. & M.E.* and/or *P.P. & Speed attribute points* to get extra BIO-E points without sacrificing size. See Giant Animals in the creation section of this book under Growth Steps.

Florida Crackers (Purebred Cattle)

See *Texas Longhorns*, below, fundamentally the same.

Holsteins (Purebred Cattle)

Description: Once the world's premier dairy cows, found all over the East and Midwest, Holsteins have developed one of the most sophisticated networks of manufacturing and research facilities in the world of **After the Bomb®**. Unlike other rela-tively crude villages, Holstein towns are fully equipped with electrical power, modern plumbing and excellent paved roads. Holsteins frequently work as contractors, building roads, aqueducts, dams, electrical generation plants and other major works. Small city complexes of 10,000 or more are also found in Wisconsin, New York, Pennsylvania and Minnesota.

Size Level: 12 (Minimum 11, Maximum of 13).

Build: Medium.

Mutant Changes & Costs

Total BIO-E: 20; most spend their BIO-E on psionics.

Attribute Bonuses: +3 I.Q., +2 M.A., +3 P.S., Brute Strength, +2 P.B. and +2 Spd.

Human Features

Hands: Partial.

Biped: Full.

Speech: Full.

Looks: Partial. While the nose/snout and ears are cow-like, the rest of their features seem human. The body is human shaped with a barrel chest and muscular legs and arms. Their feet and hands, while as functional as those of a human (no penalties), have four digits, with two fingers and two thumbs on each hand, each with heavy black nails. The head is that of a cow. Most notable for their "Holstein" pattern of dramatic black and white splotches that cover their entire body.

Natural Weapons:

5 BIO-E for 1D6 damage Horns.

15 BIO-E for 2D6 damage Hoofed feet only.

Mutant Animal Powers:

Natural Mechanical Talent (special): Automatic, instinctive talent (and bonuses) that gives Holsteins a +10% on all mechanical, engineering, masonry, and architectural skills.

Large-Scale Construction (Special Skill). All Holstein youngsters go through an apprenticeship of at least six years, first in the field learning to layout roads, overhead wire, canals and underground pipe through surveying, geology, and making blueprints. Later they participate in various large-scale constructions, and eventually learn how to make and use concrete and other building materials. Base Construction & Architecture Skill: 30% +4% per level of experience.

10 BIO-E for Extra Intelligence Quotient.

10 BIO-E for Beastly Strength.

5 BIO-E for Advanced Vision.

5 BIO-E for Advanced Touch.

Vestigial Disadvantages:

-5 BIO-E for taking Domestication.

-5 BIO-E for taking Vestigial Horns.

-5 BIO-E for taking Vestigial Hooves.

-5 BIO-E for taking Vestigial Tail.

-5 BIO-E for taking Diet: Herbivore.

Cattle: Texas Longhorns (Purebred Cattle)

Description: Descendants of feral cattle, who take care of themselves for months out on the range, Longhorns have a touchy, independent streak that's quite different from most Purebreds. They easily mix with other mutant cattle, and maintain their 'breeds' mostly because they consider themselves the

natural "kings of the range." Florida Crackers have the same attributes as Texas Longhorns, but form completely different communities.

Size Level: 15 (Minimum 12, Maximum of 20).

Build: Tall (Medium for Florida Crackers).

Mutant Changes & Costs

Total BIO-E: 25

Attribute Bonuses: Brute Strength, +6 P.S., +1 P.P., and +4 Spd.

Human Features

Hands: Automatically full.

Biped: Automatically full.

Speech: Automatically partial.

Looks: None. A vaguely humanoid looking steer that stands upright. The legs are those of an animal, the arms and hands thin but more human-like, the head that of a steer with a glint of aggression and intelligence in its eyes. The first, most noticeable thing about Longhorns are their long, spread-apart horns, ending in a deadly upturned tip on each side. The body seems to match, from the solid cloven hooves, to the strong upper body with a short fur coat in any of a number of shades of red or brown. Florida Crackers are the same, but lighter in color, with white head hair and crest, and a stockier build.

Natural Weapons:

Automatically gets a pair of long, wickedly pointed horns that do 3D6 damage from either goring or head butts (+P.S. attribute and combat skill bonuses).

5 BIO-E for 2D6 damage Hoofed feet only.

Mutant Animal Powers:

5 BIO-E for Advanced Vision.

10 BIO-E for Extra Mental Affinity.

10 BIO-E for Extra Mental Endurance.

10 BIO-E for Beastly Strength.

10 BIO-E for Extra Physical Endurance.

5 BIO-E for Extraordinary Speed.

Vestigial Disadvantages:

-5 BIO-E for taking Domestication.

-10 BIO-E for taking Prey Eyes.

-5 BIO-E for taking Vestigial Ears,

-5 BIO-E for taking Vestigial Tail.

-5 BIO-E for taking Diet: Herbivore.

-10 BIO-E for taking Reptile Brain: Prey.

Chickens

About Chickens, Flying & Hands. Chickens are born with Vestigial Tails and Wings -- wings that do not work and which prevent them from flying. Since this is *normal* for chickens, they do NOT get the extra 10 BIO-E that is normally associated with Vestigial Wings or the 5 BIO-E for a Vestigial Tail.

As "mutant" animals, some chickens can develop wings that work well enough to *Glide* (costs BIO-E points).

As always with winged creatures, hands can be grown on the end or middle joint of the wings (-20% skill penalty and -3 to use guns), but to have a separate set of human-like arms and hands the character must spend BIO-E points to get them as a

Extra Limbs. Because chicken wings are vestigial to begin with, the cost of getting Extra Limbs: Human arms and hands (full) is only 15 BIO-E.
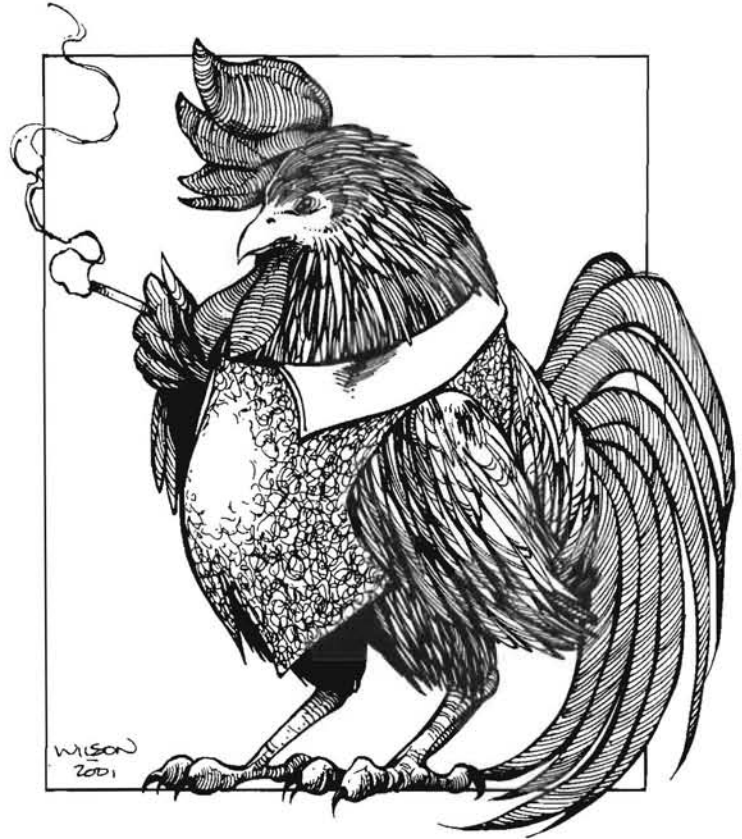
Domesticated Chicken

Original Animal Characteristics

Description: Domestic animal bred for food and egg-laying. Chickens are some of the only known creatures able to see into the ultraviolet. They are bred to be without the power of flight, so their wings automatically start out as vestigial appendages.

Size Level: 3

Length: 8-12 inches (roughly 0.3 m).

Weight: 4-10 lbs (1.8 to 4.5 kg).

Build: Short

Mutant Changes & Costs

Total BIO-E: 65

Attribute Bonuses: None.

Human Features

Hands: 5 BIO-E for partial or 10 BIO-E for full on wings.

15 BIO-E for Extra Limbs: Human Arms and Hands (full).

Biped: Automatically full.

Speech: 5 BIO-E for partial or 10 BIO-E for full.

Looks: None. Basically an ordinary looking chicken or rooster, although usually larger than normal. Has a small, beaked head, large round body with heavy plumage, thin legs and bird feet. Feathers may be pure white for the common domestic chicken (originally bred for slaughter and eating), or brown with white, black and red markings for farm chickens and different breeds.

5 BIO-E for partial. Plump humanoid covered in feathers. Has a round head with small beak, thin legs and four-toed bird-like feet.

10 BIO-E for full. Human shape with pale white or tan skin (depending on the breed of chicken) with a chubby or stout body, skinny hairless legs, and small feathers for hair on the chest, back and head only. The face is round, the eyes large, the mouth wide with very thin lips and the nose is small and pointed.

Natural Weapons: Beak is not available to those with full human looks.

5 BIO-E for Talons (feet only) that inflict 1D6 damage.

5 BIO-E for Beak that does 1D4 damage.

Mutant Animal Powers:

5 BIO-E for Advanced Vision.

5 BIO-E for Ultraviolet Vision.

10 BIO-E for Extra Physical Endurance.

10 BIO-E for Extraordinary Speed.

10 BIO-E for Leaping: Standard.

10 BIO-E for Glide.

Vestigial Disadvantages:

Automatically starts off with Vestigial Wings and Tail without any BIO-E bonuses, but also without the usual penalties.

-5 BIO-E for taking Prey Eyes

-5 BIO-E for taking Reptile Brain: Prey.

-5 BIO-E for taking Domestication.

Chicken: Bantams (Purebred)

Description: Bantams like to think of themselves as the descendants of the roosters bred for cockfights, where birds with razor blades attached to their claws would fight to the death. While that may or may not be true, the Bantams of **After the Bomb®** are devil-may-care battlers who itch for fighting opportunities.

Size Level: 8 (Minimum 7, Maximum of 11).

Build: Medium.

Mutant Changes & Costs

Total BIO-E: 40

Attribute Bonuses: +2 M.E., +2 P.P., +6 Spd., +10 S.D.C. and +1 attack per melee round!

Human Features

Hands: Partial on Wings is automatic – or – 10 BIO-E for Extra Limbs: Human Arms and Hands (partial), instead. Bantam hands have four long, talon-like fingers and a short, blunt, scaled thumb. The fingernails are "razors" (see Natural Weapons).

Biped: Full, but the feet are those of a bird with three long, talon-like toes.

Speech: Partial.

Looks: Partial. The entire body of the Bantam is covered with colored iridescent feathers that gleam in any kind of light. Greens, blues, reds, oranges and yellows form vivid patterns. Their bodies are very human-like in structure, except that the hands and feet are covered by black scales and usually have razor sharp nails or talons. The head and face is intelligent although stern looking, with a beak for a mouth, no external ears and round eyes. Small feathers cover most of the body except the belly, underarms, legs and face, and a crown of larger feathers is on the head and runs down the neck.

Natural Weapons: All Bantams are trained to fight with razors taped to their claws.

Razor-Sharp Nails that do 2D4 damage; automatically get this at no cost.

5 BIO-E for 2D6 damage Talons on their feet.

10 BIO-E for 2D6 damage Talons on their hands.

5 BIO-E for 1D6 damage Beak to strike/bite.

Mutant Animal Powers:

W.P. Razor Fighting (Special Skill). Mutant Bantams have "razor finger nails" and know how to use various kinds of razors efficiently and safely, learning the techniques of concealing razors in their clothing and on their bodies, and wielding them with minute precision, cutting to exactly the desired length and depth. Eventually, they learn how to fight with small razors taped to the tips of their feet and hand talons, inflicting multiple cuts with each swipe. Bonuses for fighting with taped razors (applicable only when using "razors"):, +1 on initiative, and +1 to strike at levels 3, 8 and 13. Damage is only 1D4 from razors. Automatically gets this ability.

5 BIO-E for Leaping: Standard.

10 BIO-E for Leaping: Rodent.

5 BIO-E for Brute Strength.

5 BIO-E for Extra Physical Endurance.

5 BIO-E for Extra Physical Beauty.

5 BIO-E for Advanced Vision.

10 BIO-E for Righting Reflex.

15 BIO-E for Glide.

Vestigial Traits & Disadvantages:

Automatically starts off with Vestigial Wings and Tail without any BIO-E bonuses, but also without the usual penalties.

-10 BIO-E for taking Reptile Brain: Predator. Once a Bantam enters hand to hand combat, it will tend to just keep going, attacking even after opponents attempt to surrender, or when it is a good idea to run away. Character must roll a save vs insanity (with M.E. Bonus) of 12 or higher to break out of their combat fury.

-5 BIO-E for taking Color Blindness.

-10 BIO-E for taking Nearsightedness (must wear prescription glasses or goggles into combat. Without them, reduce combat bonuses to Strike, Parry and Dodge by half).

-10 BIO-E for taking Domestication. No self-respecting Bantam will take this.

Chicken: Jersey Giants (Purebred)

Description: Their pre-Crash ancestors were the largest chickens around (developed in New Jersey in the 1870s), and they've only gotten bigger in recent years. Their territory has been largely taken over by the Empire of Humanity, and most survive either as slave labor in the Empire, or as refugees in Cardania.

Size Level: 12 (Minimum 11, Maximum of 15).

Build: Long.

Mutant Changes & Costs

Total BIO-E: 20; most of these points are usually spent on psionics.

Attribute Bonuses: Brute Strength, +5 P.S., +1 P.E., +2 Spd. and +12 S.D.C.

Human Features

Hands: Full.

10 BIO-E for Extra Limbs: Human Hands and Arms (full).

Biped: Full.

Speech: Full.

Looks: Partial. A thick layer of feathers, of either all black, or all white, covers the outer arms, head, neck, shoulders and back of a golden skinned humanoid. The arms and legs are long, lean, and muscular with perfectly human-looking hands and feet. A prominent "comb" on the top of the head is either black, red or orange. The eyes are round, the nose pointed, the mouth beak-like and pointed, the head round or oval shaped.

Natural Weapons: None.

Mutant Animal Powers:

5 BIO-E for Advanced Sight.

10 BIO-E for Ultraviolet Vision.

5 BIO-E for Extra Endurance.

10 BIO-E for Beastly Strength.

Vestigial Disadvantage:

Automatically starts off with small Vestigial Wings and Tail without any BIO-E bonuses, but also without the usual penalties.

-5 BIO-E for no Wings or Tail at all.

-5 BIO-E for taking Prey Eyes.

-10 BIO-E for taking Reptile Brain: Prey.

Chicken: Rhode Island Reds (Purebred)

Description: The original breed of chicken developed in the New England states of Massachusetts and Rhode Island was known for both hardy constitutions and hard feathers. Their aggressive disposition has made them vigorous defenders of their walled towns, villages and compounds. All "Rhodes" are scrappy fighters known for their accuracy with ranged weapons.

Size Level: 8 (Minimum 6, Maximum of 12).

Build: Long.

Mutant Changes & Costs

Total BIO-E: 30 (most spend the points on psionics).

Attribute Bonuses: +3 M.A., +1 P.P., +1 P.E., +2 Spd.

Human Features

Hands: Partial. Extra Limbs: Human Hands and Arms (partial) is automatic.

Biped: Full.

Speech: Full.

Looks: Partial. Brightly colored feathers of dark red, bright red, yellow and orange cover the outer arms, shoulders, chest, back, neck and head of a humanoid with bright yellow skin. A few black feathers mark the sideburns and the backs of the hands. The upper body is heavily muscled, with massive shoulders and upper arms. The legs are lean and scaled, with feet that are part talon and part foot, excellent for running and quick turns. Instead of hair or feathers, the head is covered with a bright red "crown" of hardened skin.

Natural Weapons:

10 BIO-E for Talons (hands only) that inflict 1D6 damage.

5 BIO-E for Talons (feet only) that inflict 2D4 damage.

5 BIO-E for a Beak that does 1D6 damage (otherwise beak does one point of damage).

Mutant Animal Powers:

Automatically gets Natural Body Armor of Hardened Feathers; A.R. 8 and S.D.C. +20.

15 BIO-E for Medium Armor: A.R. 11 and +40 to S.D.C.

30 BIO-E for Heavy Armor: A.R. 14 and +60 to S.D.C.

15 BIO-E for Glide.

10 BIO-E for Extraordinary Speed.

10 BIO-E for Leaping: Standard.

5 BIO-E for Advanced Sight.

5 BIO-E for Ultraviolet Vision.

Vestigial Disadvantage:

Automatically starts off with small Vestigial Wings and Tail without any BIO-E bonuses, but also without the usual penalties.

-10 BIO-E for taking Reptile Brain: Prey or -5 BIO-E for Predator.

-5 BIO-E for Diet: Herbivore.

-5 BIO-E for Domestication.

WILSON 2001
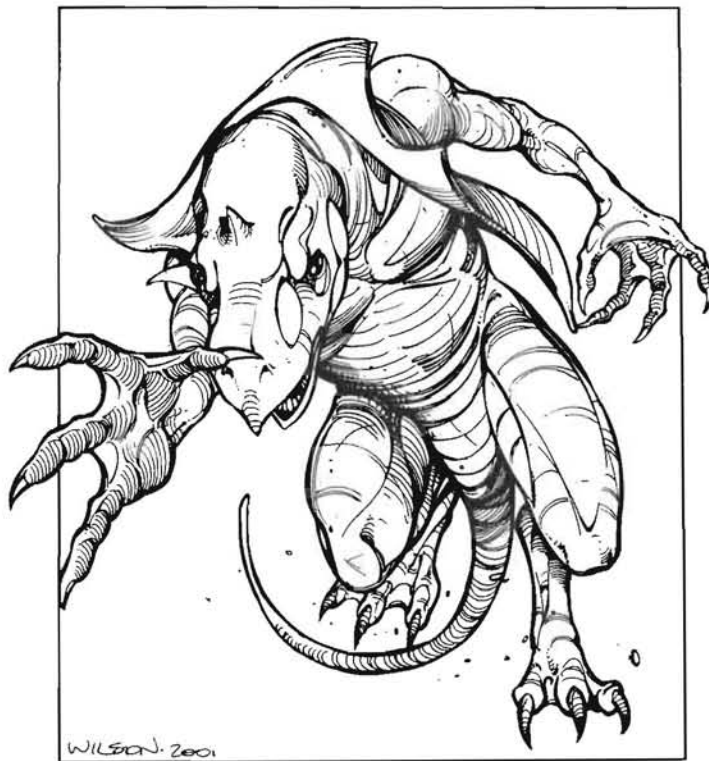
Chicken: Allosauroid (*Throwback* Chicken)

Description: Allosauroids are chicken mutations that resemble the Allosaurus that appeared in pre-Crash America during the age of dinosaurs (see the "Encounters" section for more information on the 'NJ35' Chicken-Allosaurs). Apparently, chickens are decendants of that variety of dinosaur!

Size Level: 16 (Minimum 12, Maximum of 20).

Build: Medium.

Mutant Changes & Costs

Total BIO-E: 20

Attribute Penalties: -4 I.Q. (Minimum I.Q. of 3), Reduce M.A. by half, -2 to M.E.

Attribute Bonuses: Beastly Strength, +15 P.S., +2 P.P., +2 P.E., and +12 Spd.

Human Features

Hands: Partial.

Biped: Full.

Speech: Partial.

Looks: None. The appearance is of that of a two-legged carnivorous dinosaur like an allosaurus or velociraptor.

Natural Weapons: Automatically gets teeth that do 3D6 damage (no P.S. bonus applies to bites) and claws. Hand claws do 2D6 damage while the larger clawed running feet do 3D6 damage (also include +P.S. damage bonuses for attacks from both).

Mutant Animal Powers:

5 BIO-E for Nightvision.

10 BIO-E for Advanced Vision (starts out color blind).

5 BIO-E for Internal Compass.

5 BIO-E for Advanced Smell (+20% to follow a blood scent/trail).

10 BIO-E for Advanced Hearing.

5 BIO-E for Leaping: Standard.

10 BIO-E for Leaping: Rodent.

5 BIO-E for Extraordinary Speed.

15 BIO-E for Predatory Burst.

10 BIO-E for *Extra Limb: Slashing Tail* (does 2D6 damage +P.S. damage bonus).

10 BIO-E for Light Natural Body Armor: A.R. 9, S.D.C. +25.

Vestigial Disadvantages:

Automatically gets *Predatory Bloodlust (Special)*. In addition to the usual problems, this character has a problem with the smell of blood. The scent of blood, humanoid or animal, makes the character nervous, anxious and aggressive. Meanwhile, the scent of blood in combat drives the mutant into a bloodletting frenzy (+1 on initiative and +1 to strike, but can not stop fighting). A roll to save vs insanity of 15 or higher is required to get the Allosauroid to stop its attack. Also, once an opponent has been defeated, the character will have to roll a save vs insanity to keep from *eating* the body of the victim. Cannibalism is acceptable by this mutant regardless of alignment.

-10 BIO-E for Diet: Carnivore.

-5 BIO-E for Musk Glands.

-10 BIO-E for Nearsightedness.

-10 BIO-E for Nocturnal.

-10 BIO-E for Vestigial Tail (negates taking the *Slashing Tail*, above).

Chimpanzee (Zoo or Lab Animal)

Original Animal Characteristics

Description: With the exception of the Bonobo (once called Pygmy Chimps), the Chimpanzees are the closest relatives to man. In all cases they already have partial hands, upright stance and human looks. Many of those with Human Looks: Perfect, "pass" for human, especially those in the Empire of Humanity.

Size Level: 9

Length/Height: 5 feet (1.5 m).

Weight: 80 to 175 lbs (36 to 79 kg).

Build: Medium.

Mutant Changes and Costs

Total BIO-E: 20

Attribute Bonuses: +1D6 I.Q., +1 M.E., +2 M.A., and +1D6 to P.S.

Human Features

Hands: Automatically full.

Biped: Automatically partial or 5 BIO-E for full.

Speech: Automatically none. 5 BIO-E for partial or 10 BIO-E for full.

Looks: Automatically partial, face leathery, legs are short, arms are large and long, and the character will have a lot of body hair.

5 BIO-E for *full*. A short (never taller than five and a half feet/1.7 m), hairy human-looking individual with features that seem a bit "apish": long fingers, slightly shorter than usual thumb, wide nose, round, brown eyes, etc.

10 BIO-E for *Perfect*. Absolutely indistinguishable from normal humans! +2 to P.B.

Natural Weapons: None.

Mutant Animal Powers:

Automatically gets Advanced Vision.

5 BIO-E for Prehensile Feet.

5 BIO-E for Extra Intelligence Quotient.

10 BIO-E for Extra Mental Affinity.

10 BIO-E for Extra Mental Endurance.

5 BIO-E for Brute Strength.

5 BIO-E for Extra Physical Endurance.
10 BIO-E for Extra Physical Beauty.
5 BIO-E for Advanced Touch.
Vestigial Disadvantages:
-5 BIO-E for Diet: Herbivore.
-5 BIO-E for Nearsightedness.

Chipmunk
Original Animal Characteristics

Description: This large mouse- or hamster-sized mammal is common to parklands, the wild and urban suburbs (never cities). They live in burrows underground and feed mainly on seeds, grains, and plant bulbs. They are surprisingly versatile creatures that can leap three times their height up, down or across and have very good tree and rough surface (i.e. brick walls, unpainted wood) climbing abilities.

Size Level: 1

Length: 6-7 inches (0.15 m) long plus tail (roughly another inch/2.5 cm).

Weight: Eight ounces to one pound (0.23 to 0.45 kg).

Build: Long.

Mutant Changes & Costs

Total BIO-E: 70

Attribute Bonuses: +1 I.Q., +2 to M.A., +1 P.P., and +5 Spd.

Human Features

Hands: Automatically partial or 5 BIO-E for full.

Biped: 5 BIO-E for partial or 10 BIO-E for full.

Speech: Automatically partial or 10 BIO-E for full.

Looks: None. A large version of the animal with a cute face with large eyes on the sides, small pointed ears on top of head, short brown fur with white and black streaks, long flexible body, short furry tail.

5 BIO-E for partial. Humanoid with the same fur and markings of the animal, tail, slightly shorter than normal human-like arms, short legs (01-50% chance of being bowlegged), and the head is either that of a chipmunk or more human, but has fur, large eyes, a definite muzzle, and small pointed ears on top of head.

15 BIO-E for full. Humanoid with sharp features, tan colored hair with streaks of black and white on the head, short fingers, long, thin, muscular build. Long, tall upper body, short-ish legs (01-25% chance of being bowlegged).

Natural Weapons:
5 BIO-E for 1D4 Razor-Sharp Nails.
10 BIO-E for 2D4 Climbing Claws.
10 BIO-E for Teeth that do 1D4 damage for a bite (do not add P.S. bonuses to bites).

Mutant Animal Powers:
Automatically gets Advanced Vision.
5 BIO-E for Advanced Hearing.
5 BIO-E for Digging.
10 BIO-E for Tunneling.
5 BIO-E for Leaping: Rodent.
5 BIO-E for Hibernation.
5 BIO-E for Extra Mental Affinity.
10 BIO-E for Extra Physical Beauty.
10 BIO-E for Extraordinary Speed.

Vestigial Disadvantages:
-5 BIO-E for taking Nearsightedness.
-5 BIO-E for taking Color Blindness (negates Advanced Vision).
-5 BIO-E for taking Vestigial Tail.
-5 BIO-E for taking Musk Glands.

Deer & Elk
Original Animal Characteristics

Description: Deer are grazing animals whose primary defense against predators is speed. There are a large variety of deer, all with roughly the same characteristics. Elk are found farther north, are the second largest kind of deer, and are very social animals with the herds moving to the mountains in summer and the valleys in winter.

Size Level: Deer: 13, Elk/Caribou: 17.

Length: Deer to 6 feet (1.8 m) and Elk/Caribou to 9 feet (2.7 m).

Weight: Deer 300-400 lbs (135 to 180 kg). Elk/Caribou 700-1,100 lbs (315 to 495 kg).

Build: Medium.

Mutant Changes & Costs

Total BIO-E: 25 for Deer. Zero for Elk.

Attribute Bonuses: Deer: +2 P.S., +1 P.P. and +8 Spd.
Elk/Caribou: +4 P.S., +1 P.P. and +12 Spd.

Human Features

Hands: 10 BIO-E for partial or 15 BIO-E for full.

Biped: 10 BIO-E for partial or 15 BIO-E for full.

Speech: 5 BIO-E for partial or 10 BIO-E for full.

Looks: None. An intelligent version of the animal; triangular head with large ears at the upper corners, widely spaced eyes, thick neck, powerful body with long, thin legs.

5 BIO-E for partial. A humanoid covered in short brown fur with a cream colored fur belly, neck and underarms, muzzled head, large ears, thick body with thin arms and legs. Legs may be animal like or human-like, typically hoofed.

10 BIO-E for full. A lean, muscular humanoid with olive skin, and long legs. Face is human-looking with large fluid eyes, large ears, thick neck, and powerful build.

Natural Weapons:
5 BIO-E for 2D4 damage Hooves.

Mutant Animal Powers:
5 BIO-E for Advanced Smell.
5 BIO-E for Advanced Hearing.
5 BIO-E for Brute Strength.
10 BIO-E for Beastly Strength.
10 BIO-E for Extra Physical Endurance.
15 BIO-E for Extra Physical Prowess.
5 BIO-E for Extraordinary Speed.

Vestigial Disadvantages:
-10 BIO-E for taking Seasonal Antlers; 1D6 damage for deer, 2D6 for elk.
-5 BIO-E for taking Vestigial Ears.
-5 BIO-E for taking Vestigial Hooves.
-10 BIO-E for taking Musk Glands.
-5 BIO-E for taking Diet: Herbivore.
-10 BIO-E for taking Reptile Brain: Prey.

Note: Don't forget that a Giant Animal (Size Level 15 or bigger) can sell *I.Q. & M.E.* and/or *P.P. & Speed attribute points* to get extra BIO-E points without sacrificing size. See Giant Animals in the creation section of this book under Growth Steps.

Elephant (Zoo Animal)

Original Animal Characteristics

Description: Elephants are the world's largest land animals. Most of those in North America are descended from circus performers and zoo animals. All elephants have trunks that serve as a partial human hand, and can also be used as a natural water hose. In the world of **After the Bomb®**, herds of wild elephants are found only in what was once the states of Florida and Louisiana. **Note:** There are no *African Elephants* known to be left in North America, and neither the Ganesh (Indian Elephant Purebred) nor the Donta (African Elephant Purebred) are available as player characters in that part of the world.

Size Level: 20

Length/Height: Up to 10 feet (3 m).

Weight: 4-5 tons.

Build: Short.

Mutant Changes & Costs

Total BIO-E: 0

Attribute Bonuses: +4 I.Q., +2 M.A., +2 M.E., Brute Strength, +10 P.S.

Human Features

Hands: 10 BIO-E for partial or 15 BIO-E for full.

Biped: 5 BIO-E for partial or 10 BIO-E for full.

Speech: 5 BIO-E for partial or 10 BIO-E for full.

Looks: None. An elephant with its huge head with prominent lumps on top, small eyes, huge floppy ears, loose, leathery skin with sparse hair, massive body, limbs like tree trunks, and a skinny tail.

5 BIO-E for partial. A hulking gray humanoid with a huge bald head with small eyes, and a nose that hangs below the chin (may be longer if Extra Prehensile Limb is purchased). The skin is gray, wrinkled, and leathery, sagging over much of the thick, massive, muscled body and limbs.

10 BIO-E for full. A human-looking character with olive colored skin, large head with bone ridge over the eyes, very large nose, large ears, bald head, prominent facial wrinkles (has that weathered outdoorsman look), thick neck and body, powerful arms and legs.

Natural Weapons:

5 BIO-E for 3D6 damage Tusks.

10 BIO-E for 5D6 damage Tusks.

Mutant Animal Powers:

Automatically gets Advanced Vision and Advanced Smell.

10 BIO-E for Extra Limb: Prehensile Trunk (special). The trunk serves as an additional *partial* hand (in Indian Elephants, the top part of the nostril at the end of the trunk serves as a "finger"). The trunk will be long enough for the character to touch the ground with the tip of the trunk without bending over. P.S. is that of the elephant.

15 BIO-E for Extra Limb: Advanced Prehensile Trunk (special). At the end of the trunk are the equivalent of *three* strong fingers, two on top, one on the bottom. The bottom finger functions as a "thumb," which means the end of the trunk works as a *full* Hand. Retains its P.S.

5 BIO-E for Padded Feet (special). Huge flattened "toes" filled with squishy fat (nature's version of gel-filled running shoes) form rounded feet that distribute the character's weight and reduce walking noise. Characters with Human Hands: None will have four Padded Feet, but all others will have them only on their two legs. Enables the massive creature to take the Prowl skill without penalty, otherwise, walks softly despite its size.

10 BIO-E for Low-Frequency Wave Detection (special). Specialized pads in the Trunk, Fingers (if the character has hands), and Padded Feet allow for the detection of low-frequency vibrations. Touching objects, the character will be able to 'feel' different kinds of sounds. For example, when touching a living creature the character can feel the heartbeat, muscle spasms, and any irregularities in blood flow. By touching a pipe or faucet the character can feel the vibrations of engines, water flow or dripping, even hundreds of feet away. Finally, if the character has both Low-Frequency Wave Detection **and** Padded Feet, then it's possible to act like a living seismograph, with the feet full on the ground absorbing minuscule vibrations, and feeling earthquakes, thunder, explosions and even the rumble of heavy vehicles, or stampeding animals, up to twenty-five miles (40 km) away.

5 BIO-E for Natural Armor (Thick Skin): A.R. 8, +25 S.D.C.
10 BIO-E for Beastly Strength.
20 BIO-E for Crushing Strength.
10 BIO-E for Extraordinary Speed.
5 BIO-E for Advanced Hearing.
5 BIO-E for Advanced Taste.
5 BIO-E for Advanced Touch.

Vestigial Disadvantages:
-5 BIO-E for Nearsightedness.
-5 BIO-E for Color Blindness.
-5 BIO-E for Vestigial Tail.
-5 BIO-E for Musk Glands on each side of the head that produce a musk-like liquid. At certain times of the month, or when the character is under a lot of stress, the Musk will continuously drip out, creating a very odd, very strong odor. For other elephants, and other characters and creatures with advanced smell, each character's Musk is totally unique and easy to identify.
-5 BIO-E for Diet: Herbivore (Pick Herbivore or Ruminant, not both).
-10 BIO-E for taking Diet: Ruminant.
-10 BIO-E for Vestigial Horns: In this case, *Tusks*.

Note: Don't forget that a Giant Animal can sell *I.Q. & M.E.* and/or *P.P. & Speed attribute points* to get extra BIO-E points without sacrificing size. See Giant Animals in the creation section of this book under Growth Steps.

Felines

Feline (wild): African Lion (Zoo animal)

Original Animal Characteristics

Description: Between zoological parks, circuses, exotic "pets" and those found in some "African Adventure" parks, there were sufficient African Lions in America to form great hunting "prides" after The Crash. Unique among felines for being *social animals*, Mutant African Lions often become leaders and organizers in their communities and often accept mixed groups of mutant animals, and regard other felines (except for fellow African Lions) with a touch of suspicion and a sense of rivalry.

Size Level: 13 for females and 14 for males.

Length: 6 feet (1.8 m).

Weight: 200-400 lbs (90 to 180 kg); with males being the heaviest.

Build: Medium.

Mutant Changes & Costs

Total BIO-E: 20

Attribute Bonuses: +2 M.A., Brute Strength, +8 P.S., +2 P.P. and +6 Spd.

Human Features

Hands: 5 BIO-E for partial or 10 BIO-E for full.
Biped: 5 BIO-E for partial or 10 BIO-E for full.
Speech: 5 BIO-E for partial or 10 BIO-E for full.

Looks: None. Pretty much looks like the original animal, a large, wide head with massive jaws, broad nose, large eyes and large pointed ears on top, with fur that ranges from light sand to dark yellow, and a mane (adult males) or crest (young males and females) of black or dark brown, with a powerful sinewy body, and a long furred tail.

5 BIO-E for partial. Humanoid feline with a lion's head or half-lion, half-human head with muzzled face, whiskers, cat ears, and a long, flexible body, covered in a coat of brownish yellow or tan short fur. Powerful lean build, muscular arms and legs, wide hands and feet, and a long tail.

10 BIO-E for full. Human shape with golden skin and blonde or light brown hair. Wide, flat nose, widely spaced almond shaped eyes, powerful looking square jaw, muscular build with large hands and feet.

Natural Weapons:
5 BIO-E for 2D6 damage Retractable Claws.
10 BIO-E for 3D6+2 damage Retractable Claws.
5 BIO-E for 2D6 damage Teeth.
10 BIO-E for 3D6 damage Teeth.

Mutant Animal Powers:
5 BIO-E for Extra Intelligence Quotient.
5 BIO-E for Extra Mental Affinity.
10 BIO-E for Beastly Strength.
20 BIO-E for Crushing Strength (males only).
5 BIO-E for Extra Physical Endurance.
5 BIO-E for Extra Physical Prowess.
10 BIO-E for Extraordinary Speed.
5 BIO-E for Leaping: Rodent (African Lions are not great leapers).

Wilson '91

10 BIO-E for Predator Burst.
5 BIO-E for Nightvision.
5 BIO-E for Advanced Hearing.
5 BIO-E for Advanced Smell.
Automatically gets Advanced Vision.

Vestigial Disadvantages:
-5 BIO-E for taking Vestigial Tail.
-10 BIO-E for taking Nocturnal.
-10 BIO-E for taking Diet: Carnivore.
-5 BIO-E for taking Musk Glands.

WILSON·2001

Felines (wild) Bobcat & Lynx;
Wild Felines

Original Animal Characteristics

Description: This includes the Bobcat and Lynx, both tree-climbing feline hunters. The wild felines are solitary creatures who avoid areas inhabited by man. Ocelots and Servals are similar.

Size Level: Bobcat: 4, Lynx: 5.

Length: Bobcat: 32-42 inches (0.78 to 1 m), Lynx: 36-40 inches (0.9 to 1 m).

Weight: Bobcat: 18-30 lbs (8 to 13.5 kg), Lynx: 25-40 lbs (11 to 18 kg).

Build: Medium.

Mutant Changes & Costs

Total BIO-E: Bobcat: 65, Lynx: 60.

Attribute Bonuses: +1 M.E., +3 P.P., and +4 P.S.

Human Features

Hands: 5 BIO-E for partial or 10 BIO-E for full.

Biped: 5 BIO-E for partial or 10 BIO-E for full.

Speech: 5 BIO-E for partial or 10 BIO-E for full.

Looks: None. Basically looks like the original animal with a muzzled head, whiskers, long pointed ears on top and large slitted eyes, long striped fur on cheeks, long body fur, heavy thighs, and short tail.

5 BIO-E for partial. Humanoid with strong feline features, cat head or face with large pointed ears on top of head, large almond eyes, prominent whiskers, striped or spotted fur, powerful legs, wide hands and feet with thick digits, no tail.

10 BIO-E for full. Human in appearance with sparkling, green, blue or grey almond-shaped eyes, large pointed ears (with hair sprouting from the top), strong chin, heavy sideburns, thick head hair, hairy body, large thighs, narrow shoulders, and slim muscular build. No tail.

Natural Weapons:
5 BIO-E for 2D4 damage Retractable Climbing Claws.
10 BIO-E for 2D6 damage Retractable Climbing Claws.
5 BIO-E for 1D6 damage Teeth.
10 BIO-E for 2D6 damage Teeth.

Mutant Animal Powers:
5 BIO-E for Righting Reflex.
5 BIO-E for Brute Strength.
15 BIO-E for Beastly Strength.
10 BIO-E for Extra Physical Endurance.
10 BIO-E for Extra Physical Prowess.
10 BIO-E for Extraordinary Speed.
5 BIO-E for Leaping: Rodent.
10 BIO-E for Leaping: Feline.
5 BIO-E for Nightvision.
5 BIO-E for Advanced Hearing.
5 BIO-E for Advanced Smell.
5 BIO-E for Predator Burst.

Vestigial Disadvantages:
-5 BIO-E for taking Vestigial Ears.
-10 BIO-E for taking Nocturnal.
-10 BIO-E for taking Diet: Carnivore.
-5 BIO-E for Reptile Brain: Predator.

Feline (wild): Jaguar & Leopard

Original Animal Characteristics

Description: The American Jaguars and African Leopards are roughly the same size and have the same characteristics. Both are tree climbing nocturnal predators with superior leaping abilities and surprising strength for their size. Neither is common to North America except as zoo and circus animals, and exotic "pets." The Jaguar is native to Central and South America.

Size Level: Jaguar: 11 or 12. African Leopard/Panther: 13.

Length: 4 feet (1.2 m).

Weight: 200-300 lbs (90 to 135 kg).

Build: Medium.

Mutant Changes & Costs

Total BIO-E: 30

Attribute Bonuses: Brute Strength, +6 P.S., +3 P.P., and +2 P.E.

Breaux

Human Features:

Hands: 5 BIO-E for partial or 10 BIO-E for full.

Biped: 5 BIO-E for partial or 10 BIO-E for full.

Speech: 5 BIO-E for partial or 10 BIO-E for full.

Looks: None. A large, predatory cat with a wide head, massive jaws, broad nose, wide set eyes and ears on top. Thick spotted fur (or all black if a black panther) with the original animal markings. The body is long and lean, powerful build, long tail.

5 BIO-E for partial. Humanoid with a cat's head or strong feline features: muzzled face, whiskers, spotted fur, long, flexible body, tail, powerful arms and legs.

10 BIO-E for full. Human shape with a lean, muscular build, large hands and feet, with dark spots all over bronze skin. The face has sharp features, strong jaw and cheek bones, wide, flat nose, almond shaped eyes, small slightly pointed ears, and short, thick hair on the head; light hair on the body, mainly the arms, legs and chest.

Natural Weapons:

5 BIO-E for 2D6 damage Retractable Climbing Claws.

15 BIO-E for 3D6 damage Retractable Climbing Claws.

5 BIO-E for 2D4 damage Teeth.

10 BIO-E for 2D6+3 damage Teeth.

Mutant Animal Powers:

Automatically gets Righting Reflex and Advanced Vision.

10 BIO-E for Extra Intelligence Quotient.

10 BIO-E for Beastly Strength.

5 BIO-E for Extra Physical Prowess.

5 BIO-E for Extra Physical Beauty.

15 BIO-E for Extraordinary Speed.

5 BIO-E for Leaping: Feline.

5 BIO-E for Nightvision.

10 BIO-E for Advanced Hearing.

5 BIO-E for Advanced Smell.

10 BIO-E for Predator Burst.

Vestigial Disadvantages:

-5 BIO-E for taking Vestigial Tail.

-10 BIO-E for taking Nocturnal.

-10 BIO-E Reptile Brain: Predator.

-10 BIO-E for taking Diet: Carnivore.

Feline (wild): Mountain Lion/Cougar/Puma

Original Animal Characteristics

Description: Found throughout North America, Mountain Lions have been called Cougars, Panthers, Pumas and other names. While smaller than African lions and tigers, they are very agile and bring down deer and other prey much larger than themselves. A typical Mountain Lion will kill a deer every week. Their reputation for survival as carnivores during the years following The Crash has led most Mountain Lions to 'passing' for mutant cats.

Size Level: 9 or 10.

Length: 5-7 feet long (1.5 to 2.1 m).

Weight: 100-200 lbs (45 to 90 kg).

Build: Long.

Mutant Changes & Costs

Total BIO-E: 50

Attribute Bonuses: +1 I.Q., Brute Strength, +5 P.S., +3 P.P., and +4 Spd.

Human Features

Hands: 5 BIO-E for partial or 10 BIO-E for full.

Biped: 5 BIO-E for partial or 10 BIO-E for full.

Speech: 5 BIO-E for partial or 10 BIO-E for full.

Looks: None. Small head with large ears on top, chubby muzzle and large eyes, long fur, heavy thighs, long furry tail, long, lean body.

5 BIO-E for partial. Large ears on top of head, large eyes, prominent whiskers, fur, small tail, large legs, clawed hands and feet.

10 BIO-E for full. Large eyes and ears, broad nose, thick hair, slim, powerful build.

Natural Weapons:

5 BIO-E for 1D6+2 Teeth.

10 BIO-E for 2D6 Retractable Climbing Claws.

Mutant Animal Mutant Animal Powers:

5 BIO-E for Leap: Feline.

10 BIO-E for Extra Mental Endurance

10 BIO-E for Beastly Strength.

10 BIO-E for Extra Physical Prowess.

5 BIO-E for Extra Physical Beauty.

10 BIO-E for Extraordinary Speed.

5 BIO-E for Nightvision.

Breaux

5 BIO-E for Advanced Hearing.
5 BIO-E for Advanced Smell.
15 BIO-E for Advanced Taste.
10 BIO-E for Predator Burst.
10 BIO-E for Internal Compass.
Vestigial Disadvantages:
-5 BIO-E for taking Vestigial Tail.
-10 BIO-E for taking Nocturnal.
-10 BIO-E for taking Diet: Carnivore.

Feline: Domestic Cats (House Pet)
Original Animal Characteristics

Description: There are a wide variety of cat breeds, but all have roughly the same characteristics. Cat characters can select from among solid, spotted, striped, 'booted' (hands, feet and face a different shade than the rest of the body), or calico body markings.

Size Level: 3
Length: 12 to 24 inches (0.3 to 0.6 m).
Weight: 8 to 20 lbs (3.6 to 9 kg).
Build: Medium.

Mutant Changes & Costs

Total BIO-E: 70
Attribute Bonuses: +1 M.A., +2 M.E., and +2 P.P.

Human Features

Hands: 5 BIO-E for partial or 10 BIO-E for full.
Biped: 5 BIO-E for partial or 10 BIO-E for full.
Speech: 5 BIO-E for partial or 10 BIO-E for full.

Looks: None. Looks very much like a cat, albeit probably an unusually large one. Cat head, long or short fur covered body and a long furry tail. Exact look and coloration varies with the breed.

5 BIO-E for partial. Humanoid although tends to crouch a lot and may run on all fours. Large pointed ears on top of the head, almond shaped eyes, small tail, large thighs, narrow shoulders, slim muscular build and fur covered body. Exact look varies with the breed.

10 BIO-E for full. Human shape with heavy thighs, wide hips, large or almond shaped eyes (may be an unusual color such as greens, blues, and yellows) and small pointed ears, thick hair on the head, light hair on the rest of the body, and slim build.

Natural Weapons:

5 BIO-E for 1D6 damage Teeth.
5 BIO-E for 1D6 Retractable Climbing Claws.
10 BIO-E for 2D6 Retractable Climbing Claws.

Mutant Animal Powers:

Automatically gets Advanced Vision.
5 BIO-E for Nightvision.
5 BIO-E for Advanced Hearing.
10 BIO-E for Advanced Taste.
5 BIO-E for Advanced Touch.
10 BIO-E for Extra Mental Affinity.
10 BIO-E for Extra Mental Endurance.
15 BIO-E for Extra Physical Prowess.
10 BIO-E for Extra Physical Beauty.
15 BIO-E for Extraordinary Speed.
5 BIO-E for Leaping: Rodent.

10 BIO-E for Leaping: Feline.

5 BIO-E for Righting Reflex.

15 BIO-E for Predator Burst.

10 BIO-E for Internal Compass.

Vestigial Disadvantages:

-10 BIO-E for taking Vestigial Tail.

-15 BIO-E for taking Domestication.

-5 BIO-E for taking Nocturnal.

-5 BIO-E for taking Diet: Carnivore.

-5 BIO-E for taking "Catnip" addiction. The character will be completely distracted and overjoyed when able to smell *Nepata catari*, better known as "catnip." The smell or taste of the drug will cause the mutant cat to neglect any other pressing business and suffer the following penalties while under its influence: -30% on skill performance, no initiative, -2 on all combat bonuses.

WILSON '01

Optional Mutant Cat Breed Appearance Table

Roll a percentile on the table below to determine the Cat's *appearance* (not specific breed).

01-10% Scottish Fold. The ears are folded over and down, 'curled' nearly flat against the head. Short, thick fur, often two-tone, dominated by white, with contrasting patches of gray or black.

11-20% Siamese Purebred. Black fur or hair on the face, arms and legs, but cream-colored on the top of the head and the rest of the body. Note: the svelte body is considered to have a *tall build*, not medium.

21-30% Persian Longhair. Flattened face, luxurious coating of pure white fur, large eyes of blue, green or yellow. Build is short, not medium.

31-40% Russian Blue. Bright green eyes, and a silky fur coat colored a shimmering, silvery, blue-gray.

41-50% Burmese. Black fur with a patent-leather shine, and copper or golden colored eyes.

51-60% Bengal Appearance. The classic tiger-striped cat, which can be in shades of red, gray or black.

61-70% Leopard. Spots can be light or dark, on fur that's reddish brown, cream, gray, or black.

71-80% Harlequin. Patches of color are different on the right and left sides, often with a clear 'line' of difference right down the middle of the face, from the top of the head, down between the eyes, nose, mouth and chin.

81-90% Tortoiseshell. Blotches of various color cover the fur all over the character's body.

91-95% Blue-Eyed Albino. All white fur (usually short and neat), and skin, with striking bright blue eyes.

96-100% Sphinx. Hairless, with a lean, muscular body with almost no body fat, and huge ears. The skin is colored in patches of white, gray or tan. Build considered tall.

Feline (Domestic Cat): Egyptian (Purebred Throwback)

Description: While mutant cats are anything but devoted to creating *purebred* species, the Egyptian Throwback is a breed that sprouted up spontaneously. If either parent is an Egyptian Throwback, each offspring has a 01-66% chance of being an *Egyptian Throwback*, and there is a 01-06% chance that offspring of any mutant cats, no matter what their breed, will result in an Egyptian Throwback.

Size Level: 8 (Minimum 7, Maximum of 10).

Build: Tall.

Mutant Changes & Costs

Total BIO-E: 10 points used for Psionics and Size Level only.

Attribute Bonuses: +2 I.Q., +2 M.E., +2 P.P. and +5 P.B.

Human Features

Hands: Full.

Biped: Full.

Speech: Full.

Looks: Partial. Both males and females are remarkably handsome feline humanoids, covered in beautiful, sand-colored (ranging from off-white to golden) short fur. The mutant has perfect (human) posture with well-formed athletic limbs, and catlike pointed ears and almond shaped eyes. No tail.

Natural Weapons:

Automatically gets Razor-Sharp Nails that do 1D4 damage.

Mutant Animal Powers:

Automatically gets Nightvision, Advanced Vision, Advanced Hearing, and Predator Burst.

Feline (Domestic Cat) Pixie-Bobs (Purebred)

Description: The descendants of a breed of purebred cat (the "Pixie-Bob") have ended up with a remarkable genetic package

that allows them to teleport! Both parents must be Teleporters in order to produce Teleporting Pixie-Bobs. The personality of Pixie-Bobs tends to be a lot more like dogs than cats, and they get along better with canines, African Lions, and other mutant animals than they do other felines.

Size Level: 5 (Minimum 5, Maximum of 7).

Build: Medium.

Mutant Changes & Costs

Total BIO-E: 10 for Psionics and Size Level only!

Attribute Bonuses: +2 M.E.

Human Features

Hands: Partial. All Pixie-Bobs have seven fingers on each hand, and seven toes on each foot.

Biped: Partial.

Speech: Partial.

Looks: None. A cat-like head, body and features; vaguely humanoid, but tend to crouch and run on all fours. Body is covered with yellow or tan fur and leopard-like spots.

Natural Weapons:

Automatically gets Retractable Claws that do 2D6 damage.

Mutant Animal Powers:

Automatically gets Righting Reflex and Advanced Vision.

Automatically gets a version of the superpower to **Teleport (special).** Pixie-Bobs have the power of teleportation, the ability to instantly transport themselves from one location to another! Range: One mile (1.6 km) per level of experience. Success is usually automatic if the character can *see* the location or is *very familiar* with it.

Risky Teleports. Anytime a Pixie-Bob tries to teleport without visual contact or intimate knowledge of the place, there is the chance of a mishap, a potentially fatal mishap; see Unsuccessful Teleport Table. Base likelihood for success is 98% minus modifiers for the following conditions.

-5% Unfamiliar Location more than 100 feet (30.5 m) away. The character can see the location, but has never actually been there.

-15% Overloaded. Carrying more than the character's own weight.

-20% Unseen Location. Teleporting to someplace like the other side of a door or the basement, rooftop or village square when the character has never seen what lies there.

-30% Massive Overload. Carrying more than twice the character's own weight.

-50% Unknown Location. Has never been there and is guessing about a location.

Note that the modifiers are cumulative! Attempting to teleport to an Unknown Location (-50%) while Massively Overloaded (-30%) means a total penalty of -80%, so the character has to roll a 18 or less on percentile to succeed.

Results of Unsuccessful Teleport: Roll only if the teleport *fails*.

01-30% Reversed Direction. The character ends up teleporting in exactly the opposite direction (same distance) of what he had intended.

31-55% Too Far. Oops! The character overshoots the mark, and teleports 1D6x1000 feet (305 to 1829 m) beyond his objective. May not know where he is.

56-80% Too High. The character teleports up into mid-air, 3D6x10 feet (9 to 54.8 m) above his objective. Because all Pixie-Bobs have the Righting Reflex, that character only takes damage from falls of 100 feet (30.5 m) or more, and then only 1D6 damage for every 20 feet (6 m) of height higher than 100 feet (30.5 m). Any passengers, however, are likely to be in serious trouble.

81-95% Hidey Hole. Somehow the character's survival intuition is triggered, and teleports into the nearest hiding place. It will be dark, likely underground, but the character will have no idea where he ended up.

96-98% Teleported 2D6 miles (3.2 to 19 km) away in a random direction. Is not likely to know where he is. In this case, the character can teleport beyond his normal range.

99-00% Permanently Gone. Big Oops! While the elders of the Pixie-Bobs sometimes say that this kind of Teleport takes the character off to another world, perhaps the mythic "Golden Land," the character is permanently lost, and considered dead.

Vestigial Disadvantages:

Automatically gets *Vestigial Tail* without benefit of extra BIO-E. The Pixie-Bob's tail isn't all that long, but it's very expressive. Attempting to hide the tail, under clothing, or by binding or twisting, is extremely painful. Pixie-Bobs make horrible poker players and terrible liars, because the tips of their tails are an easy signal to their emotional state.

Frog

Original Animal Characteristics

Description: There are hundreds of different kinds of frogs in North America alone. Some are purely aquatic but others have adapted to living on the ground or in trees. Most are insect eaters who rely on their long sticky tongue to catch insects. Most people think of the Bull Frog (olive green in color) or the Leopard Frog (green with large brown spots).

Size Level: 2

Length: 6-12 inches long (0.15 to 0.3 m).

Weight: 8 ounces to 3 lbs (0.22-1.35 kg).

Build: Medium.

Mutant Changes & Costs

Total BIO-E: 80

Attribute Bonuses: P.P. +2 and Spd. +5.

Human Features

Hands: 5 BIO-E for partial or 10 BIO-E for full.

Biped: 5 BIO-E for partial or 10 BIO-E for full.

Speech: 5 BIO-E for partial or 10 BIO-E for full.

Looks: None. A frog, probably many times its normal size, with huge, bulbous eyes at the top of the head, short, no obvious neck, slimy, olive green skin or bright green skin with brown spots, round body with spindly front legs/arms and long legs made for jumping. Wide, webbed feet.

5 BIO-E for partial. Barrel-chested humanoid, olive green or green with brown spotted skin, smooth, hairless body, large round head, no neck, bulging eyes, wide mouth, no lips, round body with long thin arms and legs.

10 BIO-E for full. Pudgy human body, soft smooth skin that has an olive or even greyish green tint to it, muscular upper legs (almost bulging), thin lower legs, large, wide feet, short thick neck, weak chin, wide mouth, thin lips, flat wide nose or small button nose, large (slightly bulging) eyes, tiny ears, barrel chest and completely hairless. Only has three slightly webbed fingers and toes.

Natural Weapons: None.

Mutant Animal Powers:

Automatically gets Advanced Vision.

10 BIO-E for Master Swimming (special). Equal to the Swimming: Advanced skill and can survive depths of up to 400 feet (122 m) without any special diving gear.

10 BIO-E for Hold Breath (twice as long as usual).

5 BIO-E for Nightvision.

5 BIO-E for Leaping: Rodent.

10 BIO-E for Leaping: Feline.

10 BIO-E for Righting Reflex.

15 BIO-E for Extra Physical Prowess.

15 BIO-E for Extraordinary Speed.

5 BIO-E for Advanced Touch.

5 BIO-E for Hibernation.

Vestigial Disadvantages:

-10 BIO-E for taking Reptile Brain: Prey.

-10 BIO-E for taking Diet: Insectivore.

-5 BIO-E for taking Webbed Feet.

-10 BIO-E for taking Vestigial Tail; keeps its "tadpole tail" even as an adult (constantly gets in the way).

Goat

Original Animal Characteristics

Description: The first animal domesticated for milk or meat the world over. Goats are valued because of their ability to survive in harsh climates and on relatively little food. All goats are noted for their curiosity. Because goats easily produce milk, they were some of the first trans-genetic animals, often modified so their milk could contain special compounds and proteins.

WILSON. 2001

Size Level: 6

Length: 2-4 feet (0.6 to 1.2 m).

Weight: to 75 lbs (33.7 kg)

Build: Medium

Mutant Changes & Costs

Total BIO-E: 55

Attribute Bonuses: +2 I.Q., +1 M.E., +3 P.E., and +3 Spd.

Human Features

Hands: 5 BIO-E for partial or 10 BIO-E for full.

Biped: 5 BIO-E for partial or 10 BIO-E for full.

Speech: 5 BIO-E for partial or 10 BIO-E for full.

Looks: None. A mutant goat with triangular shaped head, widely spaced eyes and large tubular ears, thick hair, large body, shaggy tail, long, thin limbs, cleft hooves on feet.

5 BIO-E for partial. Humanoid with muzzled face, large ears on top of head, wide spaced eyes, long nose, goatee, hairy on the arms, legs, chest, shoulders and back, powerful build, but with thin arms and legs. Has three toes and fingers.

10 BIO-E for full. Human looking with a small, scraggily beard under the chin, long nose, large dark eyes, large narrow and pointed ears that fan out from the head, and a lean but powerful body.

Natural Weapons:

5 BIO-E for 2D4 damage Horns.

5 BIO-E for 2D4 damage Hooves (feet only).

Mutant Animal Powers:

Automatically gets Advanced Vision.

10 BIO-E for Extra Intelligence Quotient.

15 BIO-E for Extra Mental Endurance.

10 BIO-E for Brute Strength.

20 BIO-E for Beastly Strength.

10 BIO-E for Extra Physical Endurance.

10 BIO-E for Extraordinary Speed.

5 BIO-E for Advanced Hearing.

Vestigial Disadvantages:

-5 BIO-E for taking Vestigial Ears.

-5 BIO-E for taking Vestigial Hooves.

-5 BIO-E for taking Vestigial Horns.

-10 BIO-E for taking Prey Eyes.

-10 BIO-E for taking Domestication.

-5 BIO-E for taking Diet: Ruminant.

Spider-Goats (Genetic Chimera)

Description: In an attempt to produce large quantities of the same incredibly strong substance found in spider webs, goats were extensively modified as early as the year 2000. At the time of The Crash, the herds of transgenetic goats numbered in the tens of thousands, and they had been modified severely. Among the modifications were reduced size, and the ability of males to also produce the web-enriched milk. **Note:** If you think I'm making this up, try searching the web for "spider goats."

Spider-Goats have been amazingly successful in the world of **After the Bomb®**, and small communities can be found anywhere in eastern North America where there are heavy forests capped with dense canopies of treetops. Easy going and humorous (they like to joke around with those who get trapped in their webs), they are a friendly, social people who believe in sharing with strangers and helping those in need.

On the other hand, humans in the *Empire of Humanity* (as well as many other humans) have a pathological fear and hatred of Spider-Goats. Never enslaved when captured, they are usually executed by the Empire immediately. Their treetop villages, when detected, are viciously attacked with napalm or explosives. *Spider-Goat player characters* will inevitably have lost close relatives and friends to the Empire of Humanity.

Size Level: 7 (Minimum 5, Maximum 9).

Build: Short.

Mutant Changes & Costs

Total BIO-E: 35 for Mutant Spider Powers, Psionics and Size Level only!

Attribute Bonuses: +2 M.A. and +3 P.S.

Human Features

Hands: Partial.

Biped: Partial.

Speech: Partial.

Looks: None & weird. The goat-like body is covered with short, thick hair, usually white or cream colored with black, brown or red markings on the head, tail, arms and legs. The head is that of a goat and has a long, wide muzzle with a huge black nose, eyes that are placed apart on the sides of the head, and prominent floppy ears. Cloven hooves are found on all limbs, so the character can easily run on all fours (or all limbs, if more than four). The hooves on the feet are rough and used for climbing and grasping bark, tree limbs, rough stone, etc., enabling the mutant to climb like a spider. The part hand, part cloven hooves on the *hands* are flexible and have a hoof-like thumb sprouting from the base of the wrist. Note: mutant Spider-Goats may have multiple arms and legs.

Natural Weapons: None.

Special Skill: Spider Silk Processing and Rope & Fabric Making. The main industry of the Spider-Goat communities is the production of their special "silk" products. From early childhood these mutants learn to make, process, test, spool and package different kinds of *spider thread, cord* and *rope*. At the age of eight they are taught how to identify and collect different plants, roots and minerals, and how to brew different colors and shades of dye. Later, as teenagers, they learn the techniques of dyeing and printing patterns on spider cloth material, as well as how to sew the cloth into garments. **Base Skill:** 40% +4% per level of experience. Adds +5% to the Sewing skill; professional quality.

Mutant Spider Powers (Special):

10 BIO-E for Web Spinnerets. Concealed at the base of each hoof is a cluster of tiny spinnerets, each capable of exuding six different kinds of spider silk. There are a maximum of eight of these Web Spinneret Clusters, usually placed three to each hand, and one on each foot.

1. Silk Binding. Works far better than ropes, chain or conventional tape, easily binding creatures of Brute Strength of up to P.S. 22 or, if deliberately reinforced, can bind creatures of Beastly Strength of up to P.S. 30, and the adhesive strength lasts for up to eight hours. Takes one melee round to wrap up a Size Level 4 or smaller character, and one additional melee round for each additional Size Level. Used to cocoon prisoners and hold things together.

2. Silk Armor. Protects whatever is wrapped in the eight layers of this light, silky material from blades, bullets or arrows (no protection against impact, energy weapons or falling), with an A.R. 15 and an S.D.C. of 50. Lasts for up to 24 hours. Takes a full minute to wrap a Size Level 4 character in this protective armor, with an additional minute for each additional Size Level, and two additional minutes for each Size Level beyond 12.

3. Silk Tape. The character can weave a super-strong band of tape, sticky on one or both sides (if one-sided, the sticky side won't stick to the non-sticky side), from one inch to six inches (2.5-9 cm) wide. Can be used for repairs like ordinary tape or glue, but sticks with the equivalent of 100 S.D.C. and is resistant to a Beastly Strength of up to P.S. 25. Lasts for up to 48 hours. It takes one melee round (15 seconds) for every square foot of tape generated, so in one minute a character could make a 12 foot long strip that is one inch wide (3.7 m by 2.5 cm), or a two foot long strip that is six inches wide (0.6m by 9cm).

4. Silk Structures. The character weaves lightweight hollow structures like a plaster of Paris construct built over an armature (the mutant makes the armature first with this same silk). These sculpture-like constructs become solid and hard after about an hour and can be used to make temporary waterproof shells and walls, chairs, and containers, as well as other objects. Once hardened it has an A.R. 11 with 25 S.D.C.; lasts for two weeks before the structure begins to rapidly weaken and fall apart.

5. Silk Thread. Weaving together hundreds of tiny strands, the character can produce incredibly tough, soft and flexible lightweight thread, cord or rope, each of which wears and lasts better than modern thread, cord and fabric (years). Thread can be produced at one foot (0.3 m) per melee round, cord at one foot (0.3 m) per minute (4 melee rounds), and rope at one foot (0.3 m) every five minutes. The different kinds can be made three times as fast if the character doesn't bother making them waterproof, but then the thread, cord or rope will fall apart when exposed to water or moisture, and even when dry only lasts for up to a week.

Spider Silk Thread: 1,500 pound (675 kg) test, and 12,000 feet (3658 m) weighs just one pound (0.45 kg).

Spider Silk Cord: 5,000 pound (2250 kg) test, and 1,000 feet (305 m) weighs just one pound (0.45 kg).

WILSON-2001

Spider Silk Rope: 20,000 pound (9000 kg) test, and 250 feet (76 m) weighs just one pound (0.45 kg).

6. Silk Cloth. By far the most valuable commodity produced by the Spider-Goats, the silk cloth is as soft, sensuous and flexible as the finest silk, and has the added benefit of having a natural resistance to bullets, blades and punctures (A.R. 12, 15 S.D.C. per yard). Spider-Goats can weave plain silk cloth at a rate of one square yard/meter every fifteen minutes. Weaving with a pattern takes twice as long, and a white-on-white texture takes four times as long. Wears and lasts better than traditional moth silk.

While all spider silk cloth always comes out pure glistening white, Spider-Goats can change the color of the silk by dipping their Web Spinneret Clusters in different dyes.

10 BIO-E for Web Shooters. Eight powered clusters of *web-producing spinnerets* are located on the body, each capable of shooting out web material up to 30 feet (9 m) away (60 feet/18.3 m for those located in the mouth). Usually the Web Shooters are located on the shoulders, calves, mouth and forearms, but a player character can choose to be born with them located in different places. Each of the eight Web Shooters contains 240 feet (73 m) of translucent webbing per 24 hours. The webbing can be released in any of the following ways.

1. Silk Travel Line. The character can attach one end of a line from a Web Shooter to an object and then "play out" the line by dropping down, moving away, or just standing still, if the object is moving away from the character. The player controls the speed of the release, just like a fisherman controls the line coming out of a reel.

2. Silk Grapple Line: Smooth. The line is *shot out* of the web shooter at high speed, with a small glob of sticky stuff at the end. Once stuck to the other end, the character can pull the line taut, or just reel himself towards the other end.

3. Silk Grapple Line: Sticky. Can be used like a smooth grapple line, but the web will be coated in a substance that will stick to just about anything. The line has an S.D.C. of 40. Also, the character can shoot it out "loosely," so it will drape and loop around a target. If shot at a living creature, it's almost certain to *entangle* them (+3 to entangle), creating a binding that's resistant to Brute Strength of up to P.S. 20.

4. Silk Webs/Netting. The character can create a spider web, in any shape or pattern, either with smooth lines, sticky lines, or alternating lines.

Smooth line webs can be constructed as bridges, rope ladders, netting, or sleeping hammocks.

Sticking line webs can be used as traps for various creatures, used like the web of many real spiders to catch flies. Within five minutes the character can create a web capable of ensnaring and binding a creature of up to Size Level 7, with a Brute Strength of P.S. 24. Each additional fifteen minutes spent enlarging and fortifying the web can increase the creatures it can hold an additional two Size Levels, and another three points of P.S. The maximum web strength can still be broken by a *Beastly Strength* of 35 or a Crushing *Strength* of P.S. 24 or more.

5 BIO-E for Web Hooks. Located at the tip of each finger and hoof part (no matter how many), as well as at the wrists, ankles, elbows, knees and shoulders, are tiny bristles or pincers, designed for gripping strands of webbing. Any one hook is

strong enough to hold the whole character, and the character can move swiftly and acrobatically along webs. The character can even travel along sticky webs, placing the hooks in between the sticky spots. +10% to Climbing skill and +20% to rappel/climb rope.

5 BIO-E for Natural Body Armor. The Spider-Goat naturally grows a kind of white "web-hair" that's even more resistant than Kelvar. Protects against blades, arrows and bullets, takes half damage from impact damage from punches, kicks, falls and explosive force or hammering attacks. Confers an A.R.: 15 and 80 S.D.C. Subtract damage from Natural Body Armor S.D.C. first.

10 BIO-E for Spider Adhesion Pads. Characters with this power are able to attach parts of their body, usually hands and feet, to any other surface. This means that the character can walk on walls or ceilings, can climb any rough or porous surface effortlessly and is terrific at catching fly balls. Limitations: Does not work on slick, smooth or highly polished surfaces (i.e. glossy paint, glass, plastic, polished steel, etc.) nor oily surfaces; half speed if the surface is wet. The other limitation is the character's own strength. Attempting adhesion while carrying a heavy load will mean that the mutant falls off (can carry 10 lbs/4.5 kg per point of P.S.). The character also needs to worry about things like loose rocks and cracking plaster that may break off and cause him to slip, slide or fall off. **Note:** The character will have a maximum of 16 Adhesion Pads, and it is up to the player to decide where they appear on the body.

10 BIO-E for Extra Limb: Set of Spider Eyes. The character has six extra eyes, for a total of eight. While the eyes can be placed anywhere on the character's body, they have to be arranged symmetrically, so if an eye is placed on the wrist of the right arm, it will have to be matched with another eye on the wrist of the left arm. All the extra eyes have lids that, when closed, will keep them from being noticed.

Each pair of eyes must be one of the following three:

1. Normal Human Eyes. The sight through these eyes is just like what a normal human sees (Advanced Vision), with good perception of color and detail. However, they are fixed in place and can not be moved separately, so they can not be used in a binocular way, to accurately judge distances, or moved to look in one direction or the other.

2. Limited Nightvision Eyes. At most the eyes can see 100 feet (30.5 m) and then only in dark or very dim lighting. The eyes will be blinded by sunlight or in well-lit rooms.

3. Telescopic Eyes. The eyes are designed for far vision (far sighted). Can not be used for reading or see details, and don't see in color, but are excellent at picking out moving objects at a distance up to two miles (3.2 km) away. Arranging a pair of telescopic eyes along with the character's main eyes gives a +1 bonus to aim with long-range projectile weapons, and +25% accuracy when estimating distances.

5 BIO-E for Extra Limbs: Set of Arms. The character will have another two additional arms and hands, identical to and just below the first set. They come with no extra spinnerets, web shooters, or adhesion pads, but the player can choose to rearrange such things, assigning some to the extra arms.

5 BIO-E for Extra Limbs: Set of Legs. The character has an additional set of legs, with the torso extended to compensate.

As with extra arms, players can choose to place other spider organs on the extra legs. Bonuses: +10 to Spd. and +10 to balance per pair of extra legs.

WILSON '01

Horses

Horse: Mustang

Original Animal Characteristics

Description: There are quite a few different breeds of this domesticated grazing animal and many of them have adapted very well to life **After the Bomb®**.

Mules: The genetics of cross-breeding horses and donkeys. Original, pre-mutation horses came equipped with 32 pairs of chromosomes, or 64 total. Donkeys, while smaller, and with 31 pairs of chromosomes, or a total of 62, and should be created by exactly the same as horses. On the other hand, Mules, which are a cross between horses and donkeys end up with 63 chromosomes. **Note:** While mules are sterile and can not produce offspring, they get the following attribute bonuses: +2 M.E., +2 P.E., +4 P.S. +2D6+4 S.D.C., and an extra 10 BIO-E. All else is the same as below.

Size Level: 18

Height: 48 to 60 inches (1.2 to 1.5 m) tall at the shoulders.

Weight: 800 to 1,400 lbs (360 to 630 kg).

Build: Medium.

Mutant Changes & Costs

Total BIO-E: Zero.

Attribute Bonuses: +3 P.S. and +12 Spd.

Human Features

Hands: 10 BIO-E for partial or 15 BIO-E for full.

Biped: 10 BIO-E for partial or 15 BIO-E for full.

Speech: 5 BIO-E for partial or 10 BIO-E for full.

Looks: None. Basically an intelligent horse that may have some human features such as hands or bipedal stance.

10 BIO-E for partial. A humanoid with a horse head or long muzzled face, large tubular ears on top of the head, wide-spaced eyes, mane of long hair on the top of the head and running down the back, short broom-like tail, powerful build, thin arms and legs, three toes and fingers.

15 BIO-E for full. Human with a full head of long, silky hair or Mohawk-style bristly hair, long face, wide mouth, buck teeth, large dark eyes, pointed ears and powerful build. May have white, olive, light brown, dark brown or jet black skin.

Natural Weapons:
5 BIO-E for Hoofed hands, punches do 2D4+2 damage.
5 BIO-E for Hoofed feet, kick does 2D6 damage.

Mutant Animal Powers:
5 BIO-E for Advanced Hearing.
10 BIO-E for Advanced Taste.
10 BIO-E for Extra Intelligence.
10 BIO-E for Extra Mental Affinity.
10 BIO-E for Extra Mental Endurance.
10 BIO-E for Extra Physical Endurance.
15 BIO-E for Extra Physical Prowess.
5 BIO-E for Extra Physical Beauty.
5 BIO-E for Extraordinary Speed.
10 BIO-E for Leaping: Standard.
20 BIO-E for Leaping: Rodent.
5 BIO-E for Brute Strength.
10 BIO-E for Beastly Strength.

Vestigial Disadvantages:
-10 BIO-E for taking Domestication.
-5 BIO-E for taking Vestigial Hooves.
-5 BIO-E for taking Vestigial Tail.
-10 BIO-E for taking Prey Eyes.
-5 BIO-E for taking Diet: Herbivore.

Note: Don't forget that a Giant Animal (Size Level 15 or bigger) can sell *I.Q. & M.E.* and/or *P.P. & Speed attribute points* to get extra BIO-E points without sacrificing size. See Giant Animals in the creation section of this book under Growth Steps.

Horse: American Cream (Purebred)

Description: Before the Crash, the American Cream was the only breed of draft horse native to the continent. All are descended from "Old Granny," a mare with an outstanding cream color and pure amber-colored eyes, who was first registered in Iowa in 1911. A steadfast, good-natured character seems to be part of their genetic heritage, and American Creams are considered trustworthy, loyal and honest.

Size Level: 19

Build: Medium.

Mutant Changes & Costs

Total BIO-E: 10

Attribute Bonuses: +2 M.A., +4 P.E., Brute Strength, +20 P.S., +6 P.B., +6 Spd.

Human Features
Hands: Partial.
Biped: Full.
Speech: Full.

Looks: None (may be considered somewhat partial). A vaguely humanoid appearance with animalistic/horse-like haunches, legs, and hoofed feet, but stands erect and has human-like arms and hands. The head is that of a horse, with striking amber colored eyes (the young are born with pure white eyes that later darken) and a long, thick neck. Most of the body is covered with cream-colored hair, combined with a white tail, flowing mane, and "star" on the forehead. The skin underneath is pink. The mutant American Cream has massive hooves that generally require shoeing, and partial hooves on the knuckles of their hands.

Natural Weapons:

Automatically gets *"Knuckle Hoof" Hands (special)*. Acts like a natural set of brass knuckles doing 2D4 damage with a punch (+P.S. and combat damage bonuses). Knuckle Hoof hands do not suffer the full penalty common to having hoof hands; only -20% skill penalty (instead of -50%) for having Knuckle Hoof hands.

10 BIO-E for Hoofed feet, kick does 3D6 damage (plus P.S. damage bonus).

Mutant Animal Powers:
5 BIO-E for Beastly Strength.
10 BIO-E for Crushing Strength.
15 BIO-E for Extraordinary Speed (but not horse speed, the first one).
10 BIO-E for Leaping: Standard.
5 BIO-E for Advanced Vision (otherwise color blind).
10 BIO-E for Advanced Hearing.
10 BIO-E for Extra Physical Beauty.

Vestigial Disadvantages:
-5 BIO-E for taking Vestigial Tail.
-5 BIO-E for taking Vestigial Ears.
-5 BIO-E for taking Diet: Herbivore.

Note: Don't forget that a Giant Animal (Size Level 15 or bigger) can sell *I.Q. & M.E.* and/or *P.P. & Speed attribute points* to get extra BIO-E points without sacrificing size. See Giant Animals in the creation section of this book under Growth Steps.

Horse: Appaloosa (Purebred)

Description: Appaloosa consider themselves the most "native" of all American purebreds, and usually think of themselves as members of Native American Tribes (usually Nez Percé).

Size Level: 17

Build: Medium.

Mutant Changes & Costs

Total BIO-E (for Psionics, Spd. and Size Level Only!): 10

Attribute Bonuses: +1 I.Q., +1 M.E., +2 P.E., +4 P.S. and +12 Spd.

Human Features
Hands: Full.

Biped: Full.

Speech: Full.

Looks: Partial. Humanoid with thick neck, a horse head or more likely, horse features, i.e, a long horse face, wide flat nose, horse ears on top of the head, long mane of hair running down the neck, broad shoulders but a human torso, arms and hands. The legs can be horse-like or human (muscular upper leg, almost bulging) but with hoofed feet. All Appaloosa are covered in a short coarse fur, and only the belly, underarms and face are not covered. The skin (and fur) have a crazy quilt of spots and patterns, combining a bright white with different shades of brown and black.

Natural Weapons:

5 BIO-E for Hoofed hands, punches do 2D4 damage (plus P.S. damage bonus).

10 BIO-E for Hoofed feet, kick does 2D6 damage (plus P.S. damage bonus).

Mutant Animal Powers:

Automatically gets Advanced Vision.

5 BIO-E for Advanced Hearing.

5 BIO-E for Internal Compass.

5 BIO-E for Brute Strength.

15 BIO-E for Beastly Strength.

10 BIO-E for Extraordinary Speed (horse).

10 BIO-E for Leaping: Standard.

20 BIO-E for Leaping: Rodent.

10 BIO-E for Extra Physical Beauty.

Vestigial Disadvantages:

-5 BIO-E for taking Vestigial Tail (otherwise doesn't have one).

-5 BIO-E for taking Vestigial Ears.

-5 BIO-E for taking Diet: Herbivore.

Note: Don't forget that a Giant Animal (Size Level 15 or bigger) can sell *I.Q. & M.E.* and/or *P.P. & Speed attribute points* to get extra BIO-E points without sacrificing size. See Giant Animals in the creation section of this book under Growth Steps.

Horse: Morgans (Purebred)

Description: In 1793 an extraordinary horse was foaled, a bay colt that came to be called Justin Morgan. All Morgans are proud of their ancestor, and each and every Morgan continues the tradition of carrying that name. Because of this, they usually have two or more personal names, typically things like Harold Thomas Morgan, Bethany Jane Morgan, and even Justin Archibald David Lane Morgan the 3rd.

Size Level: 14

Build: Short.

Mutant Changes & Costs

Total BIO-E (for Psionics, Size Level, P.E. Hooves, and Strength Only!): 20

Attribute Bonuses: +2 I.Q., +2 M.E., +4 P.E., Brute Strength, +10 P.S. and +4 Spd.

Human Features

Hands: Partial.

Biped: None. Walks on its knuckles.

Speech: Partial.

Looks: None (may be considered somewhat partial). A vaguely humanoid appearance with animalistic/horse-like rear legs, feet and body, but has long, thin, muscular arms and hands (both partial). It can stand upright on its haunches and even walk on two legs for short distances, but normally walks and runs on all fours. Takes a bipedal stance to strike with its arms. The head, tail and everything else about the mutant is horse-like.

Natural Weapons:

5 BIO-E for Hoofed hands, punches do 2D4+2 damage (plus P.S. damage bonus).

10 BIO-E for *"Knuckle Hoof" Hands (special)*. Acts like a natural set of brass knuckles doing 2D6 damage with a punch (+P.S. and combat damage bonuses). Knuckle Hoof hands do not suffer the full penalty common to having hoof hands; only -20% skill penalty (not -50% for hoofed hands).

10 BIO-E for Hoofed feet, kick does 3D6 damage (plus P.S. damage bonus).

Mutant Animal Powers:

5 BIO-E for Beastly Strength.

20 BIO-E for Crushing Strength.

5 BIO-E for Extraordinary Endurance.

10 BIO-E for Extraordinary Speed (horse).

10 BIO-E for Leaping: Standard.

5 BIO-E for Advanced Vision.

10 BIO-E for Advanced Hearing.

Vestigial Disadvantages:

-5 BIO-E for taking Vestigial Tail (otherwise doesn't have one).

-5 BIO-E for taking Vestigial Ears.

-5 BIO-E for taking Diet: Herbivore.

Horse: Tennessee Walkers (Purebred)

Description: All are descendants of Black Allen, foaled in 1886, who was originally given away because of his strange walk. Mutant Tennessee Walkers, while having a very human look, are endowed with a mile-eating gait, and are capable of walking 40 or 50 miles (64 to 80 km) each day without tiring. Walkers are also long-winded when it comes to talking, enjoying telling stories about their travels and "embroidering" their tales with jokes, supernatural events and mythology, sometimes taking an hour or two to get to their round about punch line.

Size Level: 14

Build: Medium.

Mutant Changes & Costs

Total BIO-E: 10 for whatever, and 15 exclusively for Animal Psionics.

Attribute Bonuses: +2 M.A., +1 P.E., +4 P.S. and +16 Spd.

Human Features

Hands: Full.

Biped: Full.

Speech: Full.

Looks: Full! Although no one is likely to take a Tennessee Walker for human, their human genes are fully expressed in their appearance with a human body, hands and face. What gives them away is their dark brown or jet black skin (hair is black, brown, red or gray) and animal powers.

Natural Weapons: None.

Mutant Animal Powers:
Automatically gets Advanced Vision.
5 BIO-E for Internal Compass.
5 BIO-E for Leaping: Standard.
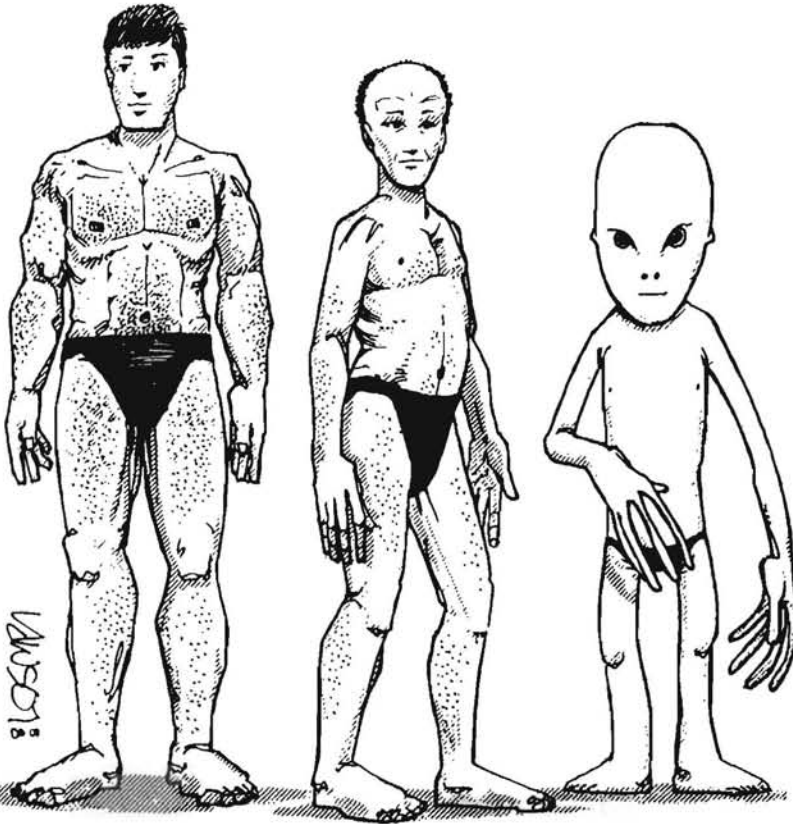5 BIO-E for Brute Strength.
10 BIO-E for Advanced Touch.
10 BIO-E for Extra Physical Endurance.
15 BIO-E for Extra Physical Prowess.
5 BIO-E of Extra Physical Beauty.
Vestigial Disadvantages: None.

Human Mutants
Original Animal Characteristics

Description: *Modern, normal human beings*, sometimes called Homo Sapiens (but are really "Homo Sapiens Sapiens"), are tool using, bipedal mammals believed to have evolved from the animal family of the Great Apes (or something similar). They are highly social beings, organized into such social groupings as *gangs, tribes, nations, political parties, armies, extended families*, and *gaming groups*. Their extreme dependence on so-called "civilization" has resulted in a weak physical body (compared to animals) and very complex brains. They are mostly hairless, bipedal and have well-developed hands and speech.

Note: "True humans" are like you and I, and do not spend BIO-E Points on special powers and abilities. Roll three six-sided dice for each Attribute, roll another 1D6 for an attribute if the number rolled was 16-18 and add it to the base attribute number (indicating an exceptional level of natural ability for *that* attribute). Physical attributes may be further enhanced by the selection of certain Physical Skills. Otherwise, humans are normal and have no special powers. If the Game Master would like (in his or her sole discretion) to include *Psionics* from

Heroes Unlimited™ or any of Palladium's other role-playing games, feel free, but those abilities are not available to mutant animals born in the **After the Bomb®** setting and would use the standard *I.S.P. system* of rules. Such psychic humans should be a rarity (less than 15%) and most (98%) will be Minor or Major psychics with eight psi-abilities or less. Master Psychics are a true rarity on this world. Likewise, **After the Bomb®** is designed to be its own, self-contained world environment, one that does *NOT* include superpowers or superhumans. It is okay if the G.M. wants to merge **Heroes Unlimited™** with the ATB world, but you will be changing the environment dramatically from the designer's vision. On the other hand, it is super-easy and not disruptive in the least to bring the Mutant Animals of **After the Bomb®** into the worlds of **Heroes Unlimited™** or **Rifts®**.

Human Mutants after The Crash

Some, not all, humans in the post-apocalyptic world of **After the Bomb®** are themselves mutants – an estimated 15-20%, and some fear that number is growing. Some believe that certain humans, for whatever reason (adaptation to the new environment, response to an unknown mutagenic agent, etc.), are *devolving* and taking on "animal" features and abilities. Others theorize that many of the people *believed* to be human are actually highly evolved *mutant animals!* So highly evolved that many *seem* to be (or have actually become the equivalent of) "human."

Players who would like to play a *human mutant* can do so. Human mutant characters can spend or trade BIO-E Points to take on animal features, possess certain Animal Powers and purchase a fairly wide range of Animal Psionics (all noted below). HOWEVER, the *less* human one becomes, the more likely he or she will be mistaken for a "mutant animal" and is more likely to be mistreated as an undesirable outcast, freak, second-class citizen or even slave by "true" humans.

Size Level: 11

Height: 5 feet to 7 feet (1.5 to 2.1 m). Random determination: 60+4D6 inches.

Weight: 85 to 250 lbs (38.2 to 112.5 kg) on average.

Build: Medium.

Mutant Changes & Costs

Total BIO-E: Zero; must trade away human features, size, etc., to get BIO-E points to purchase special Animal Powers, Animal Psionics and other abilities. Also see available *Vestigial Disadvantages* for additional BIO-E. All make the human mutant less ... human.

Attribute Bonuses: +2 I.Q., +2 M.E., and +2 P.B.

Human Features

Hands: Automatically Full.

Gets 10 BIO-E in exchange for partial. The fingers become long or short and awkward, the thumb a bit less effective as a fully developed opposable digit. -10% penalty on all skills requiring manual dexterity (Computer Operation, Mechanical Engineering, Pick Pockets, etc.), -1 to strike and parry with hand-held weapons. Character has a brutish appearance: *Hair on arms, legs, chest and back, and the arms and/or legs may be a bit longer or shorter than one might expect.*

Gets 20 BIO-E in exchange for none. The hands look more like rounded pink paws and the fingers are just little stubs. Hands can no longer be used for picking up or holding onto objects.

Most skills requiring the use of hands and manual dexterity become impossible (-70%) and even opening a door is difficult and requires both hands. Other humans will be upset or disgusted by the appearance of these deformed hands.

Biped: Automatically Full.

Gets 10 BIO-E in exchange for Partial: Human. Legs are short and bowlegged (reduce Speed attribute by 20%), the spine is curved and the character is hunched forward, normally standing and walking on his knuckles or hands like a gorilla. Can not stand erect for more than a few minutes at a time.

Gets 15 BIO-E in exchange for Partial: Animal. Resembles the Greek god Pan with the furry, hoofed legs of a goat. Gives the character a half man-half animal appearance. No penalty to Spd, but anti-animal factions will *NEVER* believe this character is (or was ever) human.

Gets 20 BIO-E in exchange for none. Legs turn into useless stubs and or a short (about the length of human legs) snake-like tail. The character is forced to use a vehicle, wheelchair, crutches, walk on his hands or crawl pulling himself along with his hands and arms. To sit or stand upright, he must lean against or hold on to something. Can balance himself on his trunk or thick tail only for five minutes at a time. Reduce Speed attribute by 80% and bonuses to dodge are half. Other humans will assume that the character is an amputee or suffers from a severe birth defect, and although he may be accepted as human, the character will be regarded as genetically flawed and impure.

Speech: Automatically full.

Gets 5 BIO-E in exchange for partial. Either sounds guttural or strange musical inflections enter the character's speech. The mutant's words are easily understood, but other humans will find the sound, tone, inflections or quality to be odd, animalistic and unsettling.

Gets 10 BIO-E in exchange for none. The ability to speak is totally gone. However, the character is able to grunt, growl, hiss, whistle, hoot, howl and mumble in a guttural way. Other than certain inflections and simple words like no, yes, and go, all others words and sounds are unintelligible. Only the mutant knows what he is trying to say with grunts and groans.

Looks: Automatically perfect, and completely human.

Gets 5 BIO-E in exchange for partial. Face loses its definition and becomes softer and with less expression – or – harder and more animal-like with larger or pointed teeth, apish nose or animal muzzle and nose, round eyes, ridges over the eyes, and pointed or small round ears. The character is also likely to be extremely hairy and may have other animal qualities. Other humans will be suspicious and paranoid about the character, wondering if he is not a mutant animal trying to "pass" for human.

Gets 10 BIO-E in exchange for none. Character's face and body become hairless and featureless. The mouth is a slit (no lips), the nose barely more than a lump with two small holes, the ears small and close to the head, the eyes dark and round or oval, the skin pale white or with a greyish pallor. The head may also be oversized or oddly shaped, completely smooth or lumpy or excessively wrinkled. Other humans will recognize the character as a *mutant* or an alien from outer space.

Natural Animal Weapons: Humans have no natural weapons, but the Human Mutant may buy Animal Weapons with BIO-E Points earned by trading away his humanity.

5 BIO-E for 1D6 damage Claws.
10 BIO-E for 2D4 damage Retractable Claws.
20 BIO-E for 3D6 damage Retractable Claws.
10 BIO-E for 2D4 damage Teeth.
5 BIO-E for 1D6 damage Horns.
10 BIO-E for 2D6 damage Horns.

Mutant Animal Powers:

15 BIO-E for Extra Limb: Prehensile Tail (not available if Vestigial Tail is taken).
15 BIO-E for Advanced Smell.
15 BIO-E for Advanced Hearing.
5 BIO-E for Advanced Taste.
5 BIO-E for Advanced Touch.
10 BIO-E for Brute Strength.
20 BIO-E for Beastly Strength.
30 BIO-E for Crushing Strength.
15 BIO-E for Extra Intelligence Quotient.
10 BIO-E for Extra Mental Affinity.
10 BIO-E for Extra Mental Endurance.
15 BIO-E for Extra Physical Prowess.
15 BIO-E for Extra Physical Beauty.
15 BIO-E for Extraordinary Speed.
5 BIO-E for Leaping: Standard.
15 BIO-E for Leaping: Rodent.
30 BIO-E for Leaping: Feline.

Vestigial Disadvantages:

-10 BIO-E for Vestigial Tail.

-5 BIO-E for Large Vestigial Ears.

-5 BIO-E for Webbed Hand & Feet.

-5 BIO-E for Color Blindness.

-5 BIO-E for Nearsightedness.

-5 BIO-E for Diet: Carnivore.

-10 BIO-E for Nocturnal.

-10 BIO-E for Reptile Brain: Prey or -5 BIO-E for Predator (pick one).

Animal Psionics: The Human Mutant may spend BIO-E to get Animal Psionics unless that power specifically states that it is *not* available to humans. Of course, the character must also have the required M.E. to take that power. These Animal Psionics work the same as they do for mutant animals and do not require I.S.P. A human mutant who has Animal Psionics can not take I.S.P. based psionics.

Super-Powers (Optional!): Only if the Game Master so desires it, he or she can allow players of Human Mutants to purchase one or more *super abilities* from the pages of **Heroes Unlimited**™ (any edition). Here's what is available and what they cost in BIO-E points:

5 BIO-E each for the Major Abilities of *Animal Abilities, Animal Metamorphosis* and *Lycanthropy,* as well as for the Minor *Underwater Abilities.*

10 BIO-E for any Minor Super Abilities involving *Energy Expulsion* powers. 15 for *Power Channeling* and 20 for the Major *Super-Energy Expulsion* or Minor *Manipulate Kinetic Energy.*

20 BIO-E each for any of the powers of *Alter Physical Body, Body Weapons, Healing Factor,* or *Horror Factor.*

25 BIO-E for any *Alter Physical Structure* power, including *Stretching* and *Bio-Armor.*

35 BIO-E for any other, one, Major Super Ability.

Marten, Mink & Fisher
Original Animal Characteristics

Description: Beautiful, fox-faced animals with gorgeous fur. Great climbers, and incurably curious. The word 'sleek' was really invented for Fishers and Minks. Also see Weasels & Ferrets.

Size Level: 2

Length: 24-30 inches long (0.6 to 0.76 m).

Weight: 18-25 lbs (8 to 11 kg); mink are on the lower end of the scale.

Build: Long.

Mutant Changes & Costs

Total BIO-E: 70

Attribute Bonuses: +2 I.Q., +1 M.E., +2 P.P. and +5 Spd.

Human Features

Hands: 5 BIO-E for partial or 10 BIO-E for full.

Biped: 5 BIO-E for partial or 10 BIO-E for full.

Speech: 5 BIO-E for partial or 10 BIO-E for full.

Looks: None. The basic animal; probably larger than normal. Dark heavy fur that turns white in the winter, broad triangular face with small snout and large ears on top, long, slim body, short legs and long bushy tail.

5 BIO-E for partial. Humanoid with the head of the animal or a head with a snout and pointed ears, but otherwise human features. Long, flexible body, with short limbs, a small furry tail and grey or brown fur covered body (fur turns white in the winter).

10 BIO-E for full. Human looking with a long, thin body, short legs, muscular build, sharp facial features, large pointed ears, small eyes, hairy body.

Natural Weapons:

5 BIO-E for 1D6 damage Digging Claws or Climbing Claws (pick one).

5 BIO-E for 2D4 damage Teeth.

Mutant Animal Powers:

Automatically gets Advanced Vision.

10 BIO-E for Extra Intelligence Quotient.

5 BIO-E for Extra Mental Affinity.

10 BIO-E for Extra Physical Prowess.

10 BIO-E for Extra Physical Beauty.

10 BIO-E for Advanced Hearing.

5 BIO-E for Advanced Smell.

5 BIO-E for Nightvision.

10 BIO-E for Predator Burst.

5 BIO-E for Leaping: Standard.

5 BIO-E for Digging.

15 BIO-E for Tunneling.

Vestigial Disadvantages:

-5 BIO-E for taking Vestigial Tail.

-10 BIO-E for taking Musk Glands.

-10 BIO-E for taking Nocturnal.

-5 BIO-E for taking Diet: Carnivore.

Mole
Original Animal Characteristics

Description: This animal is completely adapted to a burrowing existence. In the world of **After the Bomb®**, mutant moles have created huge underground roadways, underground subways with trains, and complex three-dimensional communities. Youngsters will be raised completely underground, never even seeing the sun until their teen years, learning how to grow tasty mushrooms, worms and grubs, and how to harvest food from various plant roots. Most visitors or invaders from "up top" see only the crude upper layer of the mutant mole civilization, and a few select friends may have been shown the upper levels of what the mole people consider "suburbia." The location of the real mutant mole metropolis remains their most closely guarded secret.

Size Level/Range: 1

Length: 4-6 inches (under 0.15 m).

Weight: 8 ounces to one pound (under 0.45 kg).

Build: Short.

Mutant Changes & Costs

Total BIO-E: 85

Attribute Bonuses: +1 I.Q. and +2 P.E.

Human Features

Hands: 5 BIO-E for partial or 10 BIO-E for full.

Biped: 5 BIO-E for partial or 10 BIO-E for full.

Speech: 5 BIO-E for partial or 10 BIO-E for full.

Looks: None. The basic animal, although mutants are usually considerably larger.

5 BIO-E for partial. A short, plump humanoid with a pointed head, tiny black eyes, nose at the end of a snout, dense brown or dark gray fur covering its entire body. The arms and legs are short, powerful scaly limbs, with the forearms, hands, lower legs and face being hairless and pink. Has a long naked tail.

10 BIO-E for full. Short, plump human, with a small round head, small dark eyes, hairless face, small round ears, large fleshy nose, and short muscular arms and legs. Hairy arms, chest, and back.

Natural Weapons:
5 BIO-E for 2D4 damage Digging Claws.
10 BIO-E for 3D6 damage Digging Claws.

Mutant Animal Powers:
5 BIO-E for Digging.
10 BIO-E for Tunneling.
15 BIO-E for Excavation.
10 BIO-E for Brute Strength.
20 BIO-E for Beastly Strength.
5 BIO-E for Advanced Smell.
10 BIO-E for Advanced Hearing.
5 BIO-E for Hold Breath.
5 BIO-E for Nightvision.
10 BIO-E for Internal Compass.
10 BIO-E for Extra Intelligence Quotient.
15 BIO-E for Extra Physical Endurance.

Vestigial Disadvantages:
-10 BIO-E for taking Nearsightedness.
-5 BIO-E for taking Vestigial Tail.
-5 BIO-E for taking Vestigial Claws.
-5 BIO-E for taking Musk Glands.
-5 BIO-E for Diet: Insectivore.

Monkey
Original Animal Characteristics

Description: There are at least a dozen different kinds of monkeys kept as pets or research animals in the U.S. However, because the number of mutant monkeys was so small, they have never formed large communities in North America, and most of them are itinerant wanderers, fitting in as best as they can with communities of other mutant animals.

Size Level: 4

Length: 8 to 22 inches long (under 0.6 m); does not include the tail.

Weight: 5 to 20 lbs (2.25 to 9 kg).

Build: Long.

Mutant Changes & Costs

Total BIO-E: 45

Attribute Bonuses: +3 I.Q., +1 M.E., +1 M.A., +2 P.P., +1 P.E. and +2 Spd.

Human Features

Hands: Automatically partial or 5 BIO-E for full.
Biped: Automatically partial or 5 BIO-E for full.
Speech: 5 BIO-E for partial or 10 BIO-E for full.
Looks: Partial. Monkeys start off with a vaguely human ap-

pearance. Mutants are likely to be larger than normal and a bit more humanoid. The face is leathery, arms and legs are long and skinny, feet are long and flat, it is likely to have a prehensile tail, and only the character's face, hands and feet will not be covered in hair. The exact look and coloration depends on the breed of monkey.

5 BIO-E for full. Looks like a skinny, small frame, hairy human, with a very human face. The only things that might give the character away for being a mutant monkey is their slight build, somewhat apish mouth (pushed out, thick lips, weak chin), small round ears, bowlegged walk (01-50% chance) and the fact that many keep their tail (prehensile or vestigial) and/or prehensile feet (wear wide shoes or sandals).

Natural Weapons:
5 BIO-E for a bite that does 1D6 damage.

Mutant Animal Powers:
5 BIO-E for Advanced Vision.
10 BIO-E for Nightvision.
15 BIO-E for Advanced Touch.
5 BIO-E for Prehensile Feet; use as partial hands.
15 BIO-E for Extra Limb: Prehensile Tail; use as partial hand.
5 BIO-E for Extra Intelligence Quotient.
5 BIO-E for Extra Mental Affinity.
10 BIO-E for Extra Mental Endurance.
10 BIO-E for Extra Physical Prowess.
10 BIO-E for Extra Physical Beauty.
10 BIO-E for Brute Strength.
10 BIO-E for Leaping: Rodent.
20 BIO-E for Leaping: Feline.
10 BIO-E for Righting Reflex.

Vestigial Disadvantages:
-5 BIO-E for taking Vestigial Tail (can not be prehensile).
-5 BIO-E for taking Diet: Herbivore.
-10 BIO-E for Nocturnal.
-10 BIO-E for Domestication.

Breaux

Moose
Original Animal Characteristics

Description: These huge animals graze in the swamps and marshes of the northern U.S. and Canada. Moose during rutting season or guarding young are very dangerous.

Size Level: 19

Length: 6-8 feet (1.8 to 2.4 m) at the shoulder.

Weight: 900-1,500 lbs (405 to 675 kg); females usually under 1,100 (495 kg).

Build: Medium.

Mutant Changes & Costs

Total BIO-E: 5

Attribute Bonuses: Brute Strength +10 P.S., +2 P.E. and +6 Spd.

Human Features

Hands: 5 BIO-E for partial or 10 BIO-E for full.

Biped: 5 BIO-E for partial or 15 BIO-E for full.

Speech: 5 BIO-E for partial or 10 BIO-E for full.

Looks: None. Still appears to be a moose, huge long head with long donkey-like ears, powerful body with long, thin, arms and legs, short, stubby tail.

10 BIO-E for partial. Humanoid moose covered in short brown fur except for its belly, hands and face. Muzzled head, large ears, thick body with thin arms and legs.

15 BIO-E for full. Barrel-chested human with long thin (but muscular) arms and legs. Long face with a pouting mouth, large, fluid eyes, large ears (may droop away from the head), thick neck and hairy body (-2 on P.B. attribute).

Natural Weapons:

10 BIO-E for 2D6 damage Antlers that last year-round (seasonal and less damage if Vestigial Antlers is taken).

Mutant Animal Powers:

Automatically starts with Advanced Vision (may be traded for Vestigial Disadvantages).

10 BIO-E for Nightvision.

5 BIO-E for Beastly Strength.

15 BIO-E for Crushing Strength.

5 BIO-E for Extra Physical Endurance.

10 BIO-E for Extraordinary Speed.

5 BIO-E for Leaping: Standard.

15 BIO-E for Leaping: Rodent.

10 BIO-E for Advanced Hearing.

5 BIO-E for Internal Compass.

Vestigial Disadvantages:

-20 BIO-E for taking Vestigial Antlers: Seasonal.

-5 BIO-E for taking Vestigial Ears.

-5 BIO-E for taking Color Blindness.

-10 BIO-E for taking Nearsightedness.

-5 BIO-E for taking Diet: Herbivore.

-5 BIO-E for taking Musk Glands.

-10 BIO-E for taking Reptile Brain: Predator (male only; very aggressive and easily provoked to violence).

Note: Don't forget that a Giant Animal (Size Level 15 or bigger) can sell *I.Q. & M.E.* and/or *P.P. & Speed attribute points* to get extra BIO-E points without sacrificing size. See Giant Animals in the creation section of this book under Growth Steps. Many a mutant moose is *Big and Dumb*.

Muskrat

Original Animal Characteristics

Description: Muskrats are common throughout North America and Europe. They are river dwelling vegetarians and scavengers, building dens with underwater entrances. Mutant muskrats are also found in and around rivers, where they control much of the trade and traffic.

Size Level: 3

Length: 22 to 25 inches long (around 0.6 m).

Weight: 8-14 lbs (3.6 to 6.3 kg).

Build: Short.

Mutant Changes & Costs

Total BIO-E: 60

Attribute Bonuses: +3 I.Q., +1 M.E., and M.A.

Human Features

Hands: Automatically partial or 5 BIO-E for full.

Biped: 5 BIO-E for partial or 10 BIO-E for full.

Speech: 5 BIO-E for partial or 10 BIO-E for full.

Looks: None. The basic water-rat animal, only larger than normal. Rat-like head with animal snout and pouch-like cheeks, small eyes and ears, thick, bulky neck and body, short arms and legs, long naked tail and thick fur pelt.

5 BIO-E for partial. Squat humanoid covered in gray or dusty brown fur (only the hands, feet and face are not), noticeable snout, small eyes and ears, pouch like cheeks, and short rat-tail.

10 BIO-E for full. Weasel or rat face: long, lean pointed chin and nose, small dark eyes, slicked back hair on the head (naturally thick and greasy dark hair). Short, squat body, powerful build, but small delicate hands.

Natural Weapons: None.

Mutant Animal Powers:

Automatically gets Advanced Vision.

10 BIO-E for Nightvision.

5 BIO-E for Advanced Hearing.

10 BIO-E for Advanced Smell.

10 BIO-E for Advanced Taste.
5 BIO-E for Advanced Touch.
10 BIO-E for Brute Strength.
15 BIO-E for Sonar.
5 BIO-E for Hibernation.
5 BIO-E for Hold Breath.
5 BIO-E for Leaping: Standard.
10 BIO-E for Leaping: Rodent.

Vestigial Disadvantages:
-5 BIO-E for taking Vestigial Tail.
-5 BIO-E for Webbed Hands and Feet.
-10 BIO-E for taking Musk Glands.
-10 BIO-E for Nocturnal.

EASTMAN/LAIRD '85

Opossum
Original Animal Characteristics

Description: 'Possums look like very large, scraggly rats with a naked face and ears, silver-tipped fur and long scaly prehensile tails. It is the only marsupial native to North America. They are tree dwelling scavengers with a foul temper.

Size Level: 4

Length: Up to 36 inches (0.9 m).

Weight: 10-20 lbs (4.5 to 9 kg).

Build: Medium.

Mutant Changes & Costs

Total BIO-E: 60

Attribute Bonuses: None.

Human Features

Hands: Automatically partial or 5 BIO-E for full.
Biped: 5 BIO-E for partial or 10 BIO-E for full.
Speech: 5 BIO-E for partial or 10 BIO-E for full.

Looks: None. The basic animal, probably larger than usual. Has a long triangular head with a wide jaw filled with tiny pointed teeth, naked ears, and coarse silver fur covering the body. Partial hands on rear legs, heavy body with short limbs, long hairless tail.

5 BIO-E for partial. Humanoid shape with coarse white or grey fur, definite snout, black beady eyes, long mouth, sharp teeth, large ears, large squat body. Partial hands on hind legs.

10 BIO-E for full. Rat face: long pointed chin and nose, small or large dark eyes, and pointed ears. Wide mouth with small teeth, thin lips (if any). Stout, squat body, powerful build, but small delicate hands. Coarse white or gray hair covers the body except for the hands, feet, face, neck and belly.

Natural Weapons:
5 BIO-E for 1D4 damage Climbing Claws (10 if claws are on the hands and feet).
10 BIO-E for 2D4 damage Razor Fingernails.
10 BIO-E for pointed Teeth that bite doing 2D4 damage.

Mutant Animal Powers:
5 BIO-E for Ability to Play Dead (special). The Opossum character can convincingly feign death: Falls down stiffly, the mouth gaping open with a smelly greenish mucus around the lips. Heart rate and respiration become almost impossible to detect (need medical equipment) and the creature does not respond to stimulation. This can be continued for up to two hours. The character will be completely aware during the whole time and can "return to life" at will in a heartbeat.

10 BIO-E for Extra Limb: Prehensile Tail (special). The tail is as long as the mutant's body, has the same P.S., has 20 S.D.C. of its own, provides one extra attack per melee round (only when the tail is used for one of the attacks that round) and functions as a partial hand.

10 BIO-E for Prehensile Feet; use as partial hands.
10 BIO-E for Brute Strength.
20 BIO-E for Beastly Strength.
15 BIO-E for Extra Physical Prowess.
5 BIO-E for Nightvision.
5 BIO-E for Advanced Hearing.
10 BIO-E for Advanced Smell.
10 BIO-E for Advanced Touch.
10 BIO-E for Leaping: Rodent.
10 BIO-E for Righting Reflex.
5 BIO-E for Hibernation.

Vestigial Disadvantages:
-5 BIO-E for taking Nearsightedness.
-10 BIO-E for taking Nocturnal.
-10 BIO-E for taking Vestigial Tail.
-10 BIO-E for taking Reptile Brain: Dead Prey (Special). Rather than run away, the character who fails to save vs insanity will first fight savagely for one or two melee rounds and then, if its opponent does not back off, becomes paralyzed with fear, "playing dead" (using Ability to Play Dead, if available), and refusing to move until the danger is passed, even if poked, prodded or dragged away (may attack or try to escape if actually picked up or carried off).

10 BIO-E for Extra Physical Prowess.
5 BIO-E for Extra Physical Beauty.
15 BIO-E for Extraordinary Speed.
Note: Swimming must be a learned skill.
Vestigial Disadvantages:
-5 BIO-E for taking Vestigial Tail.
-10 BIO-E for taking Diet: Carnivore (mainly fish).
-10 BIO-E for Webbed Hands and Feet.
-10 BIO-E for Domestication.

Otter
Original Animal Characteristics

Description: There are two major varieties of these playful creatures. River Otters are found throughout North America. Sea Otters are much larger and live on the pacific coast. Otters are just about the most playful, fun-loving animals on the planet.

Size Level: River Otter: 4. Sea Otter: 6.

Length: River Otter: 45-55 inches (1.1 to 1.4 m). Sea Otter: 48-53 inches (1.2 to 1.3 m).

Weight: River Otter: 15-25 lbs (6.7 to 11 kg). Sea Otter: 45-60 lbs (20 to 27 kg).

Build: Long.

Mutant Changes & Costs

Total BIO-E: River Otter: 50 – Sea Otter: 40.

Attribute Bonuses: +3 I.Q., +2 M.E., +3 M.A., +4 P.P., +3 Spd.

Human Features

Hands: Five-fingered hands; automatically partial or 5 BIO-E for full.

Biped: 5 BIO-E for partial or 10 BIO-E for full.

Speech: 5 BIO-E for partial or 10 BIO-E for full.

Looks: None. An intelligent mutant otter. Small head with ears on top, thick, flexible neck, long body, heavy fur pelt, short arms and legs, and medium-long furry tail.

5 BIO-E for partial. Humanoid with a small round head, slight snout, warm eyes, long brown furry body, furry tail, short arms and legs with webbed fingers and toes.

10 BIO-E for full. Human shape with a long, lean, muscular body, round head with a wide, flat nose, small pointed ears, slight webbing between fingers and toes and chocolate brown skin. Coarse brown or black hair mainly on the head.

Natural Weapons: None.
Mutant Animal Powers:

5 BIO-E for Sensor Whiskers (special). Can detect vibration/movement in the water and air; equal to Advanced Touch. Penalties for blindness are half (-5).

Automatically gets Advanced Vision.

5 BIO-E for Advanced Hearing.
10 BIO-E for Advanced Smell.
5 BIO-E for Advanced Touch.
5 BIO-E for Hold Breath.
5 BIO-E for Extra Intelligence Quotient.
5 BIO-E for Extra Mental Affinity.
10 BIO-E for Extra Mental Endurance.
10 BIO-E for Brute Strength.

Porcupine
Original Animal Characteristics

Description: Porcupines have evolved a natural defense of bristling sharp quills. This makes them invulnerable to most predators, but they're still easy prey to Fishers who include them as a regular part of their diet (natural enemies).

Size Level: 5

Length: 1-3 feet long (0.3 to 0.9 m).

Weight: 20 to 40 lbs (9 to 18 kg).

Build: Medium.

Mutant Changes & Costs

Total BIO-E: 65

Attribute Bonuses: +1 to M.A. and +1 to M.E.

Human Features

Hands: 5 BIO-E for partial or 10 BIO-E for full.

Biped: 5 BIO-E for partial or 10 BIO-E for full.

Speech: 5 BIO-E for partial or 10 BIO-E for full.

Looks: None. The basic animal although probably larger than normal. Thick coarse fur (quills are actually modified hairs), snouted face, round, heavy body and limbs, furry tail.

5 BIO-E for partial. Humanoid with a short, stout, plump body, snouted face, covered in heavy brown fur salted with black and white. Only the face, hands, feet and belly are free of fur.

10 BIO-E for full. Human shaped, stout and plump body, thick coarse hair (same as partial) on the head. neck and back, broad shoulders, husky build, small delicate hands and feet, and a round soft face, warm brown eyes.

In each case, only has quills if the Quill Defense is taken.

Natural Weapons:
5 BIO-E for 1D6 damage Climbing Claws.

Mutant Animal Powers:
Automatically gets Advanced Vision.
15 BIO-E for Quill Defense (special). This is a kind of Natural

Body Armor, A.R. 12 and 60 S.D.C. A physical attack (with fist, foot or body) that rolls 12 or less will contact the quills and impale himself, taking 2D6 damage. The Porcupine character can attack with quills using a Body Block (does 4D6 + P.S. bonus damage if any) or the back of the arm (2D6 +P.S. bonus). The quills are NOT "shot" out from the body. However, a Porcupine character can use quills as daggers by pulling them out and brandishing them as hand-held weapons or throwing them at opponents (1D6 damage each). Those with the Lock Picking skill can use a quill to pick locks (+5% skill bonus for the mutant porcupine only).

5 BIO-E for Advanced Smell.
5 BIO-E for Advanced Hearing.
10 BIO-E for Extra Intelligence Quotient.
10 BIO-E for Extra Mental Affinity.
10 BIO-E for Brute Strength.

Vestigial Disadvantages:
-5 BIO-E for taking Nearsightedness.
-10 BIO-E for taking Vestigial Quills (harmless, but they rattle continuously, and shed all over the place; -30% to Prowl, +20% to Tracking rolls to follow the character).
-5 BIO-E for taking Vestigial Tail.
-10 BIO-E for taking Musk Glands.
-10 BIO-E for taking Nocturnal.

Rabbit

Original Animal Characteristics

Description: Different kinds of rabbits are found around the world. They are small vegetarians who depend on speed for defense against predators. They are found in the wild and have been domesticated for pets.

Size Level: 3

Length: 12-20 inches (0.3 to 0.5 m). Jack Rabbits are always large.

Weight: 5 to 10 lbs (2.2 to 4.5 kg).

Build: Medium.

Mutant Changes & Costs

Total BIO-E: 70

Attribute Bonuses: +3 P.P. and +10 Spd.

Human Features

Hands: 5 BIO-E for partial or 10 BIO-E for full.

Biped: 5 BIO-E for partial or 10 BIO-E for full.

Speech: 5 BIO-E for partial or 10 BIO-E for full.

Looks: None. Just an oversized bunny or Jack rabbit. Exact looks vary with the breed.

5 BIO-E for partial. Humanoid with rabbit ears, small round eyes, slight muzzle, thick neck and body. Powerful human legs with thighs bulging with muscles and large, wide four-toed feet – or – haunches and legs may be animal/rabbit-like. Fur covers the body except for the face and the bottoms of the hands and feet.

10 BIO-E for full. Human shape and appearance with a muscular body, narrow shoulders, thighs bulging with muscles and large, wide four-toed feet. The face is attractive with a small mouth, button nose, warm brown eyes, large pointed ears, and a bushy crop of hair on head.

Natural Weapons:
5 BIO-E for Running Claws that do 1D6 damage (hands and feet).

Mutant Animal Powers:
5 BIO-E for Leaping: Rodent.
10 BIO-E for Leaping: Feline.
5 BIO-E for Advanced Hearing.
5 BIO-E for Advanced Smell.
10 BIO-E for Extra Mental Affinity.
10 BIO-E for Brute Strength.
10 BIO-E for Extraordinary Speed.
10 BIO-E for Righting Reflex.
5 BIO-E for Digging.
10 BIO-E for Tunneling.
20 BIO-E for Excavation.
10 BIO-E for Hibernation.

Vestigial Disadvantages:
-5 BIO-E for taking Vestigial Ears.
-10 BIO-E for taking Prey Eyes.
-5 BIO-E for taking Diet: Herbivore.
-10 BIO-E for taking Reptile Brain: Prey.
-10 BIO-E for taking Domestication.

Breaux

Rabbit: Pleasure Bunnies (Purebred)

Description: Extensively used in research, white-furred, pink-eyed rabbits were among the first mammals to have their genetic code analyzed and experimented upon. What happened afterwards were wholesale attempts to replicate different human functions through the insertion of human DNA. We can only assume that someone decided it would be amusing, or profitable, to create "bunnies" as human sex toys. The result was a new humanoid species that had the ultimate in sex appeal. Equipped not just with devastatingly good looks, and luscious bodies, but with the ability to release a cocktail of sex hormones.

Size Level: 8

Build: Medium.

Mutant Changes & Costs

Total BIO-E: 20; may be used for psionics and limited animal abilities.

Attribute Bonuses: +4 M.A., +6 P.B., and +4 Spd.

Human Features

Hands: Full.

Biped: Full.

Speech: Full.

Looks: Full. Nearly perfect human look, except that no living human being could actually appear this attractive, at least not without years of extensive plastic surgery. Thick, luxurious white hair, brilliant pink eyes (although some wear colored contact lenses), and a perfect pink complexion (unless tanned, Mutant Bunnies can pick up a killer tan). Both males and females have perfect "swimsuit" bodies.

Natural Weapons: None.

Mutant Animal Powers:

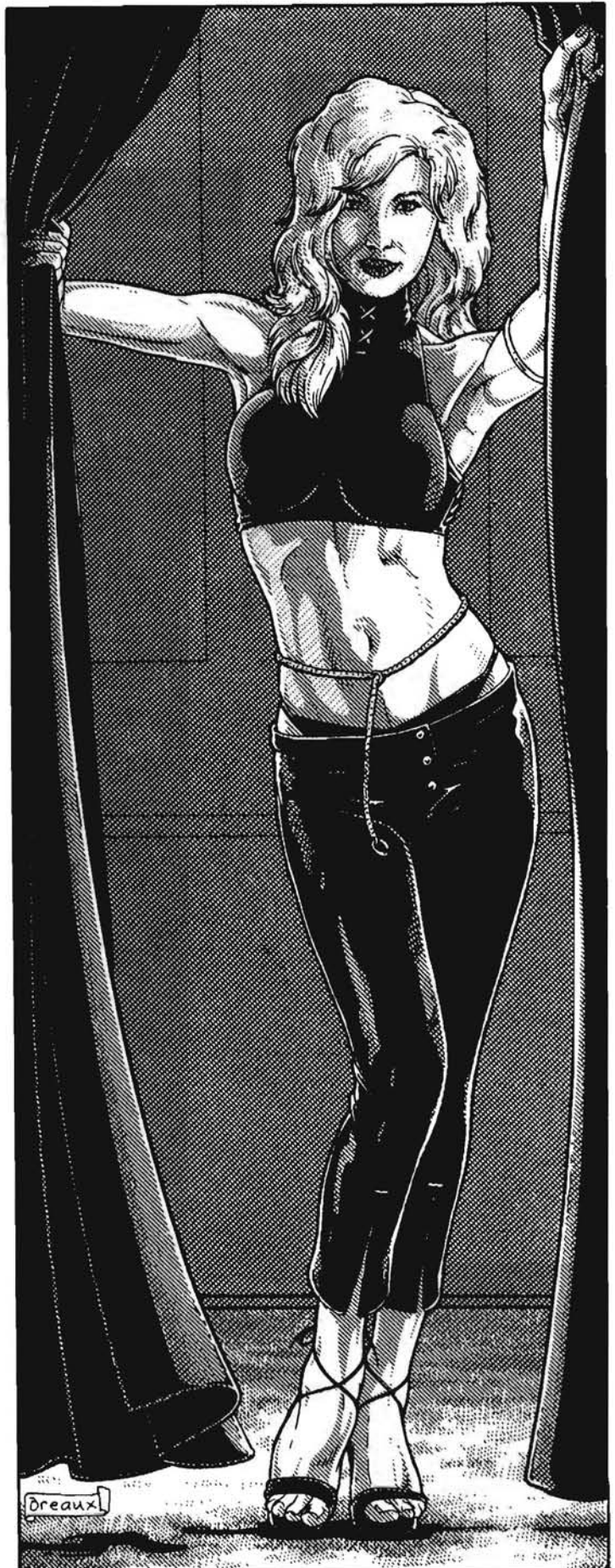Automatically gets Advanced Vision & Advanced Hearing.

Automatically gets *Read Body Language (special)*. All Pleasure Bunnies are experts at picking up on the subtle signs of a person's emotions. Attuned to the respiration, heartbeat (all have Advanced Hearing), scent, pupil dilation, body gestures and movements, and other physical signs, Pleasure Bunnies can interpret the emotional state and aspects of those around them (angry, frightened, nervous, defensive, anxious, sad, happy, shy, gentle, open, aggressive, rough, and similar). They are especially good at figuring out who is attracted to whom in any group, and know instantly whenever they are attracting or repelling anyone. Their accuracy and attunement improves over time. **Base Skill:** 25% +5% for every experience level.

Automatically gets *Sex Pheromone Production (Special)*. At will, Mutant Pleasure Bunnies can release pheromones that excite those around them. Undetectable to everyone except those with "Advanced Smell," the pheromones affect anyone who breathes in the air around the Pleasure Bunnies.

Note: All characters get to *save vs non-lethal poison/toxin*, and need to roll a 16 or higher to save. Those with Advanced Smell are +2 to save.

1. Excitement Pheromone. Released in the air, this chemical is designed to excite human beings, and those with human genes, making them feel a sense of pleasure and of the possibil-

ity of a sexual encounter. Pure humans are easily caught up in the euphoria (-1 to save), and will generally feel good and a little "high." While under the influence, so to speak, characters are distracted and find it difficult to think about anything other than having sex. This means they lose all sense of time, have no initiative and are -30% on skill performance. No combat penalties should violence erupt.

2. Attraction Pheromones. The Pleasure Bunny gives off a scent that most other creatures find impossible to ignore. All Pleasure Bunnies can give off either the male or female compounds, or even both at the same time. Save is the same as above. Those under the influence are distracted and -2 on initiative, -15% on skill performance and actively seek the source of the attraction and long to be with that person, not noticing much of anything else going on around them.

3. Binding Pheromones. If a Pleasure Bunny decides to concentrate on a single individual, it will, over time, adjust its pheromones in order to appeal just to that one person. Slowly, subtly, over days, the Pleasure Bunny's body chemistry changes, manufacturing a unique chemical designed to target that one individual. Eventually, after three or more weeks of constant interaction (at least five times a week, probably more than that), the Pleasure Bunny's body chemistry will completely change, so that everything about the Bunny, including both smells and tastes, will be delicious and irresistible to their chosen partner. This effectively makes the individual the Pleasure Bunny's "love slave." This means the character longs to be with his "Bunny" as much as possible and he pines for her when away; skill performance is -20% when not with the Bunny. Moreover, the love slave will completely trust and believe his Bunny and take the mutant's word over anybody else. Will only believe the most compelling and irrefutable evidence against his love and even then may be able to accept and forgive any wrongdoings, even terrible crimes. Once things get to this stage, the Pleasure Bunny will be permanently imprinted on her victim, so the character will always be haunted by the Pleasure Bunny's particular looks, touch, taste and, especially, smell.

One important thing to remember about Pleasure Bunnies is that they are as vulnerable to each other as anyone else. When two Pleasure Bunnies mate, it's always for life, as their body chemistries adapt to each other, knitting chemical attractions to each other that are impossible to break. A Pleasure Bunny who loses a mate will usually die within a few weeks, unable to adjust to the loss.

Weight & Body Fat & Muscle Control (Special!). Pleasure Bunnies have the ability to regulate the amount of fat on their bodies, so they can appear as skinny, muscular or fat as they wish, no matter what they eat (so long as they aren't being starved). For example, a female Pleasure Bunny could have an "hourglass" figure by consciously adding dense (firm) body fat to her bust and buttocks, while making her stomach and waistline leaner and leaner, changing her measurements as much as an inch every day. If the Pleasure Bunny pays attention to the responses of any individual, they can gradually adjust their body type into that person's ideal within a week. Any Pleasure Bunny can "bulk up" with muscle, gaining one extra point of P.S. every day, up to a maximum of +7 P.S. over their usual strength.

5 BIO-E for Extra Mental Affinity.
5 BIO-E for Extra Beauty.
10 BIO-E for Advanced Touch.
10 BIO-E for Leaping: Standard.
5 BIO-E for Internal Compass.

Vestigial Disadvantages:
-5 BIO-E for taking large, Vestigial Rabbit Ears (some folks find them cute and exotic).
-5 BIO-E for taking a small *Cotton Tail (special)*. Its only negative feature is that the character can never "pass" for human if a physical examination is made, and the bulge may show through clothing. Some folks find a cotton tail cute and exotic.
-5 BIO-E for taking Diet: Herbivore.
-5 BIO-E for taking Nearsightedness.

Raccoon

Original Animal Characteristics

Description: These creatures are very smart and adaptable. They are predominately active at night and live in trees and high places.

Size Level: 4

Length: 34-38 inches long (0.85 to 1 m).

Weight: 15-24 lbs (6.7 to 11 kg).

Build: Short.

Mutant Changes & Costs

Total BIO-E: 60

Attribute Bonuses: +3 I.Q., +1 M.E., +2 M.A. and +2 P.P.

Human Features

Hands: Automatically partial or 5 BIO-E for full.

Biped: 5 BIO-E for partial or 10 BIO-E for full.

Speech: 5 BIO-E for partial or 10 BIO-E for full.

Looks: None. Basically the animal, although probably larger than usual.

5 BIO-E for partial. Humanoid covered in a grey fur with white and black markings, prominent white face with black "mask like" patches over eyes, pointed muzzle, pointed ears on top of head, striped tail, short arms, large legs, five-toed hands and feet, and a stout squat body.

10 BIO-E for full. Human shape, pointed nose, sharp facial features, dark circles around the eyes, slightly pointed eas, powerful build and thick crop of bushy hair on the head (black or grey with white streaks in it).

Natural Weapons:

5 BIO-E for 1D6 damage Climbing Claws.

10 BIO-E for 1D6 damage Razor-Sharp Nails (easy to conceal).

Mutant Animal Powers:

Automatically gets Advanced Vison.

5 BIO-E for Nightvision.

5 BIO-E for Advanced for Touch.

10 BIO-E for Advanced Taste.

10 BIO-E for Advanced Hearing.

15 BIO-E for Advanced Smell.

5 BIO-E for Extra Intelligence Quotient.

10 BIO-E for Extra Mental Affinity.

10 BIO-E for Extra Mental Endurance.

10 BIO-E for Brute Strength.

15 BIO-E for Righting Reflex.

10 BIO-E for Hibernation.

Vestigial Disadvantages:

-10 BIO-E for taking Vestigial Tail (Ringed).

-5 BIO-E for taking Masked Face (the black mask of the Raccoon around the eyes).

-10 BIO-E for taking Nocturnal.

Rodents

Original Animal Characteristics

Description: Includes Mice, Rats, Guinea Pigs, Hamsters and a variety of other small animals. Before The Crash, all these animals were good scavengers and spent a lot of time underground. In the world after The Crash, rodents have become the most hated and feared of all the mutants, often hunted and killed for no reason other than their appearance; humans have always been frightened and repulsed by rats and mice. It doesn't help that mutant *Techno-Mice* are blamed for the nuclear holocaust.

Size Level: Mice & Hamsters: 1; Rats & Guinea Pigs: 2.

Length: Mice & Hamsters: 6 to 8 inches (0.15-0.18 m).

Rats & Guinea Pigs: 8 to 14 inches (0.18 to 0.3 m).

Weight: Mice & Hamsters: 6 ounces to 1 lb (0.21 to 0.45 kg).

Rats & Guinea Pigs: 1-5 lbs (0.45 to 2.25 kg).

Build: Medium.

Mutant Changes & Costs

Total BIO-E: Mice & Hamsters: 80; Rats & Guinea Pigs: 70.

Attribute Bonuses: +2 I.Q., +1 M.E., +2 P.P., and +4 Spd. Hamsters & Guinea Pigs also get +2 M.A.

Human Features

Hands: 5 BIO-E for partial; 10 BIO-E for full.

Biped: 5 BIO-E for partial; 10 BIO-E for full.

Speech: 5 BIO-E for partial; 10 BIO-E for full.

Looks: None. Looks like the basic animal, although probably considerably larger.

5 BIO-E for partial. Humanoid with rodent's head and face or somewhat more human face with a slight muzzle, pointed nose, widely spaced dark eyes, small round ears, short thick neck, thick body with short arms and legs. Except for the face, hands, feet and belly, mice and rats are covered in short

dark grey, dark brown or black fur. May have a long naked tail too. Exact looks vary with the species of rodent.

10 BIO-E for full. Rat face: long pointed chin and nose, small or large dark eyes, and small round ears. Wide mouth with small teeth, thin lips (if any). Stout, squat body, powerful build, but small delicate hands. Coarse white or gray hair covers the body except for the hands, feet, face, neck and belly.

Natural Weapons:
5 BIO-E for 1D6 damage Climbing Claws.

10 BIO-E for 2D4 damage Razor Fingernails (easy to conceal).

5 BIO-E for biting Teeth that do 1D6 damage.

10 BIO-E for Rodent Gnawing Teeth (special). The teeth of rats and mice constantly grow and must be *worn* down by chewing or they will grow through the animal's lower jaw! It also makes them a powerful tool for chewing through a large range of hard materials including paper, cardboard, plastic, tree roots, wood, clay, brittle stone and even concrete (but not solid rock, brick, glass or metal) at the rate of about an inch per hour. Bite does 1D6 damage for most rodents; 2D4 damage for rats.

Mutant Animal Powers:
10 BIO-E for Digging.

20 BIO-E for Tunneling.

5 BIO-E for Advanced Vision (otherwise color blind).

5 BIO-E for Advanced Hearing.

10 BIO-E for Advanced Smell.

15 BIO-E for Extraordinary Speed.

20 BIO-E for Righting Reflex.

5 BIO-E for Leaping: Rodent.

10 BIO-E for Brute Strength.

Vestigial Disadvantages:
-5 BIO-E for taking Nearsightedness.

-10 BIO-E for taking Reptile Brain (Prey).

-5 BIO-E for taking Vestigial Tail, as long as the rest of the body.

-5 BIO-E for taking Vestigial Musk Glands.

Rodent: Chameleon Mouse
(Genetic Chimera)

Description: One of the first transgenetic creatures, sort of a "proof of concept," was a mouse created with a bioluminescence. Other mice were created with transparent skin, so that internal organs could be studied in living animals. It is unknown whether Chameleon Mice were deliberately created with their full range of abilities, or if they were the accidental result of the breeding of various laboratory mice freed during The Crash.

Size Level: 5

Build: Medium.

Mutant Changes & Costs
Total BIO-E: 20 for Animal Psionics and Powers only.

Attribute Bonuses: +2 I.Q., +2 M.E., and +6 Spd.

Human Features
Hands: Full.

Biped: Full.

Speech: Full.

Looks: Full. Chameleon mice look like small, delicate, lean people. They are pink-skinned and completely hairless, and they can change the color of their *eyes* at will (although when sleeping or unconscious the eyes turn pink). Five fingers on each hand, and five toes on each foot.

Natural Weapons: None.

Unique Mutant Animal Powers: Automatically gets the following:

1. Generate Light (special). Like a living light bulb with a dimmer switch, the mouse can cause any part of its body to light up, at varying degrees of brightness. The color of the light can range from a soft blue or green, to a bright yellow, to a pure white. Another remarkable thing is that they can glow in ultraviolet or infrared spectrums, or turn off their infrared or ultraviolet, making them invisible to various electronic scanners and cameras. The light is never painfully bright, unless deliberately trying to blind someone in dim or dark conditions (just like suddenly turning on a light in a dark room). Blind characters are only -10 to strike, parry and dodge for one full melee round (15 seconds) until their eyes adjust to the light.

2. Light Pulse (special). This is a combination of the Chameleon Mouse's Generate Light and Transparency abilities. Starting when the character is completely transparent, the character "charges up" their light producing tissue over a full minute (four melee rounds). Once charged, the character can release the Light Pulse at any time, in the place of any melee round action. Anyone looking at the character's Light Pulse will have to roll a 14 or higher to save vs blindness. Blinded for 1D4 melee rounds.

3. Chameleon Skin (special). The color and pattern of the skin can be changed to adapt to any situation, so that the character's skin can look like rippling water, moving or stationary leaves, green grass and scrub, dirt and rocks, brick wall/concrete, tree bark, and similar "natural earth" colors, shading, and environments with exactly the right shades and reflections. This ability is so lightning fast that the character's skin can take on the appearance of a brick wall, and the lines of the bricks will move across the body as fast as the character can run (90%

chance of being unseen!). Can not do bright colors (red, pink, bright blue, iridescent, or neon; only earth colors). **Note:** Any clothing or jewelry that is worn covers the changing skin underneath and the clothes stand out on the otherwise chameleon concealed body. Thus, most Chameleon Mice wear a robe or cloak that can be quickly removed as circumstance dictates and little more than a one color, earth tone loincloth or bikini underneath. Finding an empty robe or cloak on the ground is a sure bet that a Chameleon Mouse is near by.

4. Transparency (special). While not true "invisibility," all the character's flesh, muscles, bones and organs become as transparent as clear plastic. The character has the power to turn any part of their body transparent, or leave any part visible. In water, rain, fog or darkness, it's almost impossible to see a fully transparent character (+20% to Prowl or Camouflage skill to remain hidden/unseen). It takes a full melee round to turn completely transparent, and another full melee round to turn visible.

5. Silent Prowl (special). All Chameleon Mice are trained to move silently and stealthily, even at *full* speed. Automatically gets the *Prowl* skill at +30%! Unless there are special circumstances, such as noisy terrain (gravel or lots of twigs), the character only needs to roll once every ten minutes to see if they've remained silent.

Animal Powers (typical):
5 BIO-E for Advanced Vision.
10 BIO-E for Nightvision.
15 BIO-E for Extraordinary Speed.
10 BIO-E for Leaping: Standard.

Breaux

20 BIO-E for Leaping: Rodent.
Animal Psionics: Most Chameleon Mice have a few psionic abilities.
Vestigial Disadvantages:
-5 BIO-E for Color Blindness (can not have Advanced Vision).

Rodent: Shifter Mouse (Genetic Chimera)

Description: The ancestors of Shifter Mice were transgenetic laboratory mice designed to compare the functioning of different genes in the same creature. The first experiments were equipped with two sets of genes: a set of "default" genes, and a second set of genes that could be *turned on* by injecting a hormonal trigger.

From this modest beginning it was only a matter of time before scientists were inserting all kinds of other genes into the early transgenetic mice. Whole packages of genes switched on and off in order to observe how mice would cope with different biological systems and organisms. Eventually, specialized *Shifter Mice* were bred as an economical shortcut; instead of having to splice genes into embryos, and grow the mice from scratch, the scientists created a biological system, a system of "S-Cells" (Shifter-Cells), so that genes could be injected into full-grown mice. Think of the S-Cell system as the opposite of an animal's normal immune system. Where the usual immune system has specialized cells for recognizing and attacking harmful invaders and mutants (T-Cells, for example), the S-Cell system was designed to carry new gene "patches" to every cell in the body, thereby adding new genetic material.

During the years following The Crash these S-Cell Mice rapidly mutated and evolved, until the breed eventually stabilized into the Shifter Mice described here.

Size Level: 5 in its natural form, a minimum of 3 and maximum of 10 when gene-shifting.

Build: Medium.

Mutant Changes & Costs

Total BIO-E: 30; mainly used for Size Level and Animal Psionics.

Attribute Bonuses: +3 I.Q. and +2 M.E.

Human Features

Hands: Full.

Biped: Full.

Speech: Full.

Looks: Partial. Shifter Mice, in their natural state, appear to be small, chubby, humanoids, with huge, round mouse ears, pink mouse eyes, and a cute little pointed snout with whiskers. They have four fingers on each hand, and their feet have two outside toes on each side, with a central, oversized, big toe.

Natural Weapons: None.

Unique Mutant Animal Powers: Automatically gets the following:

1. Gene-Shift (Special!). Located inside the mouth, just under the tongue, is a small, fleshy pocket, the entry point for the Mouse's S-Cells. After inserting a drop of a different mutant animal's blood, the Shifter Mouse can turn into an exact biological replica of that creature, complete with all the animal powers,

animal psionics, and attributes of that specific character. The Shifter Mouse will become a twin to the character whose blood sample was taken. Not 100% identical, but a very, very close copy. One of the big differences is that the Shifter Mouse has to change into a creature of the *same* Size Level, which means, at least at first, that a Shifter Mouse Gene-Shifted into a Moose would probably be a very small Moose.

Yet the Shifter Mouse won't remain a very small Moose. So long as the Shifter Mouse gets enough food and water, they can grow an additional Size Level every day, eventually growing to the natural size of their adopted form.

Going down to a smaller Size Level, either when Gene-Shifting to a smaller creature, or when shedding sizes to get back to their own form, takes just two hours for every Size Level.

None of the original's memories, skills, or education will be copied, so the mutant may not even be able to speak the native language of the original. The Shifter Mouse still has all their original memories and skills, even though their body has been completely changed. Likewise, the number of attacks per melee, which usually rely on the Shifter Mouse's training and experience, remain the same.

The Gene-Shift can last indefinitely, without any penalty or limitation. Changing back will happen when, and only when, the Shifter Mouse decides to change back. Note that the Mouse can only change back to Shifter Mouse form, since in any other form it lacks the S-Cell system.

Gene-Shift Example: A Shifter Mouse, who we'll call Jerry, takes in the blood of a Spider-Goat. Once the change is complete, Jerry will look like the Spider-Goat, have all the Spider-Goat's attributes (even if the Spider-Goat's attributes were lower), and all the Spider-Goat's mutant spider abilities. However, since Jerry has never spun a spider silk or walked on a web, it's entirely possible that Jerry will become hopelessly entangled. No matter how *skillful* the original Spider-Goat, it will still take Jerry weeks or months to learn how to use the Spider-Goat's powers.

Warning: A Shifter Mouse can only change into other *animals*, excluding insects and fish. If it changes into an unintelligent animal (ordinary dog, cat, horse, etc.), or a creature that was genetically brain damaged, the mutant mouse will *NEVER* be able to change back, and it will remain in that form forever!

Heroes Unlimited Note: While Gene-Shift is very similar to the Major Super Ability: *Mimic*, it is different in some ways. Where Mimic allows a character to mystically replicate a power, in the case of Gene-Shift, the character has to build all the biological elements of the power with their own body. Therefore, only powers and abilities based on *biological* organisms can be copied, and certainly not mystic, supernatural or pure energy-based powers. Likewise, if the Shifter Mouse is second level, the powers created by Gene-Shift will also be at 2nd level, no matter how high the level of the original "subject" character was. Where the Mimic's face doesn't change, the Gene-Shifter's face and entire body completely changes.

Why Gene-Shifters are hated and feared: In addition to everything else, Shifter Mice can also change their gender when Gene-Shifting. The blood of females turns them female, and the blood of males turns them male. While this is bizarre enough, it also turns out that Gene-Shifted Shifter Mice tend to be fertile while Gene-Shifted, and able to have children with others of their new form. The offspring, however, whether the Shifter Mouse is the mother or the father, are always born as *Shifter Mice*! A litter of Shifter Mice babies (there are 1D6 tiny infants in every birth) can come as quite a shock to the other unsuspecting parent, especially in Purebred communities.

Animal Powers (typical):
Automatically gets Advanced Vision. That's it.

Animal Psionics: Many Shifter Mice have a few psionic abilities.

Vestigial Disadvantages: None.

Sheep

Original Animal Characteristics

Description: This domesticated animal has been bred for meat and wool. Sheep are grazing animals found throughout the world.

Size Level: Typically 6, but can range from 6-10 depending on the species.

Length: 3-5 feet (0.9 to 1.5 m).

Weight: 45 to 75 lbs (20 to 34 kg).

Build: Medium.

Mutant Changes & Costs

Total BIO-E: 60

Attribute Bonuses: +1D6 to Spd.

Human Features

Hands: 5 BIO-E for partial or 10 BIO-E for full.

Biped: 5 BIO-E for partial or 10 BIO-E for full.

Speech: 5 BIO-E for partial or 10 BIO-E for Full.

Looks: None. The basic animal, although probably larger. Long, triangular head with widely spaced eyes, long ears, thick woolly coat, powerful body with long, thin arms and legs.

5 BIO-E for partial. Humanoid, but resembles the Greek god Pan with the curly fur, hoofed legs of a sheep and the upper body of a human. Gives the character a half man-half animal appearance. Upper torso looks more human, but has curly hair and the head can be that of a sheep or more human-like with a short muzzled mouth, no upper lip, weak chin, thick neck, wide flat nose, large dark eyes, large pointed ears, and curly fur on the top of the head, neck, shoulders, chest, back and legs

10 BIO-E for full. Human-like with a thick upper body, (01-50% chance of having a barrel-chest), thin muscular arms and legs, weak chin, thick neck, large flat nose, large ears, and curly hair.

Natural Weapons:

5 BIO-E for 2D4 damage Horns.

5 BIO-E for Hoofed hands, punches do 2D4 damage (plus P.S. damage bonus).

10 BIO-E for Hoofed feet, kick does 2D6 damage (plus P.S. damage bonus).

Mutant Animal Powers:

Automatically gets Advanced Vision.

5 BIO-E for Advanced Hearing.

5 BIO-E for Advanced Smell.

10 BIO-E for Extra Physical Endurance.

15 BIO-E for Extraordinary Speed (not horse speed).

10 BIO-E for Leaping: Standard.

15 BIO-E for Brute Strength.

Vestigial Disadvantages:

-5 BIO-E for taking Vestigial Hooves.

-5 BIO-E for taking Vestigial Horns.

-5 BIO-E for taking Musk Glands.

-5 BIO-E for taking Reptile Brain: Prey.

-10 BIO-E for taking Prey Eyes.

-10 BIO-E for Domestication.

Sheep: Bighorns (Purebred)

Description: Descendants of the native wild sheep of North America. They are a proud new race secure in their Rocky Mountain homelands, but young adults always go wandering, intent on exploring and finding out about the rest of civilization before they settle down.

Size Level: 9.

Build: Medium.

Mutant Changes & Costs

Total BIO-E: 25

Attribute Bonuses: Brute Strength, +3 P.S., +3 P.E., +2 P.P. and +24 Spd.

Human Features

Hands: Partial.

Biped: None.

Speech: Partial.

Looks: None. An intelligent, four-legged animal with terrain-gripping cloven hooves on each limb. Dense white fur offers protection from wind, rain, and cold weather. The head is crowned with a massive pair of curled horns.

Natural Weapons:

Automatically gets 2D6 damage Horns.

Hooves (feet) do 2D6 damage (+P.S. bonus damage) for kicks, half damage for stomps.

Mutant Animal Powers:

Perfect Balance (Special). Bighorns can balance their bodies perfectly, on a wire, a teacup, or at the top of a church spire, even with gusts of wind, and never fall.

10 BIO-E for Beastly Strength.

15 BIO-E for Extra Physical Prowess.

5 BIO-E for Leaping: Standard.

10 BIO-E for Leaping: Rodent.

Vestigial Disadvantages: None.

Sheep: Jacobs (Purebred)

Description: The head of every Jacob bristles with four massive horns. Two form a massive growth on the forehead and curl backwards, while the other pair brackets the sides of the face, with the tips curving out just below the chin. The Jacob mutants have created farming communities around much of North America, building walled community compounds. They also produce wagons, plows, harvesters and other large agricultural tools and vehicles, all designed to be pulled by animals.

Size Level: 9 (Minimum 8, Maximum of 12).

Build: Medium.

Mutant Changes & Costs

Total BIO-E: 15 spent on Psionics, Animal Powers and Size Levels only.

Attribute Bonuses: "Beastly" Strength, +8 P.S. and +2 P.E.

Human Features

Hands: Full.

Biped: Full.

Speech: Full.

Looks: Partial. Humanoid with a heavy coat of white wool with black spots covering the entire body except for the face and the bottom of the hands and feet. Wool grows out every winter and needs to be sheered every spring. Face, nose and exposed features are black or dark pink skin. May have fur covered human legs with cloven hoofed feet or a Pan-like animal lower body.

Natural Weapons:

Automatically gets Horns that do 3D6 damage (+P.S. damage bonus).

Mutant Animal Powers: Automatically gets Advanced Vision. That's it.

Vestigial Disadvantages: None.

Sheep: Wensleydales (Purebred)

Description: One of the heaviest sheep, with wool that's corded into heavy curls with a distinctive deep blue head and ears, and "polled" (without horns). All are proud descendants of "Bluecap," who was born in 1839 in North Yorkshire, and who was 448 lbs (201 kg) by the time he was two years old, with the same magnificent wool, and blue face and ears that still mark his descendants.

Size Level: 15

Build: Medium.

Mutant Changes & Costs

Total BIO-E: 20

Attribute Bonuses: +2 P.E. and +1D6 P.B.

Human Features

Hands: Full.

Biped: Full.

Speech: Partial.

Looks: None. Looks like a hornless sheep with masses of corded wool, with humanlike arms and hands and walks erect on two legs. Has a very pleasing and cute face.

Natural Weapons: None.

Mutant Animal Powers:

5 BIO-E for High Disease Resistance (special): +3 to save vs disease and when the character gets sick, the symptoms and penalties are half and last half as long -20% save vs coma and death.

10 BIO-E for Corded Wool (special): Natural Armor. A.R. 11, 160 S.D.C. Worthless against energy weapons or bullets, but resistant to blades, knives, arrows, or any kind of impact damage.

5 BIO-E for Extra Mental Affinity.

5 BIO-E for Extra Physical Endurance.

10 BIO-E for Extra Physical Beauty.

10 BlO-E for Brute Strength.
15 BIO-E for Beastly Strength.

Vestigial Features & Disadvantages:
-5 BIO-E for Vestigial Ears (large and floppy).
-10 BIO-E for Musk Glands.
-10 BIO-E for Domestication.
-5 BIO-E for Diet: Herbivore.

Skunk

Original Animal Characteristics

Description: Most North American Skunks are of the striped or spotted variety. These animals use their skunk glands as a defense against predators.

Size Level: Striped: 3, Spotted: 2

Length: Striped: 25-32 inches long (0.6 to 0.8 m). Spotted: 16-20 inches long (0.38 to 0.5 m).

Weight: Striped: 8 lbs (3.6 kg), Spotted: 23 lbs (10.3 kg).

Build: Short.

Mutant Changes & Costs

Total BIO-E: Striped: 70, Spotted: 75.

Attribute Bonuses: None.

Human Features

Hands: 5 BlO-E for partial or 10 BIO-E for full.

Biped: 5 BIO-E for partial or 10 BIO-E for full.

Speech: 5 BIO-E for partial.

10 BIO-E for full.

Looks: None. Basically the animal although likely to be considerably larger. Heavy black fur with prominent white stripes or spots, snouted face, heavy body and long bushy tail.

5 BlO-E for partial. Squat, pear-shaped humanoid with either animal haunches and legs or human-like legs with long, four-toed feet. Head is that of a skunk or more human like with small mouth, pointed nose, large eyes, bushy sideburns (even if female). Except for the face, hands and feet, covered in a jet black fur with white stripes or spots down the back. May also have a tail (vestigial or partly prehensile).

10 BIO-E for full. Human shaped with a handsome or cute face, small mouth, large eyes, small nose, small round ears, and a bushy crop of hair on the head with white streaks. Hands are small and delicate, feet long and narrow and only has four toes.

Natural Weapons: See Powers.

5 BIO-E for 1D6 damage Digging Claws.

10 BIO-E for Stink Spray of Butylmercaptan (special). Requires a non-vestigial tail! The spray is a chemical that includes sulfuric acid. The spray can be used up to eight times per day and will incapacitate victims who fail to save against it (15 or higher) by causing nausea for five minutes or as long as the person is subjected to it. During that time the victim has no initiative, performs skills at -80% and can only take defensive action (parry, dodge), with any bonuses reduced by half. The spray's stench "marks" its victim, staying on him for 1D6+6 days. The gagging smell makes surprise attacks, Prowl, Camouflage, or any hiding impossible (can smell him coming 2000 feet/610 m away! Three times as far with Advanced Smell.). The revolting smell will also keep people and animals from being anywhere near him. **Note:** The

stench can be reduced by half after soaking in tomato juice for an hour three times in 24 hours (or chemical equivalent, both are rare in the world after The Crash) and reduces the smell duration to 1D4+3 days, and can be eliminated completely after six baths in tomato juice. Also see tail, below.

Mutant Animal Powers:

10 BIO-E for Extra Limb: Fluffy Spray Tail (special). This is where the Stink Spray gland is located. To fire the spray, the tail raises and the spray shoots out from the base of the tail. The tail is mildly prehensile and can be made to move up and down, side to side, stand straight up or to brush or swat somebody (no damage), but can not pick up or hold an object. The tail is as long as the body.

5 BIO-E for Advanced Vision.
5 BIO-E for Nightvision.
5 BIO-E for Hibernation.
5 BIO-E for Digging.
10 BIO-E for Hold Breath.
10 BIO-E for Extra Mental Affinity.
10 BIO-E for Extra Physical Beauty.

Vestigial Disadvantages:

-5 BIO-E for taking Nearsightedness.
-10 BIO-E for taking Reptile Brain: Prey.
-5 BIO-E for taking Vestigial Tail (cannot have Stink Spray).
-10 BIO-E for taking Musk Glands (only if not taking Stink Spray).
-10 BIO-E for taking Nocturnal.

Squirrel

Original Animal Characteristics

Description: This is the most common wild mammal in urban areas. They live in the trees and have tremendous tree climbing abilities. Ground squirrels are similar but lack climbing claws. Flying Squirrels are the only kind that can glide.

Size Level: 3

Length: 8-16 inches (0.2 to 0.4 m); does not include tail.

Weight: 2-8 lbs (0.9 to 3.6 kg).

Build: Long.

Mutant Changes & Costs

Total BIO-E: 80

Attribute Bonuses: +2 P.P. and +6 Spd.

Human Features

Hands: 5 BIO-E for partial or 10 BIO-E for full.

Biped: 5 BIO-E for partial or 10 BIO-E for full.

Speech: 5 BIO-E for partial or 10 BIO-E for full.

Looks: None. Basically the animal, although probably larger.

5 BIO-E for partial. Humanoid with a definite muzzle, small pointed ears on top of the head, body covered in reddish-brown, light brown, grey or black fur (depending on the species) except for the face and bottoms of the hands and feet. May have a larger, prominent fluffy tail (prehensile or vestigial). Haunches and legs may be animal/squirrel-like or more human.

10 BIO-E for full. Compact and muscular build, sharp facial features, small pointed or button nose, brown eyes, tiny pointed ears, thick hair on head, long narrow feet.

Natural Weapons:

5 BIO-E for 1D6 damage Razor-Sharp Nails.

10 BIO-E for 2D4 damage Climbing Claws.

Mutant Animal Powers:

Automatically gets Advanced Vision (can trade it away for Disadvantages).

10 BIO-E for Extra Limb: Fluffy Tail (special). The tail is mildly prehensile and can be made to move up and down, side to side, stand straight up or to brush or swat somebody (no damage), but can not pick up or hold an object. The tail is as long as the body.

10 BIO-E for Extra Intelligence Quotient.

5 BIO-E for Extra Mental Affinity.

10 BIO-E for Extra Physical Beauty.

5 BIO-E for Advanced Hearing.

10 BIO-E for Advance Smell.

10 BIO-E for Advanced Touch.

10 BIO-E for Hibernation.

15 BIO-E for Extraordinary Speed.

5 BIO-E for Leaping: Rodent.

10 BIO-E for Righting Reflex.

10 BIO-E for Glide (Flying Squirrels ONLY).

Vestigial Disadvantages:

-5 BIO-E for taking Vestigial Tail.

-5 BIO-E for Color Blindness.

-5 BIO-E for Nearsightedness.

Swine: Pigs, Hogs & Boars
Original Animal Characteristics

Description: Domesticated pigs could be fattened up to huge proportions. As a meat animal, they were very efficient, producing a large amount of food relative to their consumption. Wild boars are dangerous *wild pigs* that were imported to the U.S. as game animals (also native to South America). Boars are quick and dangerous with large, sharp tusks protruding from the sides of the mouth. All domesticated pigs are capable of going "feral" in just a couple of generations.

In Eastern North America, the number of swine that made the transition to mutant sentience far, far outnumbers that of any other animals. Vast numbers of domesticated pigs were able to survive The Crash, and among them were large numbers of "transgenetic" specimens, many created with transplanted human chromosomes. Swine have also produced the largest number of new Purebred species in North America (and perhaps in the world!), creating large organized communities from the early days of the chaos following The Crash.

Size Level: Small Pig: 8 or 9. Large Hog: 14 or 15. Wild Boar: 11.

Length: 4-6 feet (1.2 to 1.8 m).

Weight: Typical range: 175 to 500 lbs (79 to 225 kg).

Build: Medium.

Mutant Changes & Costs

Total BIO-E: 25 regardless of size.

Attribute Bonuses: +2 I.Q., +2 M.A., +4 P.S., and +2 Spd.

Human Features

Hands: None; two clawed, large toes on each "trotter."

5 BIO-E for partial; three clawed fingers and a thumb.

10 BIO-E for full; Three fingers and a thumb.

Biped: 5 BIO-E for partial or 10 BIO-E for full.

Speech: 5 BIO-E for partial or 10 BIO-E for full.

Looks: None. Basically the four-legged animal.

5 BIO-E for partial. Vaguely humanoid with small arms and thin forearms, thin lower legs, thick, plump, round hairless body, pink skin. The haunches and legs may be that of a pig or more human as described above. Skin is pink. Head may be that of a swine or pig-like with a pig snout, wide mouth, no lips, small round eyes and large, floppy, pointed ears.

10 BIO-E for full. Human with a heavy build, big hips, heavy thighs, large round head, chubby cheeks, thick neck, slightly pointed ears.

15 BIO-E for *perfect!* Look utterly and completely human in every way.

Note: Boar Looks. Basically the same as above except the mutant is hairy, has small dark eyes, large ears and may be barrel-chested. Looks: none and partial will also have medium or small tusks. Boars can NOT have perfect looks.

Natural Weapons:

5 BIO-E for 1D4 damage Teeth.

5 BIO-E for small Tusks that do 2D4 damage.

10 BIO-E for large Tusks that do 2D6 damage.

Mutant Animal Powers:

10 BIO-E for Radiation Immunity (Special). Certain pigs are completely resistant to radiation, fallout, and the harmful effects of powerful electromagnetics. One of the earliest examples was of a fifty-pound sow ('Pig 311'), who jumped from a sinking ship during an atomic bomb test at Bikini, survived and prospered through a long life. Such characters are resistant to all energy attacks, having a natural A.R. of 14 against energy weapons, and taking only half damage.

20 BIO-E for Beastly Strength.

5 BIO-E for Advanced Hearing.

5 BIO-E for Advanced Smell.

5 BIO-E for Extra Endurance.

Vestigial Disadvantages:
-5 BIO-E for taking Vestigial Ears.
-5 BIO-E for taking Vestigial Hooves.
-5 BIO-E for taking Vestigial Tail.
-10 BIO-E for taking Musk Glands.
-10 BIO-E for taking Prey Eyes.

Swine: Arkansas Razorbacks (Purebred)

Description: Aside from the sharp-looking bristles on their heads, backs and shoulders, the Razorbacks also have a reputation for being touchy and thin-skinned. Proud of both their swine and human heritage, they have communities all over the old Southern U.S.

Size Level: 10 (Minimum 10, Maximum of 17).

Build: Medium.

Mutant Changes & Costs

Total BIO-E: 35 for Psionics and Size Level only!

Attribute Bonuses: +2 M.E., Brute Strength, +12 P.S., +4 P.E. and +4 Spd.

Human Features

Hands: Full.

Biped: Full.

Speech: Partial.

Looks: None. Of all the mutant pig breeds, the Razorback is the one that looks most like a mutated wild boar (some Razorbacks boast of a boar ancestor named "Rafe," back in the 1960's, who is said to have gutted several human hunters). Almost all Razorbacks are redheads with hair color ranging from dark rust to a bright copper. Snouts are long and upturned, with widespread tusks. Their ears are erect, and the eyes are usually a bright blue or green. They stand erect on their hind legs and have human-like arms and hands, but any similarity to humans ends there.

Natural Weapons:

Automatically get 2D6 damage Tusks.

Mutant Animal Powers:

Automatically gets Advanced Vision and Advanced Sense of Smell.

Vestigial Disadvantages: None.

Chesters (Purebred Swine)

Description: Dominant among the swine of Northeastern America, the Chesters are descendants of the "Chester White" breed of farm pigs, a "heritage" breed established in the U.S. in 1818. Mutant Chesters seem to have the knack of prospering and getting wealthy even in the leanest years. They live in comfortable villages and estates, often employing dozens of servants.

Special Bonus. Mutant Chester player characters will always have a number of wealthy relatives who are usually generous about loaning money. Characters start with an additional 4D6x1,000 Bucks, and can easily "borrow" up to $5,000 from most relatives.

Size Level: 10

Build: Medium.

Mutant Changes & Costs

Total BIO-E: 30 points, mainly for Psionics and possibly Size Level.

Attribute Bonuses: +1D4 to I.Q., +1D4 to M.E., Brute Strength, +8 P.S. and +1D4 P.B.

Human Features

Hands: Full.

Biped: Full.

Speech: Full.

Looks: Partial. White skinned, with very light white or blond hair, the Chesters have an elegant, stately look about them. Their eyes are usually brown, but occasionally blue or pink. The proportion limbs of the body and give an athletic, muscular appearance. Ears are erect and rounded, and the snout is perfectly round, pink and slightly upturned.

Natural Weapons: None.

Mutant Animal Powers:

Automatically gets Advanced Vision.

Vestigial Disadvantages:

Automatically get Vestigial Skin (special): Chesters have skin that is very sensitive to sunlight. On bright days characters should wear sun screen, protective clothing and a hat, or carry an umbrella. When overexposed, their skin develops painful red blotches that can take 2D6 days to heal.

Swine: Mulefoot Mutants (Purebred)

Description: The descendants of a feral sub-species of pig, they are known for a mutation that changed their cloven pigs' feet into a solid mule-like hoof. The Mulefoots were among the first sentient animal species to organize themselves after The Crash. Unfortunately their reputation is as a pack of brutal murderers, based on the actions of the infamous *O'Ready Gang,* which terrorized huge parts of what was once Virginia, Georgia and Arkansas.

Note: A similar Purebred Swine, also with the mutant hoof, but white with black markings, are the *Choctaw Hog,* found in Oklahoma, Texas and throughout the Southwest. Mulefeet and Choctaws are the only swine with hooves that can be shod.

Size Level: 12

Build: Medium.

Mutant Changes & Costs

Total BIO-E: 35 points, mainly for Psionics and Size Level.

Attribute Bonuses: +2 I.Q., Beastly Strength, +2D6+6 P.S., and +2 P.P.

Human Features

Hands: Partial.

Biped: Full.

Speech: Full.

Looks: Partial. All Mulefoots Mutants have a piggish look to them with small red or dark orange eyes, a round snout, protruding tusks, and sleek-looking thick black hair. Ears are large and tend to droop over the eyes, and their curly black tails are very prominent (treat as Vestigial). While their limbs are longer and stronger-looking than those of other mutant swine, they walk gracefully on fully developed hooves.

Natural Weapons:

Automatically gets 2D4 damage Tusks.

Automatically gets 2D6 damage Hooves capable of being shod (feet only).

Mutant Animal Powers:

Automatically gets Advanced Vision.

10 BIO-E for Extraordinary Speed.

5 BIO-E for Advanced Taste.

10 BIO-E for Predatory Burst.

Vestigial Disadvantages:

-5 BIO-E for Nearsightedness.

-10 BIO-E for Reptile Brain: Predator.

Swine: Okefenokee Hog (Throwback)

Description: Presumably a throwback to a huge Elotherium, proto-pig of the Oligocene Epoch, "Okies" are perfect swamp dwellers, spending most of their time submerged in water, muck or mud. They seem to be able to eat just about anything, including the occasional 'gator.

Size Level: 20

Build: Short.

Mutant Changes & Costs

Total BIO-E: 20.

Attribute Penalties: Reduce I.Q., M.E., and P.P. by half (minimum of 3 in all cases).

Attribute Bonuses: Crushing Strength, +2D6+8 P.S. and +12 Spd.

Human Features

Hands: Partial.

Biped: None.

Speech: Partial.

Looks: None. Monstrous looking hog, with massive tusks, short legs and tremendously wide body. The snout is twice as wide as the rest of the head, and the tusks stick out and downward. Small ears, with tiny eyes of a dull black or brown. Except for the face and limbs, the whole body is covered with thick four-inch long bristles.

Natural Weapons:

3D6+3 damage Tusks.

Mutant Animal Powers:

Automatically gets *Throwback Natural Body Armor (special)* that is a combination of thick skin and bristles. A.R. 14 and 100 S.D.C.!

Automatically gets Advanced Sense of Smell.

5 BIO-E for Hold Breath.

5 BIO-E for Advanced Vision.

10 BIO-E for Extra Physical Prowess.

10 BIO-E for Predatory Burst.

Vestigial Disadvantages:

-5 BIO-E for Vestigial Ears.

-10 BIO-E for Carnivore.

-10 BIO-E for Reptile Brain: Predator.

Note: Don't forget that a Giant Animal (Size Level 15 or bigger) can sell *I.Q. & M.E.* and/or *P.P. & Speed attribute points* to get extra BIO-E points without sacrificing size. See Giant Animals in the creation section of this book under Growth Steps.

Swine: Pennsylvania Bluebacks (Purebred)

Description: The mutant Bluebacks have survived and prospered by sticking together in tight-knit farming communities, similar to pre-Crash Amish, Mennonite or Quaker societies. They disapprove of technology, especially anything having to do with biotechnology or computers, outsiders and any kind of government. Still, they are a generous people, who would never turn their backs on a stranger in need. While they have pacifist ideals, and hate the idea of war or violence, they are well-armed and trained in most weapons.

Size Level: 14

Build: Short.

Mutant Changes & Costs

Total BIO-E: 25

Attribute Bonuses: +2 M.A., +2 M.E., Beastly Strength, +11 P.S.

Human Features

Hands: Full.

Biped: Full.

Speech: Partial.

Looks: Partial. Their skin is their most distinctive feature, with each Blueback sporting attractive blue-black freckles on a rose-pink skin. Humanoid but may have animal haunches, legs and feet.

Natural Weapons: None.

Mutant Animal Powers:

5 BIO-E for Advanced Smell.

5 BIO-E for Advanced Taste.

5 BIO-E for Advanced Vision.

5 BIO-E for Nightvision.

10 BIO-E for Extra Intelligence Quotient.

Vestigial Disadvantages:

-10 BIO-E for Carnivore.

-10 BIO-E for Reptile Brain: Prey.

-10 BIO-E for Domestication.

Swine: Pig People (Purebred)

Description: When the Plague combined with the ancestors of the Pig People, which were already heavily dosed with human genes (they were bred as "Organ Hosts," and grown to provide human-identical hearts, lungs, kidneys and livers for transplantation to ill or injured humans), the result was frequently a creature nearly identical to human beings. Pig People even have the same number of chromosomes as humans (23 pairs). Pig People are found throughout North America, and have large communities in what was once Iowa, Illinois and Wisconsin. No doubt the population of the Empire of Humanity also has a lot of Pig People who are "passing" for human.

Size Level: 10

Build: Medium.

Mutant Changes & Costs

Total BIO-E: 30; mainly for psionics.

Attribute Bonuses: +2 I.Q., +3 M.A., +2 M.E. and +1D6 P.B.

Human Features

Hands: Full.

Biped: Full.

Speech: Full.

Looks: Perfect! All Pig People look absolutely human in form and have the same range of facial features found among different nationalities of humans. However, about half of the Pig People often have more exotic skin coloration, including several attractive "mottled" or "Holstein" two-color patterns, composed of the range of human colors, as well as red, blue-black, matte black, porcelain white, and a very attractive pink.
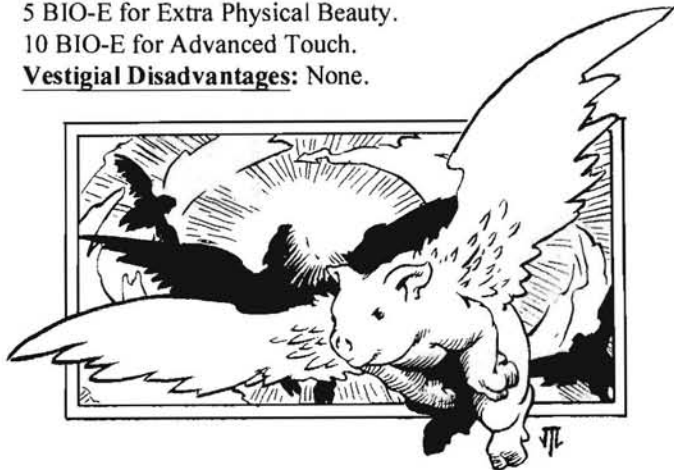
Natural Weapons: None.

Mutant Animal Powers:

Automatically get Advanced Vision.

5 BIO-E for Extra Physical Beauty.

10 BIO-E for Advanced Touch.

Vestigial Disadvantages: None.

Swine: Porkopolis Flying Pigs

Description: It is said that this chimera, based on swine genetics spliced with that of various birds, was specifically designed as a tourist attraction for the city of Cincinnati, Ohio, whose nickname was "Porkopolis" and whose mascot was the *flying pig*. After The Crash, the small population of flying mutant pigs developed human intelligence and found an ecological niche for themselves in the abandoned skyscrapers of Cincinnati and other cities in the Midwest.

Size Level: 8

Build: Short.

Mutant Changes & Costs

Total BIO-E: 25; mainly for Animal Psionics.

Attribute Bonuses: +2 I.Q., +2 M.A., +1 P.E., and +2 P.B.

Human Features

Hands: Extra Limbs: Arms and Hands (full).

Biped: Partial.

Speech: Partial.

Looks: None. All Flying Pigs look like pink pigs with white, pink, or mottled white-and-pink feathered wings. Hands and feet have three fingers and a thumb.

Natural Weapons: None.

Mutant Animal Powers:

Automatically gets Extra Limbs: Wings and Basic Flight.

Automatically gets Advanced Vision.

10 BIO-E for Soaring Flight.

15 BIO-E for Silent Flight.

Vestigial Disadvantages: None.

Turtles (North America)

Original Animal Characteristics

Description: Turtles live in a wide variety of environments. Some turtles are purely aquatic, others have adapted to living on dry land and even the deserts (i.e. the Box Turtle and Tortoise).

Size Level: Typical Fresh Water Turtle: 2. Land Turtles: 3. Snapping Turtles: 4 (even 5).

Length: Typical Fresh Water Turtle: 5-12 inches (under 0.3 m). Land Turtles: 10-16 inches (under 0.5 m). Snapping Turtles: 12 to 24 inches (0.3 to 0.6 m) sometimes larger.

Weight: Typically 1-8 lbs (0.45 to 3.6 m). Snapping Turtles: 10-25 lbs (4.5 to 11 kg), but have been known to get as large as 45 lbs (20 kg)!

Build: Short.

Mutant Changes & Costs

Total BIO-E: Turtle & Tortoise: 85. Snapping Turtle: 70.

Attribute Bonuses: +1D4 to P.E.; Snapping Turtles: Brute Strength, +2D4 to P.S.

Human Features

Hands: 5 BIO-E for partial or 10 BIO-E for full.

Biped: 5 BIO-E for partial or 10 BIO-E for full.

Speech: 10 BIO-E for partial or 15 BIO-E for full.

Looks: None. Pretty much looks like a big turtle. Exact looks vary with species.

5 BIO-E for partial. Vaguely humanoid with a bald head with tiny bumps and two holes for a nose, scaly skin, long, retractable neck, round body and a hard outer shell.

10 BIO-E for full. Humanoid with a thick, stout body, squat build, leathery skin, large green or blue eyes, button nose, hairless body. Outer shell may look more like an armadillo's plates or some modern suit of body armor.

Natural Weapons:

5 BIO-E for 1D6 damage Digging Claws (hands & feet).

10 BIO-E for 2D6 damage Digging Claws (only 5 BIO-E for snappers).

5 BIO-E for 2D6 damage bite (Snapping Turtles only).

Mutant Animal Powers:

15 BIO-E for Medium Body Armor: A.R. 11, S.D.C. 40.

25 BIO-E for Heavy Natural Body Armor: A.R. 14, S.D.C. 60.

35 BIO-E for Extra-Heavy Natural Body Armor: A.R. 16, S.D.C. 80.

5 BIO-E for Hold Breath.

5 BIO-E for Advanced Vision.

10 BIO-E for Nightvision.

10 BIO-E for Swimming equal to Advanced Swimming skill (+15% skill bonus).

10 BIO-E for Advanced Smell.

10 BIO-E for Beastly Strength.

15 BIO-E for Extra Physical Prowess.

5 BIO-E for Hibernation.

Vestigial Disadvantages:

-5 BIO-E for taking Nearsightedness.

-5 BIO-E for taking Webbed Feet.

-10 BIO-E for taking Vestigial Shell (reduce A.R. & S.D.C. by half, and the shell seems to always be clunking and bumping things; -5% to Prowl).

Weasel and Ferret
Original Animal Characteristics

Description: Both short-tailed and long-tailed weasels are fearless carnivores. Their lifestyle is based on constant killing of whatever prey is available, even animals much larger than themselves. They are long bodied animals so narrow that they can fit into very small holes, and weasel characters will likewise be able to squeeze through small openings. Weasel and ferret characters will have five-fingered hands. Ferrets had become popular pets before The Crash and are similar to weasels, only more friendly and personable.

> **Size Level:** 3
>
> **Length:** 8-15 inches (under 0.3 m); does not include the tail.
>
> **Weight:** 2-9 lbs (0.9 to 4 kg).
>
> **Build:** Long.

Mutant Changes & Costs

> **Total BIO-E:** 80
>
> **Attribute Bonuses:** +2 M.A. (+4 M.A. for the Ferret), +2 P.S., +3 P.P., and +5 Spd.

Human Features

> **Hands:** Partial or 5 BIO-E for full.
>
> **Biped:** 5 BIO-E for partial or 10 BIO-E for full.
>
> **Speech:** 5 BIO-E for partial or 10 BIO-E for full.
>
> **Looks:** None. Pointed, triangular head with pointed snout, long, flexible, furry body, short arms and legs, and a long furry tail. Weasel fur is dark on top and white underneath with a black tipped tail, but turns white or gray in the winter. Ferrets can be dark brown, light brown, grey or white. They turn a lighter color in the winter.

5 BIO-E for partial. Humanoid, but still has a long upper body, short legs (bowlegged), short arms, animalistic head, and large feet. Body is covered in fur except for the face, hands and feet.

10 BIO-E for full. Human shape, tall/long and lean, muscular, with a small pointed or button nose, small pointed ears, sparkling dark eyes, a winning smile and full crop of hair. The legs are a bit shorter than normal and have a 01-55% chance of being slightly bowlegged or pigeon toed. Arms, legs and chest are hairy. Feet are long and narrow.

Natural Weapons:

5 BIO-E for 1D6 damage Digging Claws.
10 BIO-E for 2D6 damage Digging Claws.
5 BIO-E for 1D6 damage Teeth.
10 BIO-E for 2D6 damage Teeth.

Mutant Animal Powers:

20 BIO-E for Increased Metabolic Rate (special). This power adds +2 to initiative, +2 to dodge, +5% to Escape Artist skill and +1 attack per melee round. **Note:** This high metabolic rate must be supported with frequent naps, particularly right after strenuous activity/combat, and constant eating. The character will have to consume an amount of food equal to their own weight; at least half in high protein (meat) every day. The character also tends to be fidgety, easily bored and hyper; in constant motion.

5 BIO-E for Nightvision.
5 BIO-E for Advanced Smell.
10 BIO-E for Advanced Hearing.

15 BIO-E for Advanced Touch.
10 BlO-E for Brute Strength.
10 BIO-E for Extra Physical Endurance.
10 BIO-E for Extra Intelligence Quotient.
10 BIO-E for Extra Mental Affinity (only 5 BIO-E for ferrets).
10 BIO-E for Digging.
15 BIO-E for Tunneling.
5 BlO-E for Leaping: Standard.
15 BIO-E for Leaping: Rodent.
15 BlO-E for Righting Reflex.
15 BlO-E for Predatory Burst.

Vestigial Disadvantages:
-10 BIO-E for taking Reptile Brain: Predator.
-5 BIO-E for taking Vestigial Tail.
-10 BIO-E for taking Musk Glands.
-10 BIO-E for taking Nocturnal.
-10 BIO-E for taking Diet: Carnivore.

Wolverine
Original Animal Characteristics

Description: These northern carnivores have incredible endurance and can travel 20 or more miles (32 km) a day through heavy snow in pursuit of prey. They are tough enough to kill animals many times their own size and will even drive away full-grown bears. Their fur does not collect ice and they are greatly resistant to cold. Wolverine characters can jump or leap an extra 5 feet (1.5 m).

Size Level: 5
Length: 34-40 inches (0.9 to 1 m).
Weight: 20-40 lbs (9 to 18 kg).
Build: Short.

Mutant Changes & Costs
Total BIO-E: 60

Attribute Bonuses: I.Q. +2, Brute Strength, P.S. +1D4, P.P. +1D4, P.E. +3 & +12 S.D.C.

Human Features
Hands: 5 BIO-E for partial or 10 BIO-E for full.
Biped: 5 BIO-E for partial or 10 BIO-E for full.
Speech: 5 BIO-E for partial or 10 BIO-E for full.
Looks: None. Basically the animal, although probably larger than usual. Snouted head with small, widely spaced eyes, dark fur with a lighter band running over the eyes and along the sides, thick, bushy tail.

5 BIO-E for partial. Stout, burly fur-covered humanoid. Animal or animalistic face with snouted, small round ears at top of head, and small tail.

10 BIO-E for full. Short, burly, muscular human, with massive powerful upper body, large hands, wide fingers. The body is quite hairy and the face angular with a strong jaw and sparkling eyes. The hair on the head is dark brown or black, thick and bushy with two streaks of light brown or grey running through it.

Natural Weapons:
10 BIO-E for 2D6 damage Teeth.
10 BIO-E for 2D4 damage Razor Fingernails.
5 BIO-E for 2D4 damage Digging Claws.
15 BIO-E for 3D6 damage Digging Claws.

Mutant Animal Powers:
Automatically gets Advanced Vision.
10 BIO-E for Nightvision.
5 BlO-E for Advanced Smell.
15 BIO-E for Advanced Hearing.
10 BIO-E for Beastly Strength.
20 BIO-E for Crushing Strength.
5 BIO-E for Extra Physical Endurance.
15 BIO-E for Extra Physical Prowess.
15 BIO-E for Digging.
10 BIO-E for Predator Burst.

Vestigial Disadvantages:
-5 BIO-E for taking Nearsightedness
-10 BIO-E for taking Musk Glands
-10 BIO-E for taking Diet: Carnivore

Combat

By Erick Wujcik & Kevin Siembieda

The Palladium combat system is relatively simple, quick and realistic. It has been thoroughly play-tested and has appeared in a dozen different role-playing games with great success. It is designed to be fast moving and easy to understand. All combat moves (strikes, parries, dodges, etc.) are resolved by rolling a *twenty-sided die* (1D20).

Hand to Hand Combat

Step 1: Determine Initiative

When opponents square off for battle, the Game Master must first determine who has the initiative. In other words, who will attack first. Successful *Sneak Attacks* or *Long-Range Attacks* will always have initiative for that melee round (15 seconds). Otherwise, whoever *rolls highest* on a twenty-sided die, adding any initiative bonuses, will attack first. In the case of a tie, re-roll.

Initiative is rolled only once per melee *round*, at the beginning, and that roll determines the pace for the entire melee round.

Step 2: Attacker Rolls Strike

The next step is for the first attacker to roll a twenty-sided die, and add the roll to their character's "strike" bonus. Here are the seven possible outcomes of any "roll to strike."

1. Miss. If the result of the roll to strike, plus any bonuses, is a four or less, then the attacker automatically misses. If the roll isn't a five or better, the attack is clumsy, off balance and a miss.

2. Hit. As long as the defender is not armored, any roll above a four, a five or better, is considered a successful hit, unless the defender takes some defensive action (parry or dodge).

3. Hitting S.D.C. Armor. Whenever a defender is protected by armor, strike rolls equal to or less than the *Armor Rating (A.R.)* hit the armor, but not the character inside the armor. In this case, the attacker does damage to the armor, but not the character inside it. **For example:** If the defender is wearing a Hard Armor Vest with an A.R. of 12, then the attacker must roll 13 or higher to *penetrate* the armor and inflict damage on the defender's body. Rolls of 5-12 (with bonuses) only inflict damage to the S.D.C. of the armor. When the S.D.C. of the armor is destroyed (reduced to zero), then the armor is considered destroyed and the person wearing it completely exposed and vulnerable to future attacks.

4. Hitting Natural Armor. Natural Armor is found on some mutant animals, as well as those creatures with a tough skin or a hard body covering, as well as advanced Bio-Armor. Natural Armor is so tough and resilient that any strike equal to or below the character's A.R. does *no damage* (other than scuffs or scratches). A defender protected by Natural Armor is only damaged by strike rolls *greater* than their *Natural Armor Rating* (A.R.). Only a roll above the character's Natural A.R. inflicts damage.

5. Solid Hit. Rolling above the character's A.R., or above four (if the character has no armor), is a solid hit. Unless the defender can avoid it, the attack *will* do damage.

6. Hit with a Natural Twenty. This is the "bull's eye" of strike rolls. Any time an attacker rolls a Natural Twenty (a 20 on a D20 without benefit of bonuses) it is considered a *Critical Strike*, doing double damage. The only way a defender can avoid being massively hit from this lucky roll to strike is by rolling another Natural Twenty. Yes, that means a Natural Twenty beats a number made higher than 20 with modifiers (i.e. 18 +5 to parry = 23). Only another Natural Twenty beats a Natural Twenty.

7. Disarm. The move to *disarm* an opponent is actually an "attack" action (roll to strike) in which the character strikes to knock his opponent's weapon out of his hand and onto the ground. A successful strike does no damage to his opponent, but removes one weapon from his hand. It requires one melee action/attack to draw another weapon or go for the one knocked out of hand. This gives the attacker a free shot at hitting his opponent. A failed attempt to disarm means his opponent suffers no damage, holds on to his weapon and it is his turn to strike back.

Step 3: Defender Rolls Parry, Dodge or Entangle

After a successful roll to strike is made, the defender has a few options open to him to avoid taking damage. Unless the defender is helpless, unconscious, or otherwise disabled, he can attempt to avoid damage in any one of the following ways. To be successful, the roll to defend must surpass (better) or equal (tie!) the number to strike rolled by his attacker.

1. Parry. A defender can attempt to "parry" the attack, to see if he can *block* the attack and prevent damage from being inflicted. Punches, kicks and attacks from crude blunt objects can be blocked by the defender's arm, hand, shoulder, back, or any armor on the character's body, or with any hand-held object. Attacks from bladed or pointed weapons, including swords, daggers, axes and tools, as well as metal tools like hammers, crowbars and shovels, can only be parried with a shield, armor of some kind, or solid hand-held object of his own (i.e. the defender's own weapon, pipe, or object).

To succeed, the defender's roll to parry, with bonuses, must be equal to, or greater than, the attacker's roll to strike (with bonuses). Untrained characters lose a melee round action with every parry. When the defender runs out of melee round actions, they can no longer Parry.
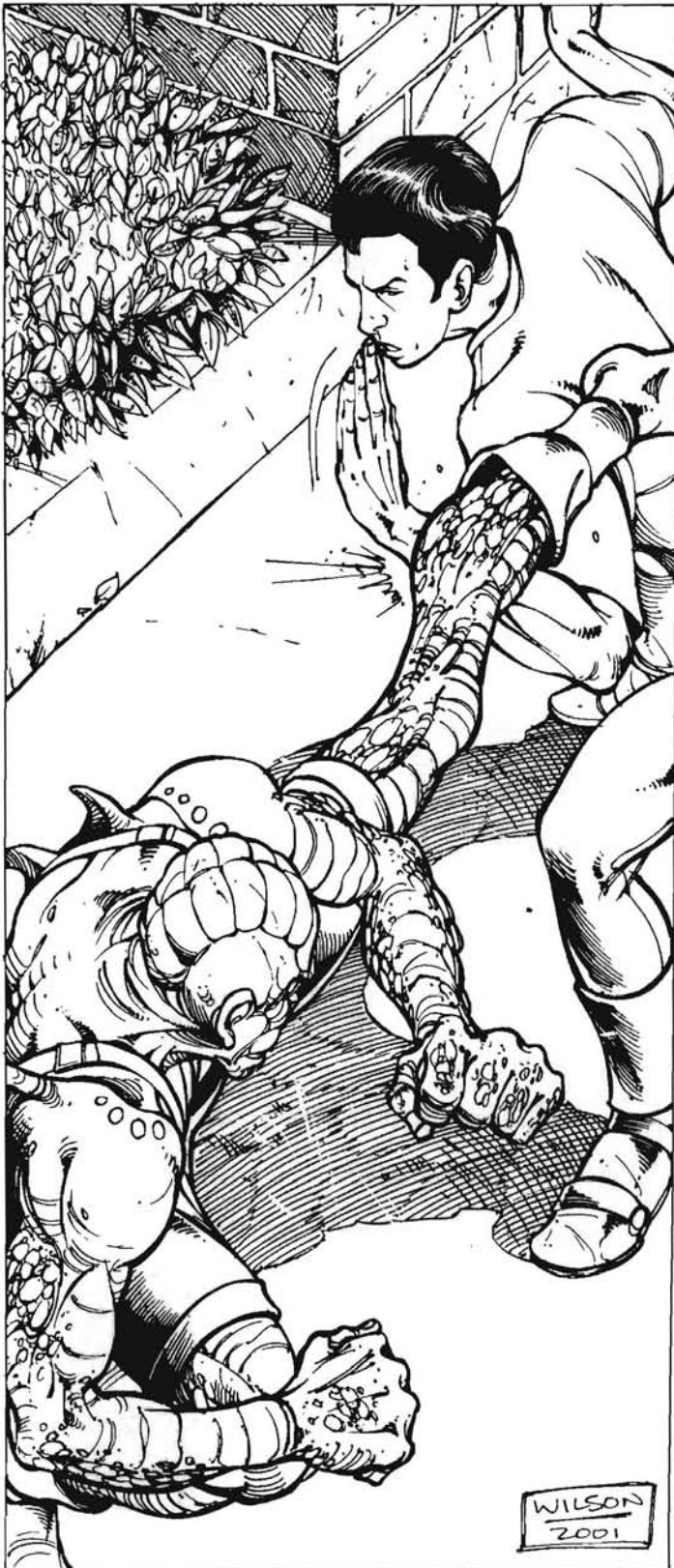
Note: For characters trained in hand ot hand combat, the parry is an *automatic* combat maneuver, meaning that it is performed without using up melee round actions/attacks and can "automatic parry" an unlimited number of times.

A successful parry mean the defender takes NO damage. A failed parry may be a nice try, and may miss by a hair, but means the defender gets clobbered by the attacker's strike. The attacker rolls for damage, and the defender subtracts it first from his character's physical S.D.C. and when that's gone, from Hit Points.

2. Bare-Handed Parry. Trying to block a dangerous weapon with one's bare hands or arms carries additional risk. When rolling to parry with *bare hands* against a sword, knife, pickaxe, or other dangerous weapon, it must be done *without* the character's usual *bonus* to parry, because he must parry in such away as to hit his attacker's hand or arm, or blunt part of the weapon to avoid getting hurt by it.

3. Dodge. A dodge means the character physically moves out of the path of the attack. With only a few exceptions, each dodge uses up one of the character's attacks per melee round and a character who runs out of melee round actions/attacks can no longer dodge or attack.

4. Dodging Bullets and Energy Attacks. Dodging energy blasts and bullets is almost impossible and means *timing* the evasive action just right. Dodging after a trigger is pulled is too late, so successful dodges require anticipating the shot and really take place a split second before the attacker shoots, based on the subtle things like the tensing of muscles, the movement of the trigger finger, or the shooter's facial expression. Therefore the typical character, even those with Extraordinary Speed, roll 1D20 *without any bonuses* to dodge and with a *penalty* of -10! -12 to dodge machinegun fire. Characters with a Speed (flying or running) greater than 100 mph (160 km) can attempt to dodge at half the penalty, but also without any bonuses. Note that the shooter will have penalties if he is moving as well as shooting at moving targets. See the Modern Combat section.

5. Entangle. Combat trained characters can attempt to *entangle* a physical attack, either by pinning the attacker's limb, if the attack is a punch or kick, or by grabbing the attacker's weapon and pointing it out of harm's way. The next move by the defender's attacker is to break free of the entanglement: Roll 1D20, high roll wins, but the action uses up one melee attack and now it is the defender's turn again to respond (he can attack or try to continue to entangle, or take some other action). Entangle can be accomplished with either hands or particular weapons like Nunchuks, Sai and others especially good at or designed for parrying and pinning. If the defender is successful, and the roll to entangle equals or beats the attacker's roll to strike, then the defender takes no damage, and will end up holding the attacker's limb or weapon.

6. Limits on Defense. In all cases, the defender can only *parry* or *dodge* against attacks that are within his line of vision. Attacks from the rear can not usually be parried, dodged or entangled. Likewise, long-range attacks from concealed assailants or snipers can not be parried, and the first shot from any long-range attack is a surprise attack and can not be dodged.

7. Natural Twenty on Defense. If the defender rolls a Natural Twenty when attempting to parry, dodge or entangle, then the attempt is automatically successful, even if the total number (with bonuses) is less than the attack. The parry is successful even if the attacker made a Natural Twenty to strike (or higher when his bonuses are added in), because the defender *always* wins ties, and nothing beats a Natural Twenty!

Step 4: Attacker Rolls Damage

If the attacker made a successful strike, and the defender did not manage to parry, dodge or entangle, then the attacker rolls for the amount of damage inflicted, adding any appropriate bonuses. For example, if the attack was a punch, the attacker gets

to roll 1D4, and then add any P.S. bonus, as well as any combat skill bonus "to damage." If the attacker used a sword, he inflicts the damage from that weapon (let's say 2D6 damage) plus any P.S. bonus, as well as any combat skill bonus "to damage." Guns and arrows (and energy blasts) only inflict the damage of the projectile. P.S. bonuses do NOT apply. Simple.

Damage "modifiers" to consider:

1. **Natural Twenty.** A Natural Twenty is always a Critical Strike.

2. **Critical Strikes.** Critical Strikes do double damage.

3. **Combined Critical Strikes.** Combined Critical Strikes, like a Natural Twenty, combined with a Jump Attack, do triple damage.

4. **Pulled Punches.** A Pulled Punch or Pulled Strike, whether with fist or weapon, inflicts as little damage as the attacker desires, or even no damage at all. A failed attempt to Pull Punch means full damage is inflicted, bonuses and all, even if the attacker doesn't mean to.

Step 5: Defender rolls to Roll with Impact

If the attack is a physical impact attack, from things like a punch, kick, club, mace, hammer, staff, thrown rock, fall, explosion, and similar, the defender can attempt to *roll with the impact/punch/fall*. In order to roll with the impact, the defender must roll a twenty-sided die and *match* or better the attacker's roll to strike.

1. **Half Damage.** Successfully rolling with a punch or impact means the character takes *half* damage! However, rolling with impact counts as one melee action and uses up one of the character's attacks for that round.

2. **Knockout or Stun.** Successfully rolling with a knockout punch, kick or other attack, means the character takes double damage, but is *not* knocked unconscious or stunned.

3. **Death Blow.** Rolling with a death blow results in the loss of half of all remaining S.D.C. Or, if S.D.C. are already gone, half of all remaining Hit Points, but is otherwise okay.

4. **Rolling with a "Fall."** A successful roll with fall means the impact is reduced and the character takes *half* the normal damage from a fall. This is also true when rolling with the force of impact from a body block, ram or knockdown attack.

5. **Failed Roll with Impact.** Failing to roll with impact means the character takes full damage from S.D.C. and/or Hit Points.

6. **Natural Twenty.** When a Natural Twenty is rolled the defender automatically takes no damage at all, won't be knocked out or stunned, and takes no damage from a Death Blow.

7. **Rolling with Impact against a Natural Twenty.** The only way to roll with impact against an attacker's Natural Twenty is by rolling another Natural Twenty.

Continuing the Combat

Once the above is completed, the process is repeated for whoever lost the initiative. So long as the opponents have melee attacks left, the combat continues back and forth. The guy who has initiative strikes first, the other parries or dodges. Then the defender strikes back (repeat the process). Then the attacker

(the aggressor) retaliates, striking again, and on and on. Characters who run out of melee round actions are pretty stuck, since all they can do is rely on whatever automatic defenses (like parry) they have, and hope they survive until the next melee round. One sees this in boxing matches all the time. When all the attacks or actions per melee round of all opponents are finished, it's time to start a new round. Initiative is re-determined at the beginning of every melee round, unless one character or the other is clearly on the defensive.

Notable Combat Terms

A.R.: This is a character's Armor Rating. The A.R. indicates what attackers must roll in order to do damage to the character. Any roll of 5 or better will strike a character with no body armor (unless he parries or dodges).

Animal characters with *Natural Body Armor* can only be hurt by rolls over their A.R. Any rolls to strike under their Natural A.R. may hit and sting, but do no damage.

Characters with *Artificial Body Armor* (metal armor, bullet-proof vests, robotic powered armor, etc.) can be successfully attacked by rolls falling under the artificial armor's A.R., but the damage comes off the S.D.C. of the *armor* instead of the S.D.C. of the character. **Example:** A defender has a natural A.R. of 9 and is wearing body armor with an A.R. of 12. If the attacker rolls 13 or better, beating the A.R. of 12, then damage is done directly to the defender. A roll of 5-12 would hurt/damage the *armor*, but not the wearer. Because the character also has a "natural A.R. of 9, even when the body armor is destroyed (loses all its S.D.C.), the attacker still has to roll a 10 or higher to strike and do damage. Rolling 1-4 always misses.

Actions Per Melee: Each character has only so many attacks or actions in each melee round. A melee round is 15 seconds.

Attacks Per Melee: The number of attacks or actions a character has within a 15 second, combat melee round. All characters automatically start with two attacks or actions, but those who are combat-trained start with more (usually four) and get additional attacks as they gain experience. Each action during combat uses up one attack that melee round.

Attribute Bonuses: Combat and saving bonuses gained through physical or mental strengths that give a character an extra added degree of agility, strength, endurance, etc. (See the eight attributes.)

Automatic: "Automatic" doesn't mean the move is automatically successful, just that the character can do the move automatically, without using up a melee round action. These are reflexive moves that highly trained characters can do without thinking or planning, like parry. See Hand to Hand skills.

Blind: Penalties for being blinded or fighting in absolute darkness without optical systems to see.

Ignore all of the character's normal combat bonuses (they don't count; natural rolls only, minus the penalties) and the blind character is -10 to strike, parry and dodge, disarm, pull punch and similar combat moves! Speed is reduced by 30-50% (or should be) only because the blind character is unsure of himself and running or moving quickly is likely to cause him to stumble or trip into something and fall down (lose initiative and one melee attack/action), slam into a wall (1D6 S.D.C. damage,

triple that if running) or run right into the arms of his opponent or some other danger. Obviously any skills requiring *vision* are impossible to perform.

Attacks per melee round and initiative are unchanged, but the character is lashing out wildly and guessing where his opponent is. This means the blind character has a good chance of accidentally striking a friend or innocent bystander by his wild flailing about or "blind shooting."

Body Armor: This is some kind of protective armor covering the body. Body Armor has its own A.R. and S.D.C. Any attack roll between 5 and the A.R. number hits and hurts the body armor, but not the wearer. When the S.D.C. of the body armor is at zero, the body armor is no longer effective (also see Natural Body Armor and A.R.).

Body Block/Tackle: This is a combination of moves that involves a body block and a knockdown attack (counts as two melee attacks). A successful body block strike does 1D4 damage plus P.S. damage bonuses, and the opponent is likely to be knocked down. A successful strike always inflicts damage (from a shoulder, elbow, or tucked head), unless his opponent dodges (no damage and no knockdown), but the victim who is hit can avoid being knocked down only by trying to maintain his balance; roll percentile dice, characters with no special balancing abilities must roll above 80% or be knocked down. Those with a special balancing ability like those from Acrobatics or Gymnastics must roll under their current skill level (if 45% they must roll under 45, if 80% they must roll under 80). A successful maintain balance means the victim is not knocked down but loses one melee attack, and takes full damage.

Being knocked down causes the character struck to lose initiative (if he had it) and one attack/action for that melee round, plus he is knocked 1D6 feet away from where he was standing at the moment of the attack. A roll with impact can reduce damage by half, but counts as one melee action.

Body Flip/Throw: A judo style throw or flip that uses an attacker's own momentum and leverage to "flip" or "throw" him off his feet and onto the ground. Damage is 1D6 points plus P.S. damage bonus (if any), and the victim also loses initiative (if he had it) and one melee attack. A body flip counts as one melee attack. A victim of a throw can try to *roll with impact/fall* to diminish the damage (half if successful), but other penalties are unchanged.

Body Throw: Using leverage, the character throws the opponent onto the ground or into something else. Attempting to body throw one character into another character must be declared at the beginning of the action (before the roll to strike), and the attacker makes a second roll to strike on 1D20 to see if the body of the first victim hits the body of the second victim.

Choke: Simply, a grab attack to a victim's throat. Normal strike and damage bonuses apply. Once a choke is made, assuming the defender failed to dodge or parry, the attacker can continue applying it indefinitely, doing 1D6 damage, plus P.S. bonus, directly to Hit Points, for every one of the attacker's melee attacks. The victim of a choke can attack with punches, weapons, or knee attacks (but no kicks), for as long as they are held. A disarm move can be used to break the choke hold.

Two-Handed Choke. Both hands must be used, and the *attacker* is unable to defend, dodge or roll with impact, during a choke. In other words, the attacker just stands there and ignores all other attacks. Critical or Knockout/Stun attacks from the rear can easily be done to someone doing a two-handed Choke.

One-Handed Choke. If the attacker is a lot bigger than the defender, at least four Size Levels larger, then it is possible to do a choke one-handed. During a one-handed choke the attacker has a hand free for other attacks and defenses, but does so with a *-4 to strike or parry*.

Getting Out of a Choke. One way out is by brute strength. The victim and anyone attempting to help the victim, can all try to pull or push the strangler *off* the victim. Whoever has the greater combined strength wins (add the P.S. of anyone trying to help the victim to the victim's for a "combined" strength effort). Another way is to us a "disarm" move. The victim rolls to strike and disarm (in this case, break the attacker's hold), high roll wins. A failed disarm means the choke continues. The only other way out is to either convince the attacker to let go, or pummeling the attacker into letting go, unconsciousness, or death.

Critical Strike: This is an attack that does *double damage* to an opponent. Rolling a Natural Twenty (no modifiers/bonuses applied) to strike is an automatic Critical Strike and can only be parried or dodged if the opponent also rolls a Natural Twenty. Critical Strikes also include Strike from Behind, Jump Kicks, and certain special martial arts moves.

Crush/Squeeze: This is a "bear hug" where the attacker grabs the victim and squeezes, doing damage from raw strength. Normal Strike and Damage bonuses apply. Once a Crush is made, assuming the defender failed to parry or dodge, the attacker can continue applying it indefinitely, doing 1D4 damage, plus P.S. bonus, directly to Hit Points, for every one of the attacker's melee round actions. The victim of a crush/squeeze can attack with punches or weapons (no kicks or leg attacks), but without any P.S. damage bonuses, for as long as they are held.

Natural Twenty. When the attacker strikes with a Crush/Squeeze and gets a Natural Twenty, it means that the victim's arms will also be caught in the bear hug. If this happens the victim is completely helpless, and unable to attack or resist in any way. Only outside help can break this crushing attack.

Two-Handed Crush. Both hands must be used, and the *attacker* is unable to defend, dodge or roll, for as long as the crush/squeeze continues. In other words, the attacker just stands there and ignores all other attacks. Critical or knockout/stun attacks from the rear can easily be done *to* someone doing a two-handed crush (or choke for that matter).

One-Handed Crush. If the attacker is a lot bigger than the defender, at least seven Size Levels larger, then it is possible to do a Crush one-handed. During a one-handed Crush the attacker has the other hand free for attacking and defending, but always with a *-4 to strike or parry*.

Getting Out of a Crush/Squeeze. One way out is by brute strength. The victim and anyone attempting to help the victim, can all try to break the crusher's hold and pull or push him *off* the victim. Who ever has the greater combined strength wins (add the P.S. of anyone trying to help the victim to the victim's for a "combined" strength effort). Crushing (supernatural) P.S. will always beat any other strength even if it is 12 points less. The only other way out is to either convince the attacker to let go, or pummeling the attacker into letting go (does not want to sustain any more damage), or into unconsciousness or death.

Damage Bonus: Characters with great strength or combat training will have a damage bonus. This is the number that they add to their regular damage rolls. Damage bonuses do not apply to the use of bows and modern weapons like guns and explosives.

Damage: The amount of physical harm done to a victim in an attack. Damage is subtracted first from the defender's S.D.C. and when the S.D.C. is zero, damage is taken off Hit Points.

Basic Damage Table

Bare Hand Punch – 1D4

Backhand Strike – 1D4

Karate Punch – 2D4 (available only at 3rd level to those with Hand to Hand: Martial Arts).

Elbow/Forearm – 1D4

Power Punch – can be used with any hand strike, doing double damage +P.S. bonus, but counts as two melee attacks.

Barefoot Kick – 1D6

Kick Attack – 2D4 (or 1D8)

Karate Kick – 2D6

Knee – 1D6

Backward Sweep Kick – does no damage but knocks down opponent if successful (victim loses one melee round action and initiative).

Power Kick – can be used with any kick or leg strike (but not Leaps or Jumps), doing double damage + P.S. bonus, but counts as two melee round actions.

Blackjack – 1D6

Bull Whip – 2D4 (or 1D8)

Thrown Small Objects – 1D4

Falling – 1D6 per 10 feet (0.3 m).

Collision – 2D6 per 10 mph (16 km).

Stepping on Caltrops – 1 point each.

Dropped or Thrown Large Objects – 2D6 per 100 lbs (45 kg), and +1D6 per story/20 feet (6 m) of height.

Death Blow: A special attack designed to kill an opponent in one or two strikes! This attack is often limited in hand to hand combat to the roll of a "natural" high strike number; i.e. death blow on a natural 18-20. Whenever the words "death blow" are presented without limitation, the character can use a death strike whenever he desires; however, such a devastating attack counts as two melee attacks/actions.

The attack does double the normal damage, plus P.S. bonuses *direct to* Hit Points. This attack can be used with punches and kicks, or horns, antlers, tusks or hand-held weapons such as swords, clubs, etc. It is not applicable to guns and does not work through armor; the armor must be first destroyed or penetrated (roll to strike is higher than A.R.).

Disarm: The act of disarming is simply getting rid of the opponent's weapon; it does no damage. It can be used as a defensive move in place of a dodge or parry, or can be done as an attack/strike.

The disarm move is a strike, hold or grappling maneuver that causes an opponent to drop his weapon or whatever he's holding. Counts as one melee attack/action. Disarm does not give the weapon to the character making the disarm move. True, the item is forced out of the victim's grasp, but it is either knocked away or falls to the ground.

Typically an opponent is disarmed on a roll of a natural 19 or 20 when used as a defensive move. Roll a disarming strike to attack as usual — high roll wins. A failed disarming attack does no damage and means one's opponent remains armed, is probably mad, and ready to strike.

Dodge: A character dodges by moving out of the way of the attack. Dodging always takes up one attack/action per melee round. To dodge, the defender must roll equal to or better than the attacker's strike roll on a twenty-sided die.

Entangle: A defender can attempt to trap the weapon or arm of an attacker. This is done instead of parrying or dodging and takes up one attack per melee round. Entangle is successful if the defender rolls above the attacker's strike roll. It takes one attack to entangle. An entangled opponent must use his next attack (strike) to break free while the entangler tries to hold on (works like a parry to maintain hold) or can allow his opponent to break free and immediately attack or take some other action.

Four-Legged Bonuses: Characters with Human Biped: None, can be trained to take advantage of their four-legged stance in a series of special combat moves. See Hand to Hand: Bull Fight for details.

Hand to Hand Combat: Fighting skills that provide characters with extra attacks per melee, bonuses and training in special moves and techniques. Characters without combat training have only 1-3 attacks, *no* automatic chance to parry and are at a great disadvantage.

Hit Points: This is the number of points of damage a character can take before dying. A character's base Hit Points equals their P.E. plus 1D6. Another 1D6 of Hit Points is gained every time the character advances an experience level. Recovering lost Hit Points always requires medical attention.

Horror Factor (Optional): Supernatural creatures, some Chimeras (mutant hybrids) and other monsters, may have a "Horror Factor." The Horror Factor represents either the hideous appearance of the monster or its overwhelming aura of evil and/or power. When a character sees one of these monstrosities, they need a roll to *save vs Horror Factor* on a twenty-sided to avoid being stunned by the sheer awfulness of the thing. Fortunately, the character only needs to roll for the first melee round of each encounter, not every round of combat.

To Save vs Horror Factor (H.F), the player must roll a 20-sided die. Just like a parry, the roll must be equal to, or higher than, the Horror Factor. For example: A slobbering creature, with a Horror Factor of 10, emerges from a crypt. All characters seeing it must roll to save against horror. In this case, a successful save is 10 or higher. Characters who roll a save vs Horror Factor are unaffected. Those who fail their roll to save are so overwhelmed that they are temporarily stunned. In game terms, this means the character loses initiative (don't even roll for it), loses one attack/melee action, and is unable to defend (no parry or dodge) against the creature's *first* attack of that melee round. Fortunately, the character snaps out of the shocked stupor quickly, and can join in the combat that same melee. By the second melee round, the character has completely recovered his senses and is functioning as normal; roll for initiative and combat as usual.

Horror Factor and the Reptile Brain. Characters with the *Vestigial Disadvantage* of Reptile Brain who fail to save vs horror will have to roll again to save vs insanity. *Predators* who fail will mindlessly attack the source of the Horror Factor, while *Prey* characters will run mindlessly away.

Improvised Weapons: See Weapons Section for instructions on how characters can use objects or creatures as makeshift bludgeons in combat.

Initiative: Whoever gets to attack first is considered to have the initiative. Initiative is automatic in sneak attacks and long-range attacks. In most other cases, each opponent rolls a twenty-sided, and the highest roll gets the initiative. Rolling for initiative takes place at the beginning of each melee round of combat.

Kick Attack: This is a karate-style kick. It is a normal attack that does 1D4 damage for untrained characters. Anyone trained in hand to hand combat can do a kick attack.

Knockdown: Getting knocked down, falling or getting struck by a fast, heavy vehicle, or explosion, or falling or getting knocked back dozens of yards/meters (30 feet/9 m or more) will cause the character to take damage from the force of the impact. While most armors are padded, they only provide so much protection.

Damage: Inflicts 1D6 Hit Point/S.D.C. damage for every 20 feet (6 m) one falls or is knocked back. Round down. If the fall/knock back is 100 feet (30.5 m) or more, there is a 01-65% chance of being temporarily knocked out for 1D6 melee rounds.

Penalties: In ALL cases, when a character is knocked down or off his feet, he automatically loses initiative and one melee attack/action. This is true even if the character is knocked down right where he was standing or only a few feet/meters.

Knockout/Stun: A knockout or stun attack temporarily incapacitates a victim. The victim is not necessarily unconscious, just dazed.

Jump Kick: A Jump Kick is performed by leaping completely off the ground, and then attempting to land feet first on an opponent. Jump kick can be used only by those with particular Hand to Hand skills. The advantage of a jump kick is that it works as a Critical Strike and doubles the normal damage inflicted. The disadvantage of a jump kick is that no other attack may be performed in that melee round (all attacks for that melee are used up in the kick). The jump kick must be the character's first attack of that melee round. For the rest of the melee round the character can only parry, dodge or move into position.

Leap Attack: This is an airborne assault where the weapons and fists are wielded in mid-leap. A leap attack must be made only at the *beginning* of a melee round and, like the jump kick, uses *all* attacks for that melee. Usually only a single strike can be made during a leap attack. However, if two opponents are close together, the attacker can leap between them and strike both of them at the same time. Roll to strike for each target. After the leap, the character may not attack again until the next melee round but can parry or dodge or move into position. Automatic parries work in mid-leap, but dodges are impossible. A successful leap attack is a Critical Strike, doing double damage. **Note:** A character may use any type of melee weapon in a leap attack, but gets no combat bonuses such as strike or parry, unless the character has a Weapon Proficiency (W.P.) in that particular weapon. Characters can also fire guns, crossbows or energy weapons, or throw daggers, in mid-leap, but projectile weapons just do normal damage (no Critical Strike).

Long-Range Attack: By using a long-range weapon from a distance an attacker can perform an undetected first strike. Provided the attacker is not seen, the defender automatically loses initiative and may not dodge the first attack that melee round.

Melee or Melee Round: Exactly 15 seconds. This is the segment of time combatants have to strike, counter and return strike. Generally, player characters have two or more attacks per melee.

Multiple Attackers: Takes place when an opponent is faced by more that one attacker. Characters with Hand to Hand combat skills can attempt to parry any attacks within their line of sight. The defender from multiple attackers can strike at only one target at a time (see leap attack for a rare exception).

Natural Body Armor: This represents the body's extra ability to resist attacks. Attacks rolled under the A.R. of the natural body armor *do no damage*. The S.D.C. of natural body armor is only affected when the attack roll is over its A.R. Even when all the S.D.C. of the natural body armor is destroyed, the A.R. stays the same.

Natural Twenty: This is the result of 20 when rolling a twenty-sided die. A strike with a Natural Twenty will always be a critical strike. If someone with a strike bonus of +2 rolls an 18 then they have an attack roll of 18 plus unnatural bonus modification, not a Natural Twenty, and not a critical strike. A Natural Twenty beats all other rolls and can only be parried or dodged by another Natural Twenty.

Paired Weapons: Certain kinds of weapons, such as sais, nunchaku, daisho, knives, clubs and swords, can be used as paired weapons. Users of paired weapons can strike and parry simultaneously, can do twin strikes against a single target or against a pair of targets, and can parry two, different opponents at the same time. In other words, warriors skilled in paired

weapons often can do two actions for every one of their melee attacks (i.e. strike and parry). However, a twin, simultaneous strike with both weapons means losing the automatic parry and leaves the character open to his opponent's next attack without benefit of a parry (dodge is optional but uses up a melee action).

Parry: A defender can attempt to parry most physical attacks. This is done by blocking the attacker's blow with a weapon or hand. Characters trained in hand to hand combat can parry without losing melee attacks. Bullets and energy attacks cannot be parried!

Pull Punch: The ability to control the force of a hand to hand attack. Usually used to reduce the blow to less than killing force. The character can choose to inflict half the damage, quarter damage, a single point or no damage at all. A character must declare a pull punch before the roll to strike. To do a successful pull punch the player must roll 11 or better on a twenty-sided die, and failure means full damage is inflicted.

Roll With Punch/Fall: hand to hand combat fighters can reduce the damage from blows and falls by rolling. If the defender is successful then only half damage is taken. Roll with punch/fall does not work against energy blast, bullets, fire, bladed weapons, psionics or radiation. Victims must roll over the attacker's roll. Falling characters must roll a 14 or higher on a twenty-sided die to roll with fall.

Saving Throws: Occasionally characters must roll to save against exotic attacks like poison, gas, insanity, psionics, etc. Note that some poisons, venoms, drugs and powers may list a specific save required for that specific thing.

Pain: 14 or better, with P.E. bonus; in some cases the character can lose consciousness from overwhelming pain.

Lethal Poison: 14 or better, with P.E. bonus.

Non-Lethal Poison: 16 or better, with P.E. bonus.

Harmful Drugs: 15 or better, with P.E. bonus.

Acids: No save possible, the character must dodge!

Magic: 12 minimum, higher against powerful wizards.

Animal Psionics: 15 or better for non-psionic, with M.E. bonus.

Animal Psionics: 12 or better, for character with Animal Psionic Powers, with M.E. bonus.

Insanity: Varies, generally 12 or better, with M.E. bonus.

Horror Factor: Beat the Horror Factor (H.F.) of the monster or situation, with M.E. bonus.

S.D.C.: This stands for *Structural Damage Capacity*, which is the amount of damage an object can absorb before breaking. Living creatures also have S.D.C.; it represents their physical resistance to damage. All the S.D.C. of a living thing must be reduced to zero before the Hit Points can be affected.

On the *Basic S.D.C. Table*, below, are the S.D.C. values for a variety of objects. When an object's S.D.C. is reduced to zero it is considered broken or destroyed. Game Masters should exercise common sense in applying these values. For example, a normal human can not break through a vault door with bare fists no matter how many times Natural Twenties are rolled.

The S.D.C. of different weapons is applied only if someone is actually attempting to break the weapon. A properly wielded sword can inflict or parry many times its S.D.C. On the other hand, using the sword blade to wedge open a door could easily snap it off.

It is also important to note that the S.D.C. applies to the entire object. A bullet can penetrate many objects with only a small fraction (about 2%) of S.D.C. loss. For example, if a bullet punching through an exterior wood and plaster wall hit a target it would inflict normal damage minus the 4 points of S.D.C. it wasted getting through the wall.

Basic S.D.C. Table

Airplane, Single Engine — 400 S.D.C.

Airplane, Jet Airliner — 2,000 S.D.C.

Boat, Canoe/Row Boat — 40 S.D.C.

Boat, Cabin Cruiser — 450 S.D.C.

Boat, Cargo Freighter — 8,000 S.D.C.

Box, Cardboard — 2 S.D.C.

Box, Wood Shipping Crate — 20 S.D.C.

Box, Metal Shipping Crate — 60-100 S.D.C.

Car, Compact — 250 S.D.C.

Car, Luxury — 450-500 S.D.C.

Car, Door Only — 150 S.D.C.

Car, Windshield — 100 S.D.C.

Chain, Standard – 50 S.D.C.

Chain, Heavy – 250 S.D.C.

Door, Interior, Wood — 100 S.D.C.

Door, Exterior, Wood — 170 S.D.C.

Door, Metal Grille — 350 S.D.C.

Door, Solid Metal — 600-800 S.D.C.

Door, Metal Safe — 1,200 S.D.C.

Door, Bank Vault — 5,000 S.D.C.

Fence, Cyclone Mesh – 100 S.D.C.

Fence, Iron Post – 250 S.D.C.

Fence, Wood – 75 S.D.C.

Gate, Wood – 50 S.D.C.

Gate, Metal – 100 S.D.C.

Gate, Metal Security – 250 S.D.C.

Glass, Ordinary – 5 or 10 S.D.C.

Glass, Automotive Safety – 30 S.D.C.

Glass, Brick – 100 S.D.C. each

Glass, Automotive Bulletproof – 250 S.D.C.

Glass, Heavy Security – 1,000 S.D.C.

Handcuffs, Regular — 60 S.D.C.

Handcuffs, Heavy — 120 S.D.C.

Leather Strap (belt) – 5 or 10 S.D.C.

Leather Strap, Heavy – 20-40 S.D.C.

Lock, Common Latch — 40 S.D.C.

Lock, Dead Bolt — 100 S.D.C.

Lock, Heavy Padlock — 75 S.D.C.

Motorcycle — 100 S.D.C.

Rope, Lightweight Twine – 1 S.D.C. to cut, 5 S.D.C. to break.

Rope, 1/4 Cotton "Clothesline" – 5 S.D.C. to cut, 75 S.D.C. to break.

Rope, 1/2 Nylon "Climbing" – 15 S.D.C. to cut, 325 S.D.C. to break.

Truck, Medium-Sized Pickup — 450 S.D.C.

Truck, Half-Ton Hauler — 550 S.D.C.

Truck, Freight Hauler — 650 S.D.C.

Wall, Interior Plaster — 75 S.D.C.

Wall, Exterior Wood — 150 S.D.C.

Wall, Exterior Brick — 200 S.D.C.

Wall, Cinder Block — 300 S.D.C.

Wall, Reinforced Concrete — 400 S.D.C.

Wall, Castle – 1,000 S.D.C.

Weapon, Hard Wood — 40 S.D.C.
Weapon, Metal Sword — 100 S.D.C.
Weapon, Small Pistol — 35 S.D.C.
Weapon, Assault Rifle — 75 S.D.C.
Weapon, Energy – 50 S.D.C. (unless reinforced.)
Weapon, Artillery Piece — 1,500 S.D.C.

Simultaneous Attack: Instead of defending with a parry, dodge or entangle, a character can choose to do a simultaneous attack. In this case, the character does not defend ("Go ahead, hit me; I can take it!") and simply attacks in response. The advantage of a simultaneous attack is that neither opponent can parry, dodge or entangle. In all probability, both will take damage. Exception: An opponent with paired weapons can engage in simultaneous attack (with one weapon) AND parry (with the other), OR, both the paired weapons can be used to strike with NO parry.

Sneak Attack: An attacker may lie in wait (ambush), attack from behind, or sneak up (prowl) on an opponent. If the foe does not discover the attacker, then the sneak attack is successful. The sneak attacker always has initiative, and the defender is not able to parry or dodge the sneak attack.

Strike: Anyone attempting to hit an opponent must roll to strike. As with all combat rolls, a roll to strike is made with twenty-sided die.

Thrown Weapon: Simply, this means throwing a weapon. The roll to throw is exactly the same as the roll to strike except that there are different bonuses per weapon type. *See Weapon Proficiency.*

Hand to Hand Combat

These are the standard level by level tables that present the *accumulative bonuses* offered by the common forms of hand to hand fighting in **After the Bomb®**. When characters advance a level, the player can come to this section to see what new bonuses apply to the character.

Note: ALL bonuses are accumulative. That means each new level offers new bonuses and combat capabilities that are *added* to those previously acquired.

Number of attacks per melee: Most characters "trained" in combat start with FOUR attacks (the Assassin starts with three). This is consistent with *Heroes Unlimited™, 2nd Edition, Rifts®* and most of Palladium's other games. **Note:** Over the years, there has been some confusion in these other games, but it is supposed to be four attacks to start. If you prefer starting with two, go for it. Example: A character with *Hand to Hand: Basic* starts off with four melee attacks, but has a total of 5 at level four, 6 at level nine, and 7 at level 15. If the Boxing skill is also taken, the character would have one more than those listed here. Also note that the Mutant Animal Power of Extra Physical Prowess also provides one additional attack per melee round.

Boxing and Wrestling, while containing useful combat skills, are really sports which train characters in certain moves and techniques, and provide no "level-up" bonuses. However, taking these skills *adds* to the trained fighter's Hand to Hand bonuses and abilities.

Characters with "No" Hand to Hand Combat Skill

Characters with NO combat skill can try to defend themselves but they are not very good at it.

Level 1: Starts with *one hand to hand attack* per melee round. This reflects the character's pitiful fighting skills.

HOWEVER, the character gets *TWO non-combat melee actions* at first level. A *non-combat action* involves some activity other than fighting (operating machine, driving, locking a door, running, hiding, helping others, etc.).

Level 3: +1 attack per melee round and +1 to dodge. *+1 non-combat melee action.*

Level 6: *+2 non-combat melee actions.*

Level 9: +1 attack per melee round, for a total of three "attacks" per round (each attack counts as two melee *actions* for this character). +1 *non-combat melee action* for a total of six non-combat melee "actions." That's it.

Breaux!

Hand to Hand: Basic

This is the most elementary form of hand to hand combat training available. Knows the kind of fighting techniques taught in military basic training or in self-defense classes, also taught to village militias, professional guards, and regular (draftee) troops. Students learn elementary methods of attack and self-defense. All bonuses are cumulative.

1: Starts with four attacks/actions per melee round; +2 to pull punch and +2 to roll with punch, fall or impact.
2: +2 to parry and dodge.
3: Kick attack does 1D6 points damage.

4: +1 additional attack/action per melee round.
5: +1 to strike.
6: Critical Strike on an unmodified roll of 19 or 20.
7: +2 to damage.
8: Judo-style body throw/flip; does 1D6 damage, and victim loses initiative and one attack per melee.
9: +1 additional attack/action per melee round.
10: +2 to pull punch and +2 to roll with punch, fall or impact.
11: +1 to parry and dodge.
12: +1 to strike.
13: Critical Strike or knockout from behind.
14: +2 to damage.
15: +1 additional attack/action per melee round.

Hand to Hand: Expert

This fighting style is often taught to soldiers, bodyguards, thieves, and anybody else who will be expected to live by violence. While it lacks the mastery of Martial Arts, an Expert fighter knows how to scrap quickly and efficiently. At high levels, especially, those with this skill can often hold their own against dedicated masters of the martial. All bonuses are cumulative.

1: Starts with four attacks/actions per melee; +2 to pull punch, and +2 to roll with punch, fall or impact.
2: +3 to parry and dodge.
3: +2 to strike.
4: +1 additional attack/action per melee round.
5: Kick attack does 1D6 damage.
6: Critical Strike on an unmodified roll of 18, 19 or 20.
7: W.P. Paired Weapons.
8: Judo-style body throw/flip; does 1D6 damage, and victim loses initiative and one attack.
9: +1 additional attack/action per melee.
10: +3 to damage.
11: Knockout/stun on an unmodified roll of 18, 19 or 20.
12: +2 to parry and dodge.
13: Critical Strike or knockout from behind (triple damage).
14: +1 additional attack/action per melee round.
15: Death blow on a roll of natural 20.

Hand to Hand: Martial Arts

This is the result of a number of "Americanized" Asian unarmed combat skills, including Jujitsu, Tae Kwon Do, Karate and Kung-Fu being combined in the *After the Bomb* world. For comparison, check out Palladium's *Ninjas & Superspies™* or *Mystic China™*. An advanced hand to hand combat, it includes Automatic Parry, Pull Punch, Roll with Punch/Fall, Kick Attack (1D8 damage), Jump Kick, Knockout/Stun, Critical Strike, Death Blow, and Leap Attack. All bonuses are cumulative.

Note: This hand to hand fighting style has been updated with +1 on initiative at level three, +2 to disarm at level seven and total of four attacks per melee to start.

1: Starts with four attacks/actions per melee; +3 to pull punch and +3 to roll with punch, fall or impact.
2: +3 to parry and dodge; +2 to strike.
3: +1 on initiative. Karate-style kick does 1D8 (or 2D4) damage.
4: +1 additional attack/action per melee round.
5: Jump Kick (Critical Strike) and Entangle (+1).

6: Critical strike on an unmodified roll of 18, 19 or 20.
7: W.P. Paired Weapons and +2 to disarm.
8: Leap Attack (Critical Strike).
9: +1 additional attack/action per melee round.
10: Judo style body throw/flip; does 1D6 damage, victim loses initiative and one attack.
11: +4 to damage.
12: +2 to parry and dodge.
13: Knockout/stun on an unmodified roll of 18, 19 or 20.
14: +1 additional attack/action per melee round.
15: Death blow on a roll of a natural 20.

Hand to Hand: Assassin

Taught only to characters trained by secret organizations (the Empire of Humanity's Bag Squad, Black Market Enforcers, etc.), this is the specialized science of killing. **Note:** This hand to hand fighting style has been updated to include W.P. Paired Weapons at level one, +1 on initiative at level four and nine, +1 on initiative at level eight and a total of three attacks per melee round at level one. All bonuses are cumulative.

1: Starts with three attacks/actions per melee round. +2 to strike. W.P. Paired Weapons.
2: +2 additional attacks/actions per melee round.
3: +3 to pull/roll with punch/fall.
4: +4 to damage. +1 on initiative.
5: +1 additional attack/action per melee round.
6: +3 to parry/dodge. Entangle (+2).
7: Knockout/stun on an unmodified roll of 17-20.
8: +1 additional attack/action per melee round.
9: +1 on initiative. Kick attack does 1D6 damage.
10: Critical Strike on an unmodified roll of 19 or 20.
11: +2 to strike.
12: Death blow on a roll of a natural 20.
13: +1 additional attack/action per melee round.
14: +2 to damage.
15: +2 to strike.

Hand to Hand: Bull Fight Combat (new)
For Four-Legged Mutant Animals

Characters with Biped: None, or Biped: Partial, especially characters with hooves, can learn how to use their four-legged stance both aggressively and defensively. Taking the best moves of the natural boar, bull and elk, this practical martial art shows four-legged creatures how to take advantage of their mass, as well as the power of moving on four legs. Basic moves include:

Block: *Automatic Shoulder Block.* The character can attempt to defend against an attack, like a parry, by "shouldering" into the attacker's arm or body, thereby throwing any punch or weapon off target. Provided the attacker isn't coming from the rear, can be done without using up a melee round action.

Back-Kick. The character plants their forelegs and kicks out, mule-style, with both back legs. Counts as two melee attacks, but does a lot of damage; 4D6 plus damage bonuses to one target. Or, if there are two targets directly behind the character, can hit both with 2D6 plus damage bonuses, to each.

Goring Critical Strike: Ripping, slashing or impaling an opponent with one's horns, antlers or tusks; a Critical Strike.

Head Butt: Strikes opponent with blunt part of hard head or horns to inflict 1D6 damage plus damage bonuses.

Head Butt Charge Attack: Using the full force of four legs, as well as powerful neck muscles, the attacker lunges forward with a head attack. Depending on the character's armament, the damage can come from horns, antlers, tusks, or some kind of spiked helmet, plus damage bonuses.

Trample/Stampede. The character attempts to run right over the opponent, inflicting double the amount of the character's usual hoof damage (2D6 if the character doesn't have hooves), plus any damage bonuses.

Throw Off : A bucking bronco move to throw anybody who has leaped on its back or who has grabbed its horns, to the ground. Counts as an attack, roll to strike (throw). Defender rolls to hang on high roll wins, defender/holder-on, wins ties. Victims who are thrown take 1D6 damage, but also lose initiative and two melee attacks/actions. No attribute bonuses apply to throw an attacker, only the bonuses listed below. The holder gets no bonuses to hold on unless he has Crushing Strength, in which case he is +1 for every 12 points of P.S.

Combat moves include: Those above as well as roll with Punch/Fall, Kick Attack (2D6 damage, or hoof), Knockout/Stun, Critical Strikes and Death Blow. Also Roll with Punch/Blow, which can work with kicks, head attacks and charges. This skill does NOT include the ability to do Jump Kick or Leap Attack. All bonuses are cumulative.

1: Starts with three attacks/actions per melee round. +2 to Block, +1 to dodge, +2 damage to head butt or ram attacks. Can perform head butts, rams and trample/stampede attacks.
2: +1 attack/action per melee round, +1 on initiative, and can perform Back-Kick attack.
3: +2 to strike, +2 to throw off, and +1 to parry or disarm with horns or antlers.
4: +1 on initiative, +1 to dodge and +1 to roll with punch, fall or impact.
5: +1 attack/action per melee round. Goring Critical Strike on a roll of 19-20; does double damage.
6: Knockout/Stun on a roll of a natural 19-20.
7: +2 to block and +3 to throw off someone on its back or holding its horns.
8: *Head Butt Knock Down Charge (special)!* Hits opponent with a head butt or horns angled in such a way as to knock or throw the character off his feet with a successful strike. Victim suffers blunt head butt damage and is knocked off his feet, losing initiative and one melee attack/action.
9: +1 attack/action per melee round.
10: +1 to parry and disarm with horns or head butt.
11: +1 to roll with punch, fall or impact, and +1 to dodge.
12: +1 to strike, +1D6 damage to trample/stampede.
13: Death Blow on a Natural Twenty.
14: +1 attack/action per melee round.
15: Knockout/Stun on a roll of a natural 17-20.

WILSON '01
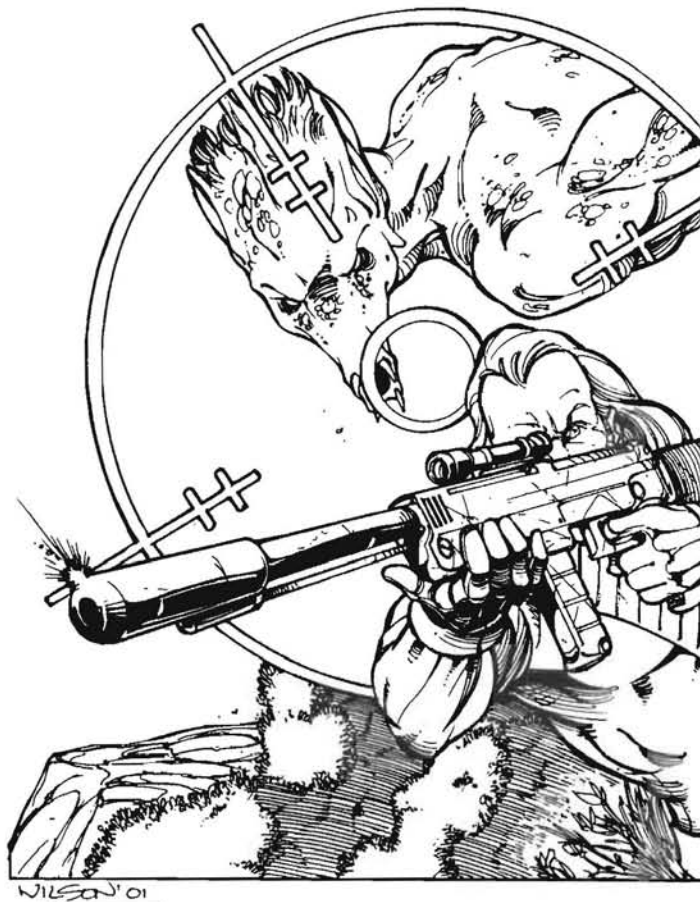
Firearms & Ranged Combat

The following are the new, easy to understand and use rules for firearms. Military enthusiasts may want to use the original rules found in **Heroes Unlimited**™ with a few tweaks here and there.

No Weapon Proficiency (W.P.)

Anybody who does not have a W.P. in a particular weapon type CAN use the weapon but without benefit of any bonuses (and P.P. attribute bonuses and Hand to Hand combat bonuses do NOT apply to modern weapons).

When the character does not have the W.P. skill for the weapon he is firing, he can still attempt to use and fire it. It is not difficult to pick up a gun and pull the trigger, anybody can do that. However, it is another thing to be able to use the weapon with any knowledge, skill or accuracy. Thus, a character who does not have a W.P. for the weapon NEVER gets any of the W.P. bonuses, *not* the +3 for aimed shots or the +1 for bursts. Moreover, any bursts/rapid shooting by somebody untrained in the required W.P. is considered shooting wild (-6 to strike). An untrained person trying to shoot a single aimed shot rolls the standard strike roll without benefit of bonuses.

Using Firearms with a Modern Weapon Proficiency (W.P.)

Characters with a modern W.P. can fire an aimed shot, a (aimed and) Called Shot, burst or wild.

Aimed shot. The aimed shot is always a careful and deliberate act of targeting and the shooting of one round/bullet or a single energy blast. The act of carefully aiming takes a bit of extra time but provides far greater accuracy and still counts as one melee attack per each aimed shot. Only a single shot can be accurately "aimed." The skilled shooter is +3 to strike and gets an additional +1 to strike at levels 3, 6, 9, 12 and 15. This applies to all modern firearms, single-shot pistols, rifles, energy weapons, and grenade launchers, as well as automatic pistols, rifles and shotguns that can fire a single round.

A **"Called Shot"** is an aimed shot that homes in on a specific part of a larger target such as the head, hand, gun, or radio on a character or the radio antenna, sensor cluster, spotlight, tires, etc., of a vehicle. An aimed, "Called Shot" is necessary to strike the tiny bull's eye of a target, the sensor eye of a robot, or the gun held in an attacker's hand (the target is the gun, not the person holding it). To make a called shot, the player must "call" or "announce" his character's intention; i.e. "I'm going to shoot the gun from his hand."

Small, difficult targets usually inflict a penalty of -3 or -4 to strike even on a carefully aimed, "Called Shot." The Game Master might want to make the "head" of living beings an automatic difficult target at -4 to strike.

Bonuses for an aimed shot apply to a Called Shot and may help to negate the aforementioned penalty. A Natural Twenty *always* hits its target (unless the defender rolls a Natural Twenty to dodge).

Anybody can *attempt* an aimed or "Called Shot," even with a burst. An outright miss is a roll of 1-5, otherwise a failed shot (6-11) is presumed to hit the *main body*. One must roll a 12 or higher to hit a small, *stationary* target. Moving or dodging targets are more difficult to hit and require a roll of 12 or higher to strike. Also see Dodging & Parrying Ranged Weapons.

Burst: A burst is any *pulse* or *rapid fire* of two, three or more rounds nearly simultaneously or very rapid succession shots at the *same target*. Bonus: +1 on any "aimed" burst whether it is a triple pulse laser blast or a 6+ burst from a machinegun. Machineguns, automatic assault rifles, sub-machineguns, and any *burst firing* weapon only gets the +1 to strike bonus due to the nature of the weapon itself. **Note:** Unless a weapon states it can fire a *burst* of two or more simultaneous or rapid fire shots, it is best to assume it can *not*. Most energy pistols can not fire a burst, but an energy rifle might.

Wild Shooting: No bonus. Straight, unmodified die roll. Either one hits or misses, even if firing a burst. This applies when the gunman is shooting wildly, spraying an area or shooting while running, leaping, flying or from a moving vehicle. See the full description below.

Spray Fire: This is possible when shooting a burst at several different people at once. This is the same as *Wild Shooting (see above)*, but damage is only one round to those struck.

Sniper Rifles: Not all rifles can fire a single shot and many of those that can do not necessarily get a special strike bonus from the weapon itself. Bolt-action rifles that are expertly balanced and designated as a "sniper rifle" (usually costs 50% more) are +1 to strike. Even amateurs get this bonus if it is built into the weapon itself.

Hair Trigger: Means the firing pin has been filed down so the trigger will depress with a light touch, applicable only to handguns. +1 on initiative, but only if the character has a W.P. in that type of firearm. Those with no W.P. get no bonus and may shoot themselves in the foot or leg when trying to use a gun with a hair trigger (any roll to strike of 1-7 means the weapon fired before it could be aimed, a roll of 1 or 2 means he shot himself).

Range and Targeting (the rolls to strike): When shooting at stationary targets within 60 feet (18.3 m), a gunner need only exceed a roll of 5 or higher on the roll of a twenty-sided die (1D20); 12 or higher if the target is small and a "Called Shot" is required.

In combat at a greater distance (61 feet/18.6 m and farther), gunners must roll an eight or higher to strike a stationary target. High-tech sensors, optics, targeting sensors and human augmentation are so incredible that there are no penalties for shooting at great distances other than the limitations of vision and the weapon's firing range. **Note:** A gunner *can* fire beyond his weapon's range, but he incurs an additional -1 to strike for every 25 feet (7.6 m) beyond the weapon's maximum *effective range* listed.

Fast moving targets (40 mph/64 km or faster) or targets that take evasive action are more difficult to hit and requires a roll of 10 or higher to hit.

The attacker shooting at somebody who is *dodging* must roll higher than the target character's dodge roll. Defender wins ties.

Character's P.P. Bonuses do NOT count when shooting a revolver, pistol, rifle, shotgun, energy weapon or any modern weapon. The mechanical design and capability of the weapon makes its use and abilities quite standard. Only practice in a W.P. provides bonuses to strike as noted above.

Attacks per Melee: Each blast (individual shot or burst) counts as *one* of the shooter's melee attacks/actions. Thus, if the character has five attacks per melee round, he can shoot as many as five times – five "single" bullets or energy blasts or five "bursts" (provided the weapon can fire bursts).

Payload: Is typically listed in single shot increments, so a pulse or burst uses up more energy or ammo. A listing of "unlimited" means the weapon draws from a larger power source from the power armor, robot vehicle or vehicle itself. Most pistols and rifles, however, use an ammo-clip with a finite payload of bullets/rounds. Energy-Clips can be recharged but not usually on the field of combat (need a supply depot or field base).

Reloading. Most conventional automatic weapons require little time to reload. The process is a simple matter of retrieving a new, loaded ammo clip from its storage belt or compartment, removing the empty clip and slapping in the new, loaded clip. Except for extenuating combat conditions, the reloading takes a few seconds and counts as ONE melee attack or melee action.

Manually reloading grenade launchers, shotguns, bolt-action rifles, revolvers and similar weapons requires more time because, typically, the spent cartridges must be removed and each new round must be loaded, by hand, one at a time. Even so, a revolver can be reloaded in about six to eight seconds and counts as two melee actions if the character has a W.P. in the weapon being loaded. Characters without a W.P. will need a full melee round or four melee attacks (whichever is shorter) to manually

reload. Revolvers can be loaded in the time of one melee attack/action when a speed loader is used. Cost of the speed loader is 100 bucks. The speed loader must be hand loaded in advance.

Training. Training in a particular class of weapon (W.P.) also enables the character to easily reload, disassemble, un-jam, clean and otherwise maintain the weapon.

Natural Energy Blasts. Superhuman characters whose power enables them to emit energy blasts, whether it be fire, electricity, or other forms of energy, can use their energy attack as often as their combined hand to hand attacks allow. For example: If the creature has four hand to hand attacks, it can fire energy blasts as often as FOUR times per melee (15 seconds). If the character has five or six hand to hand attacks, five or six blasts can be fired. As always, the types of attacks can be combined.

Radar Notes: Size: Most radar units can only detect targets that are the size of a goose (30 lbs/13.5 kg) or larger. Low to the Ground: Most radar units lose "track" of targets flying at treetop level, roughly 100-150 feet (30.5 to 46 m). In an open flat land it can detect flying objects (and people) as low as 50 feet (15.2 m).

Shooting Wild

Shooting wild occurs under the following conditions.

- When a character is shooting in the general area of the intended target, but has not taken the time to carefully aim.

- Can not actually see his target. This includes shooting at targets concealed by trees or other forms of vegetation, concealed by smoke, shooting through a door or wall, shooting around a corner without looking, when blinded or if an opponent is invisible, and when shooting and trying to do something else like performing a different skill at the same time; i.e., running, leaping, flying, driving a vehicle, talking to somebody, or concentrating on a second task or action.

- When shooting from a moving object; i.e. a moving car, hover vehicle, horse or other moving platform. This does not include the firing of weapon systems built into power armor, robots, cyborgs, or mounted weapons or turrets built into combat vehicles. Nor is it applicable to super-heroes and mutants or monsters that can shoot energy beams, or similar powers, from their natural bodies. This rule applies to people who are shooting a hand-held weapon while hanging out of the window of a moving vehicle, dangling from an aircraft, standing on a moving platform, shooting from the back of a racing animal and similar conditions.

- When terrified or in a berserker rage. At the G.M.'s discretion, this may apply to characters who are shooting after having just recovered from a failed Horror Factor roll.

- Whenever the shooter is spraying a general area with random gunfire rather than focusing on a specific target.
  The penalty for shooting wild is -6 to strike.

High-Tech Combat

See **Heroes Unlimited™, Second Edition** for combat rules involving missiles, vehicles, robots and aircraft. Not really applicable to the post-holocaust world of **After the Bomb®**.

Equipment Section

Old money, including dollars, pesetas, marks and pounds, are all totally worthless. Barter is more common than currency exchange in the mutant animal world, but most places are happy to accept **Cardanian Bucks** and **Cardanian Bits** (4 Bits = 1 Buck).

Typical Cardanian Prices

From this list you should get the idea that basic, primitive things, like food, clothing and simple crafts, are pretty cheap. On the other hand, any kind of manufactured item is relatively expensive. And the more technologically advanced it is, the more it will cost.

Basically, any old, working artifacts are worth the same in Bucks as they are in dollars. Those items will tend to be worn down and troublesome. Newly made versions of the same items will cost 3 times as many bucks as dollars. For example, a 35 mm camera that lists for $250 means that an old, vintage 1965 camera would be sold for about 250 Bucks. But, if a factory in Cardania starts making new 35 mm cameras they will sell for 750 Bucks, three times as much. Prices in *Heroes Unlimited™* can easily be translated into Bucks.

Common Prices

An overnight room in an inn, 2 Bucks, dinner & breakfast included.

A month's rent of a small house, 30 Bucks.
Doctor's treatment, with medicine, 5 Bucks.
An overnight bed in a hospital, with treatment, 20 Bucks.
Entry to a public bathhouse, including towels & soap, 2 Bits.
A fine dinner for two, with good ale or wine, 12 Bucks.
A large loaf of fresh bread, 1 Bit.
A good sandwich, 1 Bit.
A 25 pound sack of flour, used for making bread, 3 Bits.
Custom-made wooden barrel, box or crate, 1 to 3 Bucks.
Waterproof duffle bag, 2 Bucks.
Leather backpack, 5 Bucks.
Lightweight vinyl backpack, 15 Bucks.
A waterproof sleeping bag (up to Size Level 12), 9 Bucks.
A 10 by 10 by 8 foot tall waterproof tent, 12 Bucks.
A shovel, rake or hammer with a wood handle and steel head, 2 Bucks.
Custom-made lock with two sets of keys, 2 to 8 Bucks.
Custom-made handcuffs, fetters, leg irons or manacles, with chain, from 6 to 36 Bucks, depending on Size Level.
A torch that will stay lit for 20 minutes, 1 Bit.
A battery-powered flashlight, 50 Bucks.
A flashlight battery, 8 Bucks.
Crank-powered flashlight, 40 Bucks.
A battery-powered radio, receiver only, 125 Bucks.
Spool of colored sewing thread, 300 feet (91.4 m), 25 lbs (11 kg) test, 2 Bits.
Spool of fishing line, 300 feet (91.4 m), 250 lbs (112 kg) test, 4 Bucks.

Spool of silver-white spider thread, 300 feet (914 m), 1,500 pound tests (675 kg), 20 Bucks.

Length of Cotton or Wool Cord, 50 feet (15 m), 150 lbs (67 kg) test, 3 Bits.

Length of nylon cord, 50 feet (15 m), 400 lbs (180 m) test, 8 Bucks.

Length of spider cord, 50 feet (15 m), 5,000 lbs (2250 kg) test, 40 Bucks.

Coil of hemp/cotton rope, 500 feet (152 m), 500 lbs (225 kg) test, 20 Bucks.

Coil of nylon climbing rope, 500 feet (152 m), 4,000 lbs (1800 kg) test, 40 Bucks.

Coil of spider rope, 500 feet (152 m) 20,000 lbs (9000 kg) test, 200 Bucks.

Yard of iron chain (4,000 lbs/1800 kg test), 3 Bucks.

Yard of steel chain (12,000 lbs/5400 kg test), 8 Bucks.

Farm labor daily wages, 1 Buck.

Factory labor daily wages, 2 Bucks.

Soldier's daily wages, 2 Bucks, 2 Bits.

Mine labor daily wages, 3 Bucks.

Skilled construction labor, including bricklayers & carpenters, 5 Bucks.

Professional labor, 6 to 12 Bucks.

Tailored Clothing & Armor

Size Notes: Clothing and armor for very large characters require more time, more material and a lot of custom work. Here are the prices:

Size Level of 12 or less – Standard Price.
Size Level 13 through 15 – Standard Price +50%.
Size Level 16 through 18 – Standard Price x2.
Size Level 19 – Standard Price x3.
Size Level 20 – Standard Price x4.
Size Level 21 or greater – Standard Price x5.

Clothing

Socks, cotton or wool, 1 Bit.
Cotton underpants or undershirt, 2 Bits.
Wool sweater, 1 Buck.
Cloth or leather pants, custom-made, 5 Bucks.
Cloth shirt, ready-made, 3 Bucks.
Coveralls, cotton or wool, 2 Bucks.
Coveralls, winter & waterproof, 3 Bucks.
Gloves, winter wool, 1 Buck.
Gloves, custom-made leather, 3 Bucks.
Gloves, leather with metal reinforcement, 5 Bucks.
Leather Jacket, custom-made, 6 Bucks.
Leather Shoes, custom-made, 3 Bucks.
Leather Boots, custom-made, 7 Bucks.
A winter down-filled coat, 7 Bucks.

Custom Built Armor

Quilted or Padded Armor (A.R. 8, S.D.C. 15), 25 Bucks.
Soft Leather Armor (A.R. 9, S.D.C. 20), 50 Bucks.
Spider Silk Armor (A.R. 12, S.D.C. 150; lightweight), 250 Bucks.
Studded Leather Armor (A.R. 12, S.D.C. 38), 80-100 Bucks.
Chain Mail (A.R. 13, S.D.C. 50), 130-160 Bucks.
Scale Mail (A.R. 15, S.D.C. 75), 200-250 Bucks.
Plate and Mail (A.R. 15, S.D.C. 100), 270-340 Bucks.

Plate Armor (A.R. 16, S.D.C. 150), 400-500 Bucks.
Plastic Plated Armor (A.R. 13, S.D.C. 80), 300-400 Bucks.

Ancient Weapons

Arrows & Crossbow Bolts: Ammunition for various bows and crossbows. These items are readily available, even in small villages, unless noted otherwise.

Target Arrow or Crossbow Bolt. Lightweight wood designed to be used on straw targets. While a target arrow or bolt does normal damage, it is usually broken or ruined when used in combat and range is 20% shorter. Cost: 1 Bit each.

Hunting Arrow. A durable arrow fitted with a razor sharp arrowhead meant to penetrate skin, muscle and flesh. Can be used over and over again, even after being fired into a victim. Does +1 damage. Cost: 2 Bits each.

War Arrow. A solid shaft is tipped with a dense, pointed arrowhead, designed for penetrating leather, wood, and even thin metal armor. Can be used repeatedly. Does +3 damage. Cost: 4 Bits each.

Incendiary Arrow. Trimmed with an inflammable treated cotton that will burn even in pouring rain. Incendiary arrows will keep burning for 1D4 minutes after being lit on fire. 01-65% likelihood of setting any combustible materials (straw, thatch roof, dry leaves, cloth, etc.) on fire unless snuffed out immediately (ignites flammables like gasoline instantly). 6-8 Bits each.

Armor-Piercing Crossbow Bolt. Made of solid metal, with a tip designed to penetrate various kinds of armor. These metal bolts are easy to straighten and sharpen for re-use. Does +3 damage, but range is 30% less than usual. Cost: 8 Bits/2 Bucks each.

Explosive Crossbow Bolt. The bolt is a hollow tube, tipped with a impact-detonating blasting cap, and filled with dynamite. Damage: 5D6 points, with an effective casualty radius of 5 feet (1.5 m). Sold "plugged," so the tip must be unscrewed, and the safety plug removed, before it can be used as an explosive, a process that takes a full melee round action. Range is 20% less. Cost: 12 Bucks each.

Bow Weapons:

Bow, Compound: Custom made for the character's size and strength. Made of composite layers of wood. When, and only

when, the character is using a *personalized compound bow*, the P.S. bonus can be added to the damage. Range: 700 feet (213 m). Cost: 120-150 Bucks, 300 for a personalized bow. Damage: 2D6.

Bow, Mechanical: This device, made of metal, with a system of gears and pulleys, allows for dead-on accuracy. Bonus: +1 to strike. Range: 600 feet (183 m). Cost: 225-300 Bucks. Damage: 2D6.

Bow, Portable: Designed to be completely disassembled, for storage in a foot-long (0.3 m) box. Range: 250 feet (76 m). Cost: 80-120 Bucks. Damage: 2D4.

Bow, Traditional Wood (simple): This device is made of a single piece of wood and has a string pull of 35-50 lbs (16-23 kg); cheap and effective. Range: 400 feet (122 m), but can fire up to 500 feet (152 m) at -2 to strike. Cost: 50-80 Bucks. Damage: 2D4.

Crossbow, Crank Action: Reloading is accomplished by turning a crank that pulls the drawstring back into place. Range: 600 feet (183 m). Cost: 250-300 Bucks. Damage: 3D6.

Crossbow, Lever Action: Reloads by pulling a crank backwards, pulling the draw cord into place for the next bolt. Character must have a minimum P.S. of 13 or better to reload. Range: 325 feet (99 m). Cost: 150-200 Bucks. Damage: 2D6.

Crossbow, Pistola: Can be fired with one hand. Character reloads by pulling the drawstring back into place. Range: 200 feet (61 m). Cost: 125 Bucks. Damage: 2D4.
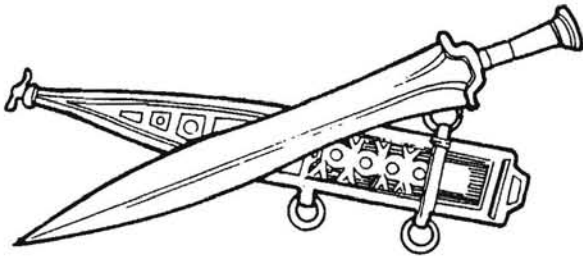
Common Melee Weapons:

Axe: With a wooden handle, custom fit for the character's size, and a single or double bladed head, this is a weapon that can be used for chopping wood or foes. Cost: 30-60 Bucks for a small to medium-sized axe, 100-150 for a large or giant one. Damage: Small: 2D6, Large: 3D6, Giant-Sized (for creatures Size Level 16 and bigger and requires a P.S. of 26+): 4D6. Note: Hatchet or Throwing axe does only 1D6 damage.

Ball & Chain: A length of chain that ends in a heavy metal ball, just right for the character's Size Level. Cost: 50-90 Bucks. Damage: 2D4+2.

Bullwhip: A whip constructed of braided leather, customized for the character's Size Level. Cost: 70 to 100 Bucks. Damage: 2D6.

Chain: A length of chain, just right for the character's Size Level. Cost: 20-30 Bucks. Damage: 2D4.

Club: A wooden or metal club, reinforced and built according to the character's Size Level. Cost: 20 to 40 Bucks. Damage: 2D4.

Hammer: Custom made wooden or metal shaft attached to a two-sided hammer designed for combat. Cost: 35-50 Bucks. Damage: 2D6.

Hooves, Metal Shod: Adding a metal shod to a hoof adds +1 to normal damage. See Farrier for costs.

Hooves, Metal Spiked: Adding spiked studs, or horseshoes with spikes, adds +3 to damage from hooves. See Farrier for costs.

Knife: Ordinary fighting knife. Cost: 15-30 Bucks. Damage: 1D6.

Knife, Boot: A short, sharp blade, easy to conceal, which is also balanced for throwing. Cost: 25 to 50 Bucks. Damage: 1D4.

Knife, Bush or Survival: Heavy-duty, all-purpose survival knife, made out of the best steel or composite material. Cost: 35 to 70 Bucks, according to quality and beauty. Damage: 2D4.

Knife, Throwing: Perfectly balanced knife designed for throwing (+1 to strike when thrown only) or hand to hand combat. Cost: 50 to 75 Bucks, due to balance and quality. Damage: 1D6.

Machete: A flat bladed weapon, useful for cutting brush, leaves or branches, as well as suitable for combat (may be considered a short sword). Cost: 30-30 Bucks. Damage: 2D4.

Nunchuks: A pair of heavy sticks, joined by a short chain. Requires a separate W.P. (see W.P. Chain for bonuses). Cost: 20 Bucks each. Damage: 2D4.

Spear: With a wooden shaft of the right length and thickness for the character's Size Level, and a sharpened metal blade. Cost: 20-30 Bucks. Damage: 2D6 (1D6 when the blunt end is used rather than the spear blade).

Staff: Cut and shaped to the size of the owner's hand, with a length a foot (0.3 m) taller than the character's height. A good staff is made of a hardened, treated wood that will resist damage. Cost: 10-30 Bucks wood, 80-120 iron. Damage: 2D4 for wood and 2D6 for iron.

Sword, Bastard: A custom-built sword, designed for the character's size and build. Can be wielded with one hand or two. Cost: 120 to 200 Bucks. Damage: 2D6+2.

Sword, Two-Handed/Claymore: No matter how big the character, this weapon is designed to be just a little too big to handle. Cost: 250 to 500 Bucks. Damage: 3D6.

Sword, Saber or Short: A custom-built sword, designed for the character's size and build. Can be wielded with one hand. Cost: 50-100 Bucks. Damage: 2D4.

Note about Giant-Sized Weapons: Increase cost by 40% and add one additional die to the damage, and don't forget to include the character's likely P.S. damage bonus. Typically require Brute Strength or better, and a P.S. of 24 to use a giant weapon.

Improvised Melee Weapons

While any character can pick up just about any object and use it as a weapon, any particularly large, particularly strong, or particularly large and strong character can do an amazing amount of damage with "improvised" weapons. Once hoisted, the character can either throw the improvised weapon, or swing it around.

The bigger the character, the more leverage the character has to hoist and swing large objects. The very largest characters, even if their strength is undeveloped, can improvise with extremely large and bulky items in combat.

Size Level 6 or less: The size of objects usable in combat depends entirely on their P.S., because the character is so small, it is extremely difficult to use any large improvised weapon. Even if their P.S. is great enough (Crushing Strength) to lift, say, a car, their small size makes it quite possible they'll start sinking into dirt, mud or sand, driven down by the sheer weight of the object. They can, however, use a piece of pipe, two-by-four, table chair and such items, all usually inflicting 2D6 damage (3D6 damage if especially heavy).

Size Level 7 to 10: Characters with Crushing Strength can wield the items listed below but are -2 to strike.

Size Level 11 to 14: Any character with Beastly Strength above 40 or Crushing Strength above 24 can wield the items listed below, but is -1 to strike.

Size Level 15 to 18: Any character with Beastly Strength above 35 or Crushing Strength above 22 can wield the items listed below.

Size Level 19 or greater: Any character with Beastly Strength above 30 or Crushing Strength above 20 can wield the items listed below.

Damage from big items used as a club or throws:

Automobile or Truck Door or Fender: 6D6 damage +P.S. bonus damage.

Automobile, Small: 2D4x10 +P.S. bonus damage.

Automobile, Medium: 2D6x10 +P.S. bonus damage.

Truck: 3D6x10 +P.S. bonus damage.

Cinder Block, Concrete Pillar/Parking Curb, or Small Chunk of Wall: 4D6 +P.S. bonus damage.

Couch, Bed or Door: 3D6+P.S. bonus damage.

Desk, Table or Filing Cabinet: 4D6+P.S. bonus damage.

Heavy Table or Chest of Drawers: 5D6+P.S. bonus damage

House Door: Wood: 4D6+P.S. bonus damage. Metal/Security Door: 6D6 +P.S. bonus damage.

Lampost or Tree: 6D6+P.S. bonus damage.

Mailbox or Telephone Booth: 3D6+P.S. bonus damage.

Fireams

Revolvers are produced throughout North America, and are usually custom built for very small or very large characters. .08, .32, .38, .45, 9 mm, and 5.56mm ammunition is easy to find, but other sizes are likely to be a special order item. **Speed-Loader Note:** All the revolvers listed here have a cylinder that swings out for easy, one movement, dumping of spent (used) cartridges. "Speed-Loaders" are frames holding a full set of cartridges, which allow for re-loading the cylinder in one quick movement. All speed-loaders come with leather cases that can be attached to a belt or backpack.

Squirrel .08 Revolver: This tiny pistol is designed for mutants of Size Level 3 and under. It's just three inches (8 cm) long, and weighs a mere four ounces (0.11 kg), with a 4-round cylinder. Range: 50 feet (15.2 m). Cost: 28 Bucks. Damage: 1D4 per round. Ammunition: The cartridges, while slim, look like tiny rifle bullets. Box of 30 Cartridges, 10 Bucks. Speed-loader with four bullets, 5 Bucks.

Tobermoray .14 Revolver: An undersized revolver designed for undersized hands, the Tobermoray comes from a Purebred Jack Russell workshop in the former state of North Carolina. The workmanship is superb, the action flawless, and it's a favorite of anyone interested in doing trick shots or target shooting where speed is part of the qualifying. It's under five inches (13 cm) long, and the handle and grip are interchangeable, so it can be customized for characters ranging from Size Levels 3 to 8. The cylinder holds seven .14 bullets, and it's just 10 ounces (0.3 kg), fully loaded. Range: 185 feet (56 m). Cost: 200 Bucks. Damage: 1D6 per round for standard cartridges. Ammunition: Box of 35 Cartridges, 50 Bucks. Speed-loader with seven bullets, 35 Bucks.

Bantam .22 Revolver: Made specifically for smaller mutant characters, of Size Level 8 or less, with a weight of less than one pound (0.45 kg). The cylinder holds 6 shots. Range: 60 feet (18.3 m). Cost: 50 Bucks. Damage: 2D4 per round. Ammunition: Box of 24 Cartridges, 20 Bucks. Speed-loader with six shots, 15 Bucks.

Cardanian Standard .32 Revolver: A standard light sidearm, made all over Cardania in small factories and workshops. The cylinder holds 6 shots and the weapon weigh one pound (0.45 kg) unloaded, two pounds (0.9 kg) with cartridges. Range: 100 feet (30.5 m). Cost: 60-80 Bucks. Damage: 2D6 per round. Ammunition: Box of 24 Cartridges, 35 Bucks. Speed-loader with six shots, 20 Bucks.

Rhode Island .38 Revolver: Handmade in one of the Rhode Island Red workshops, this is a weapon with outstanding accuracy and reliability. Weight: Just under 2 lbs (0.9 kg). Range: 150 feet (46 m). Cost: 100-150 Bucks. Damage: 3D6 per round.

Ammunition: Box of 24 Cartridges, 35 Bucks. Speed-loader with six shots, 30 Bucks.

.38 Single Shot Derringer: Usually custom-made, this is an easy-to-hide, *one-shot* weapon. Weight: 8 ounces when loaded (0.23 kg). Range: 25 feet (7.6 m). Cost: 30 to 50 Bucks. Damage: 2D6 per round. Ammunition: Box of 24 Cartridges, 20 Bucks. **Note:** Loading takes one full melee round attack/action.

Labarre .45 Revolver: Now considered rather obsolete, the Labarre is one of the cheapest sidearms available. It was originally designed to take advantage of the ready availability of .45 pistol ammunition, and it's still a widely produced six-shooter. Weight: 3.5 lbs (1.6 kg). Range: 100 feet (30.5 m). Cost: 90-160 Bucks. Damage: 4D6 per round, 4D6+3 with Hollow Point Cartridges. Ammunition: Box of 24 Cartridges, 50 Bucks. Box of 12 Hollow Point Cartridges, 90 Bucks. Speed-Loader with 6 rounds, 40 Bucks.

Angus .48 Magnum Revolver: Made for mutant animals who appreciate a little extra "kick" from their sidearm, appreciate an eight-round cylinder, and don't mind a little extra weight. Weight: 6 lbs (2.7 kg). Range: 250 feet (76 m). Cost: 300-400 Bucks. Damage: 5D6+2 per round. Ammunition: Box of 24 Cartridges, 80 Bucks. Speed-loader with eight rounds, 50 Bucks.

Automatic Pistols: In the years following The Crash, because scavenged automatic weapons had a tendency to break-down, misfire, and generally fall apart, this whole class of weapon ended up with a very bad reputation. Mostly this was because of the huge number of cheap "Saturday Night Specials," as well as a general lack of good maintenance and decay from sitting in ruins for decades. Still, automatic pistols are treated with some suspicion by most mutant animals.

Cardanian 9 mm Automatic Pistol: Used as a military sidearm by Cardania and most militia forces. A number of factories and workshops produce these weapons for government contracts. Cartridge: 9 mm. Feed: 13 round magazine. Weight: 2 lbs (0.9 kg). Range: 120 feet (36.6 m). Cost: 90-120 Bucks. Damage: 3D6 per round. Ammunition: Clip with 8 rounds (spare clip), 40 Bucks. Box of 24 rounds, 65 Bucks.

Razorback .45 Automatic Pistol: Based on the classic sidearm of the U.S. military, and now produced widely. It's an ideal weapon for close-up warfare, where accuracy is not as important as knock down power. Weight: 3 lbs (1.3 kg). Range: 110 feet (33.5 m), but only 70 feet (21 m) for Hollow Point. Cost: 120-170 Bucks. Damage: 4D6 per round, 4D6+2 for Hollow Point. Ammunition: Box of 24 Cartridges, 70 Bucks. Box of 12 Hollow Point Cartridges, 100 Bucks. Clip with 7 rounds, 40 Bucks.

Sub-machineguns: Weapons designed to deliver a high rate of fire using pistol ammunition. Clips, or ammunition magazines, are usually available in different sizes. Note that Hollow Point, Explosive Tip, or Incendiary ammunition will *jam* or *destroy* sub-machineguns.

Hickory "Smoke" .22 Sub-machinegun: The lightest submachinegun in production, favored by characters under Size Level 8. Cartridge: .22 Pistol Cartridge. Feed: 12 or 20 round magazine. Weight: 4 lbs (1.8 kg). Range: 60 feet (18.3 m). Cost: 200-250 Bucks. Damage: 2D4 per round or 4D4 per thee round burst. Ammunition: Box of 24 Cartridges, 20 Bucks. Clip with 12 rounds, 20 Bucks. Clip with 20 rounds, 30 Bucks.

Fishkill 9 mm Sub-machinegun: A knock-off of the pre-Crash Uzi, the Fishkill is a weapon used by both the Empire of Humanity and all the mutant animal nations. Cartridge: 9 mm. Feed: 20, 30 or 50 round magazine. Weight: 7 lbs (3 kg). Range: 160 feet (49 m). Cost: 400-500 Bucks. Damage: 3D6 per round or 6D6 per three round burst. Ammunition: Box of 24 rounds, 65 Bucks. 20 round clip: 65 Bucks, 30 round Clip: 100, and 50 round clip: 150. Clip with 16 rounds, 30 Bucks.

Ouachita .45 Sub-machinegun: A particularly high powered sub-machinegun, and one of the favorite weapons of bandits everywhere. Cartridge: .45 Caliber Pistol Cartridge. Feed: 24 round magazine (straight), or 48 round drum (cylindrical, as in the old "Tommy Gun"). Weight: 12 lbs (5.4 kg). Range: 130 feet (40 m). Cost: 180-230 Bucks. Damage: 4D6 per round or 1D4x10 per three round burst. Ammunition: Box of 24 Cartridges, 50 Bucks. Magazine with 24 rounds: 65 Bucks. Drum with 48 rounds, 100 Bucks.

Bolt-Action Rifles: Designed for accuracy and reliability, bolt-action rifles are designed for easy cleaning and repairs. Most pre-Crash hunting rifles fall into this category, and many are still in excellent condition, and in constant use.

Bolt-Action Rifle Extras:

Range-Finding Weapon Sight: Used properly, the character will know the exact distance to any visible target. If the character takes a full melee round to compute the distance and compensate for elevation, etc., the device provides a +1 to Strike. Cost: 60-100 Bucks.

Telescopic Sight: Magnifies the target for accurate shooting at up to triple the normal range. At normal range it gives the shooter a +2 on Called Shots. Cost: 70-120 Bucks.

Laser Targeting Sight: "Paints" the target with a tiny dot of red laser light. If the shooter spends an extra melee round action before shooting, allows for a +1 to Strike. Cost: 250-500 Bucks (if available; rare).

Infrared Targeting Sight: Works like a laser targeting sight, but allows the shooter to pick out a target, up to 1200 feet (365 m) away, in the dark with a narrow infrared beam. One drawback is that the infrared beam is clearly visible to anyone else with infrared equipment (which would include just about any *Empire of Humanity* troops). Cost: 200-350 Bucks (if available; uncommon).

Star-Light Sight: Magnifies the light from very low light conditions, allowing the shooter to see clearly up to 500 feet (152 m) away. Cost: 750-1000 Bucks (if available; rare).

Basco 5.56 mm Bolt-Action Rifle: A lightweight rifle designed for characters of Size Level 4 to 9, with a smooth, silent action. Cartridge: 5.56 mm Rifle Cartridge. Feed: Single shot, or 5 round clip. Weight: 6 lbs (2.7 kg). Range: 750 feet (228.6 m). Cost: 275 Bucks. Damage: 4D6 per single round. Ammunition: Box of 24 Cartridges, 35 Bucks. Clip with 6 rounds, 20 Bucks.

Chester 30-06 Bolt-Action Rifle: A beautifully designed weapon, suitable for hunting or sniping, and designed to be used with a range of telescopic and electronic sights. The only weapon sold with a money-back guarantee. **Cartridge:** 30-06 Rifle Cartridge. Feed: Single shot, or 8 round clip. Weight: 11 lbs (5 kg). Range: 1250 feet (381 m). Cost: 500-900 Bucks. Damage: 5D6 per round. Ammunition: Box of 24 Cartridges, 30 Bucks. Clip with 8 rounds, 25 Bucks.

Buckfield .50 Caliber Bolt-Action Rifle: One of the heaviest weapons around, Buckfields are usually carried by characters of at least Size Level 14, with at least Brute Strength. Excellent accuracy, and an amazing range, make this a perfect sniper rifle in the right hands. Cartridge: .50 Caliber Machine-gun Cartridge. Feed: Single shot only. Weight: 42 lbs (19 kg). Range: 3,000 feet (914 m). Cost: 1,000-1,500 Bucks. Damage: 6D6 per round. Ammunition: Box of 24 Cartridges, 100 Bucks.

Shotguns: Can you imagine being attacked by a swarm of ten pound (4.5 kg) mosquitoes? Or buzzed by a horsefly with a four foot (1.2 m) wingspan? Flying mutant insects are one of the great annoyances of the **After the Bomb®** world, which is one of the reasons why shotguns are just about the most popular firearm around.

With shotguns, the larger the gauge, the smaller the bore of the gun. So, a 4 Gauge shotgun has a wide enough barrel to fire a quarter pound ball of lead, while a 20 Gauge shotgun only has a small barrel big enough for a lead ball weighing 1/20th of a pound.

There are three types of shotgun ammunition available:

1. Solid Shot. A solid bullet. Does the greatest damage. However, because there is *no* "spread," it's more difficult to hit a target with a Solid Shot; more like a rifle.

2. Buckshot. The shotgun shell is packed with a spiral of metal balls, designed to spread out as they travel away from the barrel. This makes it much easier to hit a flying target, especially if just one pellet does enough damage to knock it out. +2 to strike at 25 feet (7.6 m; and does 30% more damage at this close range), and +1 to strike at 75 feet (23 m) or more. Hits everything in a 5 foot (1.5 m) diameter/spray unless within 25 feet (7.6 m), then it is concentrated in a two foot (0.6 m) wide blast.

3. Sand Shot. Instead of using balls or pellets, the shotgun shell is packed with tiny grains of metal, sand, or crystal. Even though the damage inflicted is low, Sand Shots are particularly good at ruining the delicate wings of flying insects, and a well-placed shot can often bring down a half dozen or more bugs in a packed swarm. The spread is even better than with Buckshot, so +3 to strike up to 100 feet (30.5 m) away and hits everything in a 10 foot (3 m) diameter/spray.

Cobham 36 Gauge Pump-Action Shotgun: The smallest weapon in the shotgun class, suitable for characters of Size Level 6 or less. Cartridge: 36 Gauge Shotgun Shell. Feed: Six round tubular internal feed. Weight: 4 lbs (1.8 kg) fully loaded. Range: 100 feet (30.5). Cost: 125-200 Bucks. Damage: 2D6/Solid Shot, 2D4/Buckshot, or 1D4/Sand Shot. Ammunition: Box of 12 Cartridges, 5 Bucks.

Baxter 20 Gauge Pump-Action Shotgun: The Baxter is a very reliable anti-bug weapon, especially against swarms of smaller flying insects. Usable by just about any size character. Cartridge: 20 Gauge Shotgun Shell. Feed: Eight round tubular internal feed. Weight: 8 lbs (3.6 kg). Range: 125 feet (38 m). Cost: 200-300 Bucks. Damage: 3D6/Solid Shot, 2D6/Buckshot, or 1D6/Sand Shot. Ammunition: Box of 12 Cartridges, 10 Bucks.

Raleigh 16 Gauge Triple-Barrel Spread Shotgun: This odd weapon is designed for clearing the skies of swarms of mutant bugs with a single triple-barreled shot. The barrels are splayed away from each other slightly, and so Buckshot or Sand Shot will have a maximum effect at a range of around 60 feet (18.3 m), forming a 10 foot (3 m) wide, two foot (0.6 m) thick wall of pellets or grains. Cartridge: 16 Gauge Shotgun Shell. Feed: Reloading the three barrels requires one full melee round. Weight: 15 lbs (6.7 kg). Range: 70 feet (21 m). Cost: 400 Bucks. Damage: 3D6/Buckshot or 2D4/Sand Shot. Ammunition: Box of 12 Cartridges, 10 Bucks.

Gatorland 12 Gauge Double-Barreled Shotgun: Produced in great quantities in the workshops of Gatorland, this multi-purpose weapon, and the matching 12 Gauge ammunition, is available just about everywhere. Cartridge: 12 Gauge Shotgun Shell. Feed: Two barrels, and each takes one shell. Weight: 9 lbs (4 kg). Range: 125 feet (38 m). Cost: 130-175 Bucks. Damage: 4D6/Solid Shot, 3D6/Buckshot, or 2D4/Sand Shot. Ammunition: Box of 12 Cartridges, 12 Bucks.

Carter 10 Gauge Single-Action Shotgun: The only shotgun built like a pistol, for one-handed use. Designed for extra-large characters (Size Level 17 and up, with Brute or Beastly Strength), this sidearm has quite a kick. Reloading takes two hands, but it's a quick break-open, flip and load action. Cartridge: 10 Gauge Shotgun Shell. Feed: Single Shot Only. Weight: 23 lbs (10.3 kg). Range: 100 feet (30.5 m). Cost: 200-400 Bucks. Damage: 6D6/Solid Shot, 4D6/Buckshot, or 2D6/Sand Shot. Ammunition: Box of 12 Cartridges, 24 Bucks.

Tallahassee 10 Gauge Pump-Action Shotgun: A real swamp-dweller's weapon, suitable for dealing with endless swarms of mutant bugs. Characters using this weapon should be at least Size Level 12. Cartridge: 10 Gauge Shotgun Shell. Feed: Five round tubular internal magazine. Weight: 16 lbs (7.3 kg). Range: 200 feet (61 m). Cost: 250-400 Bucks. Damage: 5D6/Solid Shot, 4D6/Buckshot, or 2D4/Sand Shot. Ammunition: Box of 12 Cartridges, 20 Bucks.

Whiptail 4 Gauge Double-Barreled Shotgun: A break-open style shotgun, but built for the largest characters (Size Level 16 or larger), with an over-sized pair of triggers accessible for even the clumsiest partial hands. Cartridge: 4 Gauge Shotgun Shell. Feed: Double-Barrel, with one shell in each. Weight: 35 lbs (15.7 kg). Range: 200 feet (61 m). Cost: 300-500 Bucks. **Damage:** 6D6+2/Solid Shot, 4D6/Buckshot, or 2D6/Sand Shot. Ammunition: Box of 12 Cartridges, 24 Bucks.

Assault Rifles & Machineguns: The following weapons are generally reserved for military, adventures and bandit. Machine-guns are rare outside of large militant groups and organized armies..

Cardanian Assault Rifle: The standard infantry weapon of the Cardanian military, based on the pre-Crash U.S. military's standard rifle. Cartridge: 5.56 mm Rifle Cartridge. Feed: 20 or 30 round clip. Weight: 8 lbs (3.6 kg). Range: 1250 feet (381 m). Cost: 200 Bucks. Damage: 5D6 per round or 1D6x10 per three round burst. Ammunition: Box of 24 Cartridges, 35 Bucks. Clip with 20 rounds, 45 Bucks. Clip with 30 rounds, 60 Bucks.

Cardanian .50 Caliber Machinegun: Designed to be used with a tripod, or otherwise mounted. Characters of Size Level 7 or less will always use this weapons as if Shooting Wild. Really big characters, of Size Level 15 or greater, can pick up and shoot the weapon in two hands with no penalty. Cartridge: .50 Caliber Machinegun Cartridge. Feed: 100, 200 and 500 round belts. Weight: 35 lbs (16 kg). Range: 3,000 feet (914 m). Cost: 2,000 Bucks. Damage: 6D6 per single round, short burst of four rounds does 2D4x10 damage and counts as one melee attack/action. A long burst fires 12 rounds and does 4D6x10 damage but counts as two melee attacks. Bonus: +1 to strike. Ammunition: Box of 100 cartridges or 100 round belt, 400 Bucks, 200 round belt, 800 Bucks, 500 round belt, 2000 Bucks.

Energy Weapons: Only the *Empire of Humanity* are known to have any energy weapons. See the section on *North America*, about the Empire, for stats on its weapons, robots and combat vehicles.

Grenades & Explosives: Each explosive has a damage rating, as well as a blast radius.

Dynamite: A nitroglycerin based explosive which is widely used throughout the *After the* Bomb world, in construction and demolition, as well as warfare. Damage: *One Stick:* 1D4x10. Effective Casualty Radius: 10 feet (3 m). Cost: 6-12 Bucks per stick.

Liquid Nitroglycerin: An extremely dangerous, unstable, explosive concentrate. Any severe jerk, jar or bump has a 30% chance of setting it off. Damage: *One Ounce (28 g) is equal to four sticks of dynamite:* 4D4x10. Effective Casualty Radius: 15 feet (4.6 m). Cost: 30 Bucks per ounce; hard to come by.

Plastique/Plastic Explosive: A very localized blast explosive that can be molded and formed like clay. Usually completely inert, so that movement, jarring, or even massive impacts won't set it off. Can only be activated or ignited by electrical blasting caps. Damage: *2 ounces (56 g) is equal to one stick of dynamite:* 1D4x10. Cost: 35-50 Bucks per ounce. A detonation fuse is one Buck.

Explosive Hand Grenade: Designed with a locking pin and a safety lever. Once the pin is removed and the lever released, a timer ticks off five seconds before triggering the explosive. Damage: Explosive: 1D6x10. Fragmentation 1D4x10. Effective Casualty Radius: 10 feet (3 m); 15 feet (4.6 m) for fragmentation. Cost: 20-40 Bucks each. Uncommon outside of the Empire of Humanity and Cardania.

Note: For an extensive list of military weapons suitable for Cardanian Army use, as well as a lot of information on other military equipment and tactics, check out the **Compendium of Contemporary Weapons™** or **Deluxe Revised RECON®**, both from Palladium Books®.

Game Master Section

How to Run a Role-playing Game

The major objective of any Game Master is to provide a good role-playing experience for the players. In other words, it's up to the Game Master to see that everyone has fun. Game Masters who ignore this simple principle tend not to remain Game Masters for very long, because the players just stop coming.

So, how do you run an enjoyable game?

First, you've got to select and, if necessary, modify an adventure. This can be a scenario from this book or something you design yourself. The important thing is that it fits the characters running *in* it. Ask yourself the following questions.

1. Will the players have a difficult, but not impossible, time defeating the villains and challenges in the scenario? Players are bored by villains that are too easy to defeat. On the other hand, if the game is too difficult the players will simply get frustrated.

2. Will *all* the players have a chance to use their individual powers and skills? Nobody likes to be a wallflower in a role-playing game. Make sure that there's enough action for *every* player.

3. Do the objectives of the scenario match those of the characters? The G.M. should expect the players to use their characters' personalities and alignments.

Here's an example of a mismatched scenario. Years ago I was playing in a comic book role-playing game. All the characters in the group were used to fighting world-threatening monsters and aliens. Then we were forced into a scenario that involved tracking down some drug dealers. The Game Master couldn't understand why we weren't interested in the scenario. We had to explain to him that **1)** none of us had any police or investigative skills, **2)** most of us only took on our hero forms during obvious emergencies, and **3)** we had no orders form the agency that employed us to deal with this problem. In other words, we were trying to play "in character."

Ultimately, setting up a scenario is a judgment call. There is no way to be sure whether or not it will work for your players, and variety is good. Try new things. New ideas. New adventure avenues. But always try to keep the personalities your players and their characters in mind. Always try to give them things that will intrigue, excite and challenge them. If you do, you have a better chance of running an adventure that will be fun and memorable.

Involving the Player Characters in Your Stories

First, please, please, please do not lock *me* into a role-playing session with a Game Master who has the *whole story* worked out in advance. Obsessive Game Masters, as I call 'em (well, okay, I usually use a word other than "obsessive ..."), *force* their players along the plot line of the adventure. Even when it doesn't feel right or is not what the players really want to do.

On the other hand, there are Game Masters who don't work out anything. I call them "free and easy" Game Masters, and

they're just as bad as the obsessive ones. Rather than spend a minute working out any aspect of a story line ("Why bother? The players will just screw it all up or do whatever they want."), they prefer just to react.

Both kinds of Game Masters have their occasional successes (even a stopped clock shows the correct time twice a day), but neither one is likely to provide a consistently fun time for the players.

Thinking about Game Masters, I happened to be listening to an author being interviewed on the radio. It was interesting hearing about this particular author's technique for creating a novel. Over and over again, the author stressed that he had to know exactly how the novel would end. That he couldn't start a book, couldn't so much as write the first word, until the ending was crystal clear. In much of his work, he said, the ending is actually the first piece he writes.

It makes a lot of sense. A good story should be well constructed and, in theory, the writer should know exactly how it's going to end. It makes so much sense, that I'm sure a lot of listeners concluded that all books are written like that.

Not true.

A few months earlier I heard a different, equally famous, author, who was asked about how he outlined his books.

His response was delightful. Did he know the ending of his book when he started? No way! As he pointed out, writing wouldn't be any fun at all if he already knew how things were going to turn out.

From one author's point of view, writing is as formal as engineering. From the other author's viewpoint, writing should be a process of exploration.

As a Game Master it can be very cool if you have the ending of a scenario worked out in detail, but it's no fun for the players if you force them into your version of an ending. Likewise, as a Game Master, it's wonderful to let loose and just react to your players, but it's no fun for the players if everything is totally random. The best Game Masters work at putting together cool stories, with epic endings, but are flexible enough to change and adapt as they go. So have that plot outline worked out and have that big finale sketched out in your mind. But let your players be the ones to finish the picture, to put in the details and define (and punctuate) that ending.

Paying Attention to the Player Characters

One of the best things a Game Master can do is review all the character sheets from time to time. Then, try to make the campaign fit the players and their characters. Role-playing is a very imaginative and personal form of expression and gaming, so personalize it. Customize it to fit the players' goals and anticipations. For example, if the player group discovers a hidden basement, how do you decide if there should be a locked safe? Well, if a player character has the Safecracking skill, why not? If another character picks the Dentistry skill, then meeting a mutant boar with a cracked tusk can be a pretty interesting encounter.

(**Kevin Siembieda's two cents.** This kind of on-the-spot inventiveness can be played for laughs or drama. For example, when that group of characters went into the basement, the G.M. had no intention of there being any safe or secrets down there. However, as the characters begin to go down, one of the players mentions he hopes there is a safe down there full of [fill in the blank]. Several other characters chime in with anxious excitement about the prospect and how cool if ... So the Game Master decides to put a safe in the basement and the players are delighted. Playing this plot twist for laughs, I might let the anticipation build, and after the group works at getting it open, all that is inside are pickles! Hundreds of jars of canned pickles! I then follow this up where the characters can later sell the pickles for a modest amount of money, or can win the favor of a local bandit or warlord who, as fate would have it, loves pickles and can never get enough. Silly fun to be sure, but the key here is *fun*. On the other hand, maybe there has been a clue that I, as G.M., have been trying to get to the group. Or the group has missed a series of clues and I need to hammer the idea into the story. The safe may be the way to do it. Either something inside does the trick or maybe the owner of the safe shows up and says or does something that puts the group on track toward adventure. Or maybe my plot idea has gone nowhere or has stalled. The sudden surprise of finding a safe and the promise it holds may spice up the game. Maybe there isn't much inside – only a few odds and ends that will be helpful later. Maybe it's an opportunity to give them some of the weapons or valuables to buy the weapons/supplies they will need later in the adventure? Maybe they are chased by bandits who saw their big score and want their booty? Maybe the chase leads them into the main plot or some new adventure? The possibilities are endless. As the Game Master, you need to let your imagination soar, pick the idea that you think works best and roll with it.)

Making the Game Match the Characters

One example of matching players to the game is deciding whether or not to use seasons and weather. For example, if one player picks the vestigial trait, Seasonal Antlers, suddenly the time of year is going to make a big difference to that character. By starting the game in a particular month of the year (just roll 1D12, where 1 = January, 2 = February, 3 = March, etc.), you create a situation where the character can imagine the growth and loss of antlers over time. And, once you've decided to use seasons, you can also make it fun for the other characters. After all, a lot of mutant animals might develop heavy winter coats and/or change to white fur every winter, or have trouble staying awake. Meanwhile, imagine the arguments between the characters fighting over the thermostat in a house or a car, with the non-adapted ones freezing and wanting to raise the temperature, and the cold-adapted ones, in their heavy furs, complaining about the heat and wanting to open the windows. Moreover, seasons and weather will present environments and challenges that can add to the adventuring experience (snow and ice, avalanche, flash floods, fog and lost direction, mud, heat, etc.).

"Reality" and Role-Playing

Here's a question from a Game Master;

"If a character has a gun pressed against his temple and that gun goes off, would you really bother with critical strikes and pain penalties? I personally think the victim would be dead. Period. What do you think?"

The answer is that we are talking about fantasy role-playing here, **not** real life.

That means we are out to have a good time, not nit-pick about what would happen "really." Bottom line, it is no fun for a player character to die quick and easy, no matter how "realistic," which is why the rules are written with things like critical strikes, initiative and dodge rules.

Besides, it is awesome what some people go through and live. I've read about a man who attempted suicide, and emptied an entire revolver into his own head, **reloaded**, and kept firing. Believe it or not, he lived, which just goes to show that real life is completely unpredictable. So rather than decide, "obviously the unfortunate victim is dead," consider options and fate. It is often better to make the dice rolls and see how it all comes out.

Now really, it depends on the situation and the players involved. If the player character makes no attempt to save himself and is shot in the head, maybe that character *is*, indeed, dead. On the other hand, if the character makes a desperate attempt to dodge or knock the gun out of his opponent's hand, etc., let him try. This is an *adventure* game after all. Roll for initiative to see if he can take action a split second before the trigger is pulled. Roll to see if that dodge or strike was successful. If not, be inventive for the player's sake. For example, his character *is* shot and maybe even falls to the ground bleeding and unmoving. The villain makes some vile joke or snide remark that makes the player group hate him all the more and he departs, leaving the character for dead. However, the G.M. decides *or* lucky dice rolls dictate that the player character managed to twist just enough so that while shot and stunned, it was just a grazing wound. Or, more likely, the character is seriously injured, but he is NOT dead, and can wake up and crawl away to escape, be rescued by his buddies and survive with the proper medical

treatment, and so on. Even if the character makes no attempt to dodge or attack, he might still luck out.

Then again, when dealing with secondary non-player characters (NPCs), please do not waste time with stupid considerations and a lot of rolls. A victim for dramatic effect is a goner.
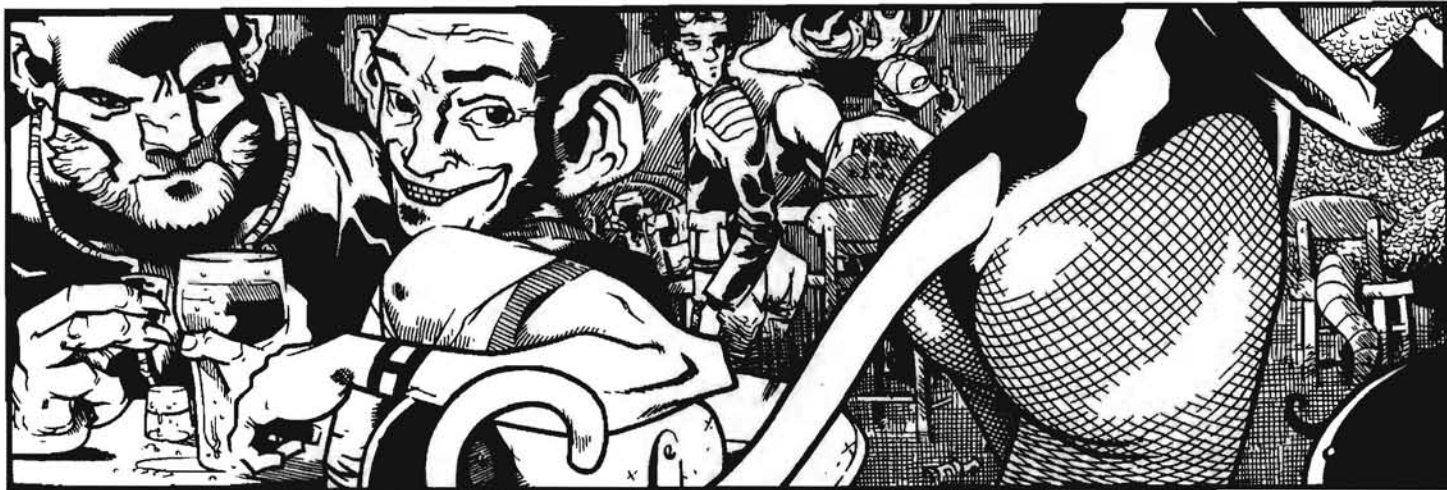
Of Dice and Destiny

Dice are the major tools of the Game Master. Like any tool, you want to keep it sharp and focused. How do you know when you're using dice well? Here's my simple little rule:

Dice rolling should get the players' attention.

Just the sound of the Game Master shaking the dice should be something a player can't ignore. Rolling dice should be important. Not necessarily life-or-death, and not always critical, but the Game Master's dice rolls should make a difference in the game. Here are a couple of little rules:

1. **Don't** use the dice to slow down the game.

2. **Don't** use dice as a lazy substitute for thinking. Logical decisions don't require dice. Inevitable events don't require dice. And if you, the Game Master, determined something to be the way it is way back when, you sure shouldn't be rolling for it all over again later.

3. **Do** use dice to control Non-Player Character (NPC) decisions. In other words, if you're not sure how a particular NPC will react, then you should let the dice make the decision for you. This is typically a 50/50 or heads or tails, kind of dice roll. One set of numbers means the NPC will do X, the other set of numbers means Y.

4. **Always** judge combat by rolling dice. It is the Game Master's responsibility to roll for the Strike, Parry, Dodge and other actions of all the NPCs. Also, **Damage, Wounds, and Death** must always be determined *fairly* by rolls of the dice. Besides, this is where luck and destiny really come in. The dice represent chance, no matter how unlikely the outcome. Give the player characters that chance. Some "lucky rolls" (or unlucky ones) will only add to the excitement of the situation.

Dice Rolling Example #1:

Game Master: Okay, you make it to the outer gate (rolls dice) and there aren't any guards left. What are you doing?

Ted: Back in the generator room I set the timer on the demolition pack for three minutes. Does it go off?

G.M.: Oh, yeah, (rolls dice), you hear a sharp explosion behind you, so it looks like your demolition pack went off (rolls dice), and then a larger explosion, so it must have touched off the fuel in the generator.

Gloria: Um... There are two huge tanks of fuel back there. Do they go off?

G.M.: Let's see if the pipelines explode first (rolls dice twice). Yes, you hear a couple more explosions. Now for the tanks themselves (rolls dice again)...

Dice Rolling Example #2:

Game Master: Okay, you make it to the outer gate and it doesn't look like there are any guards left. What are you doing?

Ted: Back in the generator room I set the timer on the demolition pack for three minutes. Does is go off?

G.M.: Are you waiting for it to go off?

Ted: Yeah, just in case...

G.M.: Okay, just a sec (jots something down on paper). Yeah (shakes dice), let's see how well you did (rolls dice)... Oh my...

Ted: What?

G.M.: You hear a sharp explosion behind you, definitely your demo pack going off, followed by a larger explosion, and then a whole bunch of even louder explosions, going off really fast. What are you doing?

Gloria: There are two huge tanks of fuel back there! Run!

In the first example, the Game Master rolled the dice six times. The first one was to see if there were any guards left at the gate, and then for the initial explosion, and then four more times for each of the explosions the chain reaction of fuel being detonated. The problem with all those dice rolls is they actually interfered with the play of the game. Instead of focusing on their characters and what's about to happen, the players are waiting around for the Game Master to finish rolling the dice.

In the second example, the Game Master rolls the dice just once, but that one roll is much more important. First off, whether or not there are any guards left is something the Game Master should know, because the number and placement of the

guards should be determined right at the start (sure, the G.M. could roll 'em up in the first place, but not in the middle of the action).

As for the explosion, the Game Master figured out there were four possible outcomes, and wrote down the following:

01-15% Dud (Demolition pack doesn't work.)
16-30% Demo only (Demolition pack goes off, but nothing else.)
31-75% O.K. (Demo pack does it's job, but that's all.)
76-100%, Big! (Massive chain reaction.)

The Game Master focused on what would be most interesting. If there was a dud, that would be interesting, because the players might have to go back. If there was just a small explosion, just the demo pack, then the players might want to go back and check to see if the generator was really destroyed and face more opposition. If there were a few explosions, then the players would know it worked and they could keep moving. Finally, a massive chain reaction resulting in a huge detonation would definitely be interesting and may put the characters' own lives and safety in jeopardy! The latter might also put a price on their heads and all sorts of other interesting turns of events.

Of course the situation would be totally different if the player characters were actually in the generator room as the explosive went off! In that case every roll of the cascading explosion, from the initial blast, to the destruction of the generator, to the detonating of each fuel line, all the way to the fuel tanks would be made separately. Why? Because every one of the rolls would matter, it would make a difference to the characters, watching

and sweating and biting their nails, hoping they would have enough time to *get out* alive before the big tanks blew up.

Rewarding Players for Playing Excellence

Game Masters should carefully read the section on *Experience Points*. There are two main things that need to be stressed. First of all, the most important thing that a player can do is *play in character*. The player should develop a personality for his character and stick to it or change it logically in response to the things his character lives through. Players who play their alignments and personalities well, and who refer to their character's background, should always be rewarded for it.

The second most important thing that a player can do is to *think*. Players who use their heads and are clever and inventive should always be rewarded.

One final note. There is no room for favoritism or patronage when awarding experience points. A Game Master who gives experience points based on friendship is simply cheating. Just consider, if you were keeping score in a card game, would you give more points to your buddies? No one "gets" experience points, they "earn" experience points by playing in character and using their wits.

The Infinite Budget

As a Game Master, you have power that Hollywood producers can only dream of. Unlimited sets anywhere on the earth and beyond. Special effects that can range from the gleam in the villain's eye, to nuclear holocaust and supernovas. Unlimited cast-

ing can include the latest Hollywood starlet or anyone from any historical era.

Your "screen" is three dimensional and filled with sights, sounds, smells and tastes. The only limits on a role-playing game are the limits of your own imagination.

You, as a Game Master, can move worlds, be the master of life and death and provide a couple hours of enjoyment for a few friends. So let loose that imagination. Use that unlimited budget and weave bold, exciting and challenging adventures.

After the Bomb®

The Birth of the Mutants

Starting at the turn of the 21st Century, when humankind had completed the Human Genome Project, the science of genetics progressed in blindingly brilliant steps. Diseases, even cancers and genetic disorders, were tamed, one after another, and it even seemed as if mortality itself could be defeated.

Along with the great advances, it was also only a matter of time before the technology of genetics became a consumer product. Just as computers, once the property of giant corporations and governments led to home computers, so too did *bio-tech laboratories* become miniaturized and marked down.

It wasn't long before ordinary citizens could buy gene-scan attachments and software for their personal computers, before trading in gene patterns was common on the internet, and before 'virtual' breeding games let anyone experiment with mixing genes and chromosomes from different animals.

One of the most dramatic new products was called the EGG®, or *Embryonic Genome Generator*. Sold as "make your own mutant" kits, the first EGGs were used to grow transgenetic mice. EGGs suitable for growing dogs, cats and other pets quickly caught on. Within months, people all over the world were experimenting by mixing genes from different animals, and even from humans (which was against the law, but since every human carries a full set of human chromosomes...).

And that's what happened. A few years into the booming new technology it suddenly became glaringly obvious that humanity had created other intelligent life on the planet. Not computerized artificial intelligence, as had been expected, but a new kind of intelligence. Animals with sentience. Animals that were speaking, reading and writing, and reasoning.

If it hadn't been for The Crash, sentient animals would probably have become just another class of citizens. After all, what difference would it make, a few tens of thousands of mutant animals, compared to the teeming billions of human beings?

The Crash

It probably started in a high school somewhere. Some kid, not quite ready to take that Wednesday afternoon quiz, brought in a test tube full of home brew that morning.

After all, what was the harm?

In the years leading up to the bio-craze virtually every *known* human disease and disability had been cured. There was no rea-

son to fear any mere disease. Bacteria were domesticated creatures. Viruses were "tailored" to do mankind's bidding. Even pesky autoimmune diseases were disappearing.

For a high school kid, the idea of getting seriously ill, much less dying, from something as innocuous as the flu was ridiculous. It didn't seem any more dangerous than setting off the smoke detector, letting a skunk loose in the Teacher's Lounge, or hacking into the school's computer.

Just good fun, right?

Well, it was nothing to be really alarmed about. Not at first.

But it spread.

It became a fad, an edge thing, a new way of impressing the "cool" kids. Eventually, after a few dozen incidents, there was one that got serious.

The media blew it up, covered it like flies on a sugar bowl, made a huge deal about it, and about the five kids who cooked up the virus.

People were outraged. Politicians screamed. Laws were passed.

Now had this been a real tragedy, had someone died, or even been chronically ill, that might have been the end of it. Instead, the illness was short-lived, a cure was found in a few hours, and it turned out to be, basically, nothing. The young people responsible were told never to do it again, while they basked in their fifteen minutes of fame.

To say the least, the law was ignored.

"Prankster diseases" popped up everywhere. Copycats constantly tried one-upping the experts. It became a race, a contest. And the winner would be the bio-hacker who could beat the authorities.

Simple human viruses wouldn't really crack the system. Bacteria were too slow, too big, too clunky.

No, in order to confound the gene doctors, to get around the system, a new kind of disease was needed.

The thing came about slowly, insidiously. First as a theory, promoted on a website. Then a few kids got together to work out the structure and the details. It took millions of processing hours ... only a couple of weeks with time borrowed from tens of thousands of computers.

It was a simple idea. What if a human cell, a cell just like the cells in every human body, was modified into a disease form? After all, every good medicine leaves the human cells alone while it attacks the invaders.

Whoever cooked it up was probably one of the first victims. Within a month, over 74% of the human race died, victims of rampaging genetic change caused by a cell that contained a full set of human chromosomes. Once released, it was unstoppable and billions died.

Some animals were affected as well. About 25% of all primates, and 10% of mammals, as well as 2% of other creatures showed symptoms of the disease. Of those animals affected, most died, but about a third seemed to mutate as they recovered, gaining *human traits*. (The disease seemed to suddenly inject the afflicted animals with 5 to 30 points of BIO-E; 1D6x5).

At first it seemed that most of the surviving animals were unaffected. It wasn't until the next generation, when their offspring were born, that the extent of the plague was completely realized. That manufactured disease, containing the 23 pairs of human chromosomes, was also infecting the offspring of many mammals, birds, reptiles and amphibians, as well as a few fish, crustaceans and insects.

The Bomb

Perhaps if The Crash had happened a few years later, it wouldn't have triggered the following catastrophe. After all, most of the world was at peace, and there was widespread talk of disarmament, and of dismantling the last remaining nuclear arsenals from the Cold War of the 1950s and 1960s.

Instead, when The Crash hit, it looked like an act of biological warfare. Few believed that such a devastating plague could be anything other than an *intentional attack*, and fewer still believed that the source of such pain could be just a high school prank.

Dying in their headquarters, palaces, command centers and military bases, it seemed that retaliation was the only solution. So "the bomb" was dropped. The button was pushed, and thousands of nuclear missiles were targeted on the largest cities in the world.

Note: The fall of human civilization and the massive collateral damage is known as The Crash, The Death, and the Big Death (the latter two terms are more common among humans).

Humans?

Here's an interesting question.

Do young human characters actually exist in the world of **After the Bomb®**?

Sure, we have the *Empire of Humanity* and dozens of other "human" dominated lands. And certainly there are *ancient* humans still in existence. Are any "pure" humans remaining? Consider the following:

1. In the years following The Crash, the genetics of most human offspring were heavily modified, just to assure their survival, if not for other changes and "improvements." Often these changes meant splicing animal genes in amongst the human.

2. Desperate for children, many mutant babies with Human Looks: Perfect (mostly primates and pigs) were adopted by the

remaining humans. After all, in the huge pig farms, where transgenetic swine were bred for transplantable human organs, what would the operators have done in the aftermath of The Crash, when their pigs would start producing human-looking babies? Especially when so many people had lost their own children, and were willing to pay for an infant to adopt? Most of these parents didn't ask or stop to think about whether they were receiving a non-human child. And those who did know would likely be very careful to hide the fact from mutant-hating neighbors.

3. Although they try to keep it quiet, the fact is that the "purity" tests by the Empire of Humanity really only check for appearance, and the blood test only picks up obvious things like the number of chromosomes and the presence of some key primate genes (things that could easily be "fixed" by gene therapy).

In the three generations since The Crash, most humans have had to resort to genetic fertility treatments in order to have babies, treatments that clearly would have allowed the "hidden" mutant animal population to *interbreed* with the remaining "pure" humans. Could that mean fifty percent or more (as many as 70%) of the people who believe they are "human," are really highly evolved mutant animals?

Depending on how things go in your campaign, this could be a very interesting question.

World Overview
The Time of Darkness
... After the Bomb

After The Crash, humanity still numbered in the hundreds of millions. That would have been enough to keep civilization alive. After the Bomb, there were less than ten million humans left alive, many of them sterile, or too old to have children, scattered throughout the world, living in fear and isolation.

Even though human-dominated nations still exist, such as the Empire of Humanity, it is becoming increasingly obvious that the *new world* will not belong to humans. It is becoming clear that it will be the animals who will resurrect civilization, who will again bring the light of learning to the world.

The Top of the World: The Arctic

Records from before The Crash describe the Arctic, and the place over the North Pole in particular, to be ocean covered by moving ice. Well, the ice is no longer moving. There are now great mountains of ice all over the region, with great ice valleys that descend down to the ocean. Those who have ventured to the north describe it as the "Mountains of Madness," where the language of the Inuit is spoken, where there is the worship of the Alignuk, and the dance of the Anirsaak, and magic of the Ilisineq. Here are the words of one *Mutant Wolf traveler*:

"What I have learned is that there are two great forces in the world. The force of Sila Maligdlugo, or that which is "Accord-

ing to Nature," and that of Sila Agssordlogo, which is "Contrary to Nature." In the North the magic of these two forces are both practiced, both monstrously powerful, both pathways to madness. I have seen two kinds of shaman, both Angakut, who can call the breath-soul from out of a living being, and Angatkok, who can make skin and bone come to powerful life. And I do not know, I do not know which is the good and which is the evil. I only know that the great walls of ice are moving south, and that all that we have will be devoured by it."

The Bottom of the World: The Antarctic

Little is known of this far-off land, save that it is no longer a frozen wasteland, no longer covered with glacier ice. Advertisements from before The Crash offered houses and apartments in what was called the "New Eden of the South," complete with illustrations of lush grasslands and forests. It seems reasonable that the massive build-up of ice in the Arctic is somehow related to the missing ice in Antarctica, but the exact mechanism of the transfer is unknown, and seems impossible.

Europe

Human domination of Europe is certainly coming to an end. Human "empires" in *Germany, Hungary, France* and *Spain* have all been conquered, and only *Skandia*, in the north of Denmark, and SAECSN, retreating from France, are still ruled by humans. However, the great alliances that formed against the human oppressors are starting to fall apart, and Europe seems likely to once again be home to a thousand *unstable* "nations."

Most disturbing are reports from Bohlen (formerly *Heidelberg, Germany*), once home to the greatest concentration of biotechnology corporations in the world. Until an invasion from SAECSN, it was assumed that Bohlen was just another enclave of mutant animals. And, if they seemed a little more deformed, with a larger number of *chimeras*, no one thought much about it. However, in fighting SAECSN, frightening powers were unleashed, including mutant animals capable of projecting unknown energies, shape-shifters, giants, and creatures that seemed a fusion of flesh and machine!

Lakenveld (The Netherlands)

Current Political Situation: The country has been at peace for at least twenty years and has been careful to keep neutral in any conflicts, concentrating on trade, research and education.

Population: 3.3 million. **Language:** Dutch. **Species:** 9,000 humans, 800,000 Purebred Lakenvelder Cattle, 300,000 Purebred Lakenvelder Chickens, 130,000 Purebred Lakenvelder Goats, and over 2,000,000 other mutant animals. **Special Note:** Over 99.9% of the population of Lakenveld, including the humans, appear "banded," so they are black with a wide white belt.

Capital: The Hague (340,000).

Government: Strong Constitutional Democracy.

Military: While dominated by a strong navy, Lakenveld has substantial infantry, armored and air units, each equipped with early 21st Century technology.

Technology: Highly industrialized, with an economy capable of producing highly technological goods. The government operates two television stations, and grants licenses to six national and thirty-six local radio stations, and there are at least a dozen independent newspapers and magazines.

Education: Education through 10th grade is mandatory, and literacy is close to 100%. Apprenticeships are in the process of being abandoned, as large colleges and universities are being constructed throughout the country.

Economy: A major mercantile power, Lakenveld trades extensively throughout Europe, and is extending its influence into North Africa and the Middle East. **Currency:** Guilder.

Skandia (Northern Denmark)

Current Political & Military Situation: The last remaining human-dominated country in Europe, Skandia is gradually losing ground to its aggressive neighbors. While Skandia's humans have never even considered the kind of genocide and cruelty of other human-dominated governments, neither will it grant citizenship or voting rights to mutant animals.

Population: One million. **Language:** Officially Danish, but there are more speakers of Swedish, English & German. **Species:** 28,000 humans, 220,000 mutant dogs, and over 615,000 assorted mutant animals.

Capital: Alborg (55,000).

Government: Human Dominated.

Military: Badly damaged in recent wars, Skandia is once again attempting to arm and equip a force of 50,000, but barely 20,000 are currently defending the border. The navy and air force are still powerful, but the technology of their enemies is starting to catch up.

Technology: Skandia has managed to retain an advanced genetic technology, perhaps the best in the world, but the rest of its industry is barely that of the 1970s.

Education: Humans are all well educated (100% literacy), but only about 15% of mutant animals receive higher education, and at least 30% of the population is illiterate.

Economy: Disorganized, mostly. A few biotechnology centers produce EGGs, gene scanners and other bits of genetic technology, but the rest of the country either farms or produces military ordnance for the continuing wars. **Currency:** None. Laskenveld Guilders are the common currency.

SAECSN (Calais, France)

The *Societie A Eliminer les Creations Sauvages et Nuisibles (SAECSN),* once the dominant force in France, has been pretty much routed. A society of all humans, rejecting even the use of mutant animals as servants, exterminating even their own mutant dogs (a horror that no other human-dominated society can comprehend), they were once the dominant military force in Europe. The tide turned when they attempted to roll over the remains of Heidelberg, a move that cost the best of their armies. Since then, SAECSN has suffered defeat after defeat, seemingly unable to change their losing strategies or improve their static technology. Although they are trying to keep their movements secret, most suspect that they are attempting an invasion of Britain (see the **Mutants in Avalon™** sourcebook for details about SAECSN, as well as new mutant animals, druids, and the various kingdoms and conflicts in the *British Isles*).

Current Political & Military Situation: Defeated and pressed in on all sides, SAECSN's policy of mutant animal extermination has left them friendless and unsupported. As their neighbors make steady gains in technology, it would seem that SAECSN is pretty much doomed.

Population: 39,200. **Language:** French. **Species:** Humans, and humans only.

Capital: Calais (8,500).

New France (France)

Not so much a nation as an alliance, New France only exists because of the common hatred for SAECSN among the French-speaking inhabitants of Europe. Mutant animals, and

most of the remaining humans, have formed three great armies, pressing in on SAECSN's remaining stronghold at Calais.

Current Political & Military Situation: Still strong in the face of opposition from SAECSN, but politically unstable.

Population: 18.4 million. **Language:** French. **Species:** 1,700 humans, 220,000 Purebred d'Aquitaine Cattle, 135,000 Purebred Limousin Cattle, 110,000 Purebred Maine-Anjou Cattle, at least 100,000 Purebred Rouge Swine, 45,000 Purebred Ardennais Horses, 30,000 Purebred Breton Horses, 22,000 Purebred Camargue Horses, with the rest consisting of dozens of other mutant animals.

Africa

There are three major powers emerging in Africa, all based in the south of the continent. The central and northern areas are largely in chaos, with hundreds of different communities and societies seeking political and/or military power. At the very southern tip of Africa there remains the only human-dominated land, which most call "Fortress South Africa," and which seems to steer clear of politics.

Zambiziland (Southeast Africa)

Current Political & Military Situation: Locked in war with neighbors.

Population: 120 million. **Languages:** Swahili, English and at least fourteen others. **Species:** 9,000 humans, 150,000 *Donta Mutant Elephants*, along with thousands of other species of mutant animals.

Capital: Zambi (500,000).

Government: Constitutional Republic.

Military: The "Royal Militia" consists of 4,000 recruits.

Technology: Possibly the highest technology on the planet, including advanced super-computing, gene-tech and microchip manufacturing. Zambiziland operates dozens of television stations, hundreds of radio stations and has a vibrant free press with over a thousand different newspapers and magazines.

The Donta (Purebred Elephants): If there is a mutant race on Earth that seems destined to succeed humans, it may very well be The Donta Elephants. Gentle by nature, but fierce when aroused, they are creating a society of science, art, culture and democracy. In their short history they have already opened their borders to refugees from all over Africa (as well as mutant elephants fleeing the domination of the *Ganeshi* in the Indian Subcontinent), creating a prosperous and advanced civilization.

They are two-legged elephants, with powerful muscles and massive bones, as well as a mobile, fully usable trunk. Their enormous ears act as a natural air conditioning, allowing them to survive and prosper in even the hottest temperatures. The Donta have an extraordinary intelligence, surpassing that of all but the most brilliant humans. Almost all (97%) have Low-Frequency Wave Detection that allows them to 'listen' to far-off seismic events and special signals. Psionics are relatively rare, but at least one out of every hundred are very gifted in that area (40 BIO-E of Animal Psionics).

Talichiland (Southwest Africa)

Until three years ago, Talichiland was totally unknown, completely underground, and composed entirely of *Mutant Na-*

ked Mole Rats. It is unknown how long the mutant Mole Rats have been building, or how large their population might be. Genetic analysis on the dead troops of Talichiland shows that they are all very closely related genetically, either siblings or very close cousins. Pre-Death naked mole rats were the only known "hive" mammals, so it seems likely that their mutated society is also that of a *hive*, with a queen (or queens), as well as specialized workers and warriors.

Current Political & Military Situation: Conflict has broken out all along the border of the Talichiland, with refugees streaming away in every direction. Those flying reconnaissance inside Talichiland's borders report that the landscape is completely desolate, with only the occasional outcropping of trees, but without a single other sign of life or greenery. Talichiland seems poised to spread it border east, but their plans remain a mystery.

Population: Unknown. **Languages:** Unknown. **Species:** Mutant Naked Mole Rats are the only known inhabitants.

Capital & Government: Unknown.

Military: The "Royal Militia" consists of 4,000 recruits.

Technology: The forces of Talichiland are often equipped with electronics and weapons at least of the level of the late 1990s.

Education: Education through 6th grade is mandatory in Talichiland, and literacy is around 80% for adult mutant animals, close to 90% for adult humans.

Economy: Unknown.

Inkuruland (South Africa)

Current Political & Military Situation: Locked in war with neighbors.

Population: 24 million. **Languages:** Zulu and English. **Species:** 800 humans, 1,400,000 Purebred Inkuru Cattle, 890,000 Purebred Ankole-Watusi Cattle, 750,000 Purebred Kuri Cattle, 490,000 Purebred N'Dama Cattle, along with hundreds of other species of mutant animals.

Capital: Kuri (3,415,000).

Government: Federation of different clans (most Purebred Cattle in Inkuruland have formed into large clans), tribes, villages and other political entities.

Technology: While not as high-tech as their neighbors, Inkuruland has achieved a high level of industrial production, and seems capable of churning out cars, trucks, military tanks, airplanes and other vehicles in the tens of thousands.

The Middle East & India

The widespread devastation and use of nuclear weapons in the Middle East continues to make much of the region *uninhabitable*. Scattered communities of mutant animals are slowly regaining an early 20th Century technology, but this part of the world was devastated by the Bomb.

Ganesh (Indian Subcontinent)

Current Political & Military Situation: The Ganeshi dominate their neighbors in all directions, west to Afghanistan, north to Kajikistan and Kyrgystan, east to Burma.

Population: 384.5 million. **Languages:** Hindi, English, Punjabi, and dozens of others. **Species:** 37,000 Purebred Ganeshi Elephants, 49,000 humans, 325,000 Purebred Hyderabad Baboons, mutant sheep, and 200,000 assorted mutant animals.

Capital: Ganeshi (1,800,000).

Government: Theocracy.

Military: Vast armies, often numbering a million or more, are recruited from each of their dominions.

Technology: While the vast majority live in primitive conditions, without so much as electricity, the cities of Ganesh are as sophisticated as any land on Earth. Instead of television, radio, or newspapers, the Ganeshi directly address the *minds* of their subjects three times each day, at waking, noon, and when it is time to sleep.

Education: A small number are selected for a course of higher education, but the vast majority learn to read and write based on religious texts.

The Ganeshi (Purebred Elephants): While the Ganeshi describe themselves as having been "divinely spawned," it seems that their genetic heritage started with some kind of *chimera experiment* sponsored by the old Republic of India. No matter their origins, with their third eye and extraordinary psionics, they are unlike any other species on Earth.

They are elephant-sized bipeds, with a mobile, fully usable trunk. On the center of the forehead is a gleaming third eye that glows with a golden light when psionics are performed. All wear elaborate jewelry and makeup. The extent of their powers is unknown, but they definitely have the power to appear in a glowing blue astral form, to teleport themselves and very large objects, and to control others with their gaze. (More on them in future sourcebooks.)

The Hyderabad (Purebred Baboons): As technologically ingenious as any of the new mutants, the Hyderabad Baboons seem to be inventing power generation systems, weapons and devices based on an entirely new approach to physics and mathematics. Devoted worshipers of the Ganeshi Elephants, they are constructing vast cities and vehicles.

Asia

The "Mysterious East" has become more mysterious than ever. Rumors of dragon chimeras abound, but there is little hard evidence of what might be going on in Russia, Korea, Japan, China, or most of Southeast Asia. On the other hand, Hong Kong Dollars, colorful bills made of some indestructible paper, have become a common currency all around the Pacific Rim.

Down Under

Note: See the **Mutants Down Under™** sourcebook for details.

Jakarta

Current Political & Military Situation: Locked in war with neighbors.

Population: 1.2 million. **Languages:** Malay & English. **Species:** 130,000 humans (perhaps the largest human population in the entire **After the Bomb®** world), 385,000 mutant Water Buffalo and a variety of other mutant animals.

Government: Military Dictatorship, with a government policy of sterilizing mutant animals.

Economy: Although technologically superior to its neighbors, Jakarta still maintains a largely agricultural economy. Certain sciences, such as plant genetics, microelectronics, and optics, are fully the equal of anything from the 1990's. Yet most of the sciences are primitive and neglected.

Note: See the **Mutants Down Under**™ sourcebook for details on Jakarta.

Tassieland (Tasmania)

Population: 3,200 humans (about 7% with mutant powers), 128,000 mutant sheep, and 200,000 assorted mutant animals.

Government: Tassieland, sometimes called *Tazzie*, and known in historical times as Tasmania, is now a Constitutional Monarchy, modeled after the Pre-Prang British government.

Communications: Tassieland operates a national radio station which can be heard as far away as Jakarta. It regularly broadcasts weather reports and news. There are also two privately owned newspapers.

Economy: The technological level is roughly equal to the 1930's with regard to most things. However, plastics have developed to the point where they can be used to replace most metals (except as electrical conductors like power cables and wire).

Central & South America

Another area of the world about which little is known. There are rumors of a human-dominated empire in Patagonia.

Mexico & Central America: See the **Mutants of the Yucatan**™ sourcebook for details.

Cuba

While there is **no** contact with Cuba currently, documents from before The Crash show that Cuba planned on opening a number of "Archeological Parks," each devoted to showing off genetically re-created environments from different geological eras.

Pacific North America

Note: See the **Road Hogs**™ sourcebook for details about the Pacific Coast, as well as road gangs, some additional mutant animals and rules for creating vehicles.

After the Bomb® North America

The time is the late twenty-first century. The place is America. An America torn apart in a brutal catastrophe of war, plague and nuclear winter. Sometimes called "The Crash," sometimes called "The Bomb," and sometimes called the "Big Death."

The majority of the population consists of mutant animals, but scattered groups of humans remain. Many of them hard at work helping the mutant animals establish schools, factories and governments for the new animal order. Other humans are not so enlightened, and records of persecution and killing are common. These are the humans who see themselves as fearful dinosaurs teetering on the edge of extinction, and the mutant animals the heirs to their planet. Many, needing someone to blame, chose to see the animals as their enemy. An enemy to be destroyed if they are to survive. While this is not the case, there are those who preach it as gospel. One such force is the Empire of Humanity.

The evil humans are capable of generating seems to be concentrated into one powerful force: *The Empire of Humanity.* With a functional nuclear fusion plant, with advanced 21st Century technology, with a loyal canine nation blind to their madness, and with a huge slave labor force, the Empire is one of the strongest forces in the known world. Worse, the Empire loudly threatens to exterminate *all* the intelligent animals!

The *player characters*, regardless of their origins, will usually be citizens of Cardania or some small independent town, village or tribe. Whether as *free traders, scouts,* or *members of the military.* Here are a few notes on life **After the Bomb®**.

Cardania

Cardania is the most advanced of the free animal states. It is also the most tolerant of its few surviving humans. With a new hydro-electric plant (another hot terrorist target), they have advanced technologically, but are still no match for the Empire of Humanity. Cardania is a democratic republic and has a constitution identical to that of the old United States.

Population: 400,000 (and growing).

Language: English.

Predominant Species: Mutant rats, mice, cats, dogs and other common *urban animals* make up most of the population, but there are plenty of others, including a good number of Pure-bred animals.

Capital: Smoketown (22,000).

Government: Constitutional Republic.

Economy: Cardania is currently in the midst of prosperity. If it were not for conflicts with the Empire there would be relatively few problems. Cardania produces most of the manu-

factured goods for the known animal world. Technologically, it's comparable to America in the mid-1950's, capable of making cars, guns, and transistor radios but unable to handle advanced optics, electronics or computers.

Currency: Paper Bucks and Bit Coins.

Military Forces:

Militia: There are approximately 83,000 trained soldiers in Cardania's part-time army. Mostly they are farmers who train a few weeks a year and can be called up during national emergencies. They each have personal gear and emergency supplies stored in their homes. Issued weapons are restricted to pistols, rifles, grenades and mortars. Regular military vehicles are in short supply but up to 10,000 personally owned cars and trucks can be mobilized.

Elite Militia: Cardania's 6,000 member professional military organization is a family affair. Children are born, raised and trained to be soldiers inside the Elite Militia. The Elite receives the best military equipment, including automatic rifles, artillery, tanks and aircraft.

Naval Forces: Cardania's navy is also its merchant marine fleet. There are roughly 150 ships that fly the Cardanian flag and mount guns. Some are little more than pirates who prey on humans and animals alike. Others are adventurous explorers, attempting to rechart the post-Death world. So far the Empire has attacked Cardanian ships only from the air.

Air Force: Although experimental aircraft are sometimes flown, it is acknowledged that Cardania has lost control of the skies to the Empire. Frequent air raids on landing fields and low technology keep Cardania from having any kind of viable air force.

Wilderness Scouts: Since the discovery of lost technology is so important to Cardania, it maintains a loose organization of 1,500 Scouts. There is little discipline among the Scouts. They mostly come into Cardania for recreation and supplies, spending the bulk of their time looking through abandoned cities and towns. Scouts are not paid a regular salary; they are given supplies when needed and are paid 'bonus' money for any valuable artifacts they find.

President Thana

Thana Foxline is the clever and politically savvy President of Cardania. She is a bold and caring leader and extremely capable administrator. She is trying to build a free and diplomatic nation where all peace-loving beings, mutants and humans alike, can live in peace and prosperity.

Real Name: Thana Foxline.

Alignment: Scrupulous.

Attributes: I.Q. 20, M.E. 18, M.A. 15, P.S. 14, P.P. 9, P.E. 6, P.B. 13, Spd 17.

Age: 41. **Sex:** Female.

Size Level: 5. **Weight:** 57 lbs (25.6 m). **Height:** 3 feet 8 inches (1.1 m).

Hit Points: 32. **S.D.C.:** 25.

Disposition: Friendly, outgoing, a social person with an optimistic view of the future.

Human Features: Hands: Full. Biped: Full. Speech: None. Looks: None.

Natural Weapons: Teeth that do 1D6 damage from a bite.

Animal Powers: Advanced Hearing, Advanced Smell, Extra In-telligence Quotient (accounted for in her I.Q.) and Extra Mental Endurance (accounted for in her M.E.).

Psionics: Telepathic Transmission, Mind Block, and Sixth Sense.

Level of Experience: 9th Level.

Level of Education: Master's Degree.

Occupation: President of Cardania; political leader.

Skills of Note: Literacy: English, Basic and Advanced Mathematics, Sign Language, Computer Operation, Computer Programming, History (emphasis on political), General Repair & Maintenance, Land Navigation, Farming & Gardening, Anthropology, and Pilot Automobile, all at 90%. Escape Artist 80%, Cryptography 75%, and Streetwise 61%.

Weapon Proficiencies: None.

Secondary Skills of Note: General Athletics, Cooking, Preserve Food, Dance, Play Guitar, Writing (Creative), Fishing, Pilot Motorcycle and understands French, all at 85%.

Attacks Per Melee: Three. No bonuses to strike/parry/dodge/damage.

Personal Profile: Thana is one of the true and honest leaders of the mutant animals. She is concerned about their future and is worried about the plans of the Empire of Humanity. Although she holds no ill feelings towards humans, she wants the Empire of Humanity destroyed. She is also interested in exploration and will provide funds and equipment for expeditions to ruined cities, the far north, south or west.

The Empire of Humanity

Strongest and most feared of all the post-holocaust powers is the *Empire of Humanity*, a tyrannical realm built on a foundation of hate and racism. The capitol is **Technoville**, an advanced, walled city built around a working fusion reactor (the only one left in North America, and perhaps, the world). The Empire of Humanity is ruled by a brutal dictatorship intent on enslaving and exterminating all sentient animals. Ironically, the Empire's economy is dependent on slave labor made entirely of humanoid animals. Slave uprisings are frequent, as are brutal repressions.

In recent years it has become obvious that the Empire of Humanity is really the Sick Old Man of the political landscape in North America. Repeated attempts to increase the human population have been, at best, abject failures. At worst, they've been disasters with unbelievably bad consequences.

The most recent disaster to come to light was an attempt to create a place where only humans proven to have "pure" human genes, and superior genes at that, would live. To that end it established "Puretyville." This elite community of "pure humans" was established nearly ten years ago in response to the discovery by Emperor Christian of an entire community of human beings living in a small rural village. Unknown to anybody, they were really *Pig People* who had been "passing" as human and freely interacting with the rest of the Empire for years. From the very beginning the offspring of the elite at Puretyville were plagued with *mutations* like deformed or missing limbs, and fea-

tureless faces reminiscent of egg-headed aliens, as well as humans with animal powers. Attempts at culling these "freaks" (i.e. killing them) triggered riots and threats of revolution against the Empire.

Changing tactics, the Empire scientists decided to simply clone what they considered "the best" of Puretyville's offspring. Twenty-four "perfect" human children were selected, each to be duplicated twenty times. The resulting 480 children became the Empire's brightest hope to keep the human line pure and strong. As babies they were bright and healthy. When they all entered kindergarten, the Empire started showing them on television and created posters advertising them as the "Future of the Empire." Cute and smart, and obviously "pure" humans, plans were drawn up to recreate humanity by the thousands, and then by the millions.

And then they were seven.

At the tender age of seven, the 479 innocent looking children (one had died in infancy) attempted a coup. For nearly three weeks the world shook as their superhuman powers were revealed. Far from innocent, all 479 shared a group mind, as well as a range of abilities that included Teleportation, Advanced Mind Control, and Telemechanics! They were also incredibly brutal, regarding anyone not of their group mind to be sub-human and worthy only of extermination (many blame the Empire's relentless "humans-first" propaganda as the reason why the children were so warped, while others point to raising the children without normal families, or some flaw in the cloning process).

The only thing that saved the Empire of Humanity (and, likely, everyone else in North America) was interference from outside. It seems that the *Three-Eyed Mutant Elephants*, the mystics of Ghenesh, the Theocracy of India, appeared on the scene and helped to put down the Puretyville children.

Ever since then the Empire of Humanity seems to have lost a bit of its optimism for the future. While still far better armed and equipped militarily, as a political entity it seems to have faltered, its bright hope for a human renaissance dashed by too many failures, by too many enemies. For the time being, the Empire of Humanity has turned back to looking for humans with a "known" and traceable human lineage from before The Crash and treating them as the "elite" blue bloods of their society and encouraging them to have offspring.

Note: Humans who mysteriously develop animal or superhuman "powers" are generally accepted in human society, especially since Emperor Christian is such a "gifted" human, but some question the "purity" of their genes (and even their human lineage). Most humans of the Empire choose to believe that these *superhumans* have "evolved and adapted," and are developing powers and abilities to better cope with the hostile environment after The Crash and the growing number of mutant animals that threaten humankind.

Statistical data on the Empire of Humanity

Official Population: 250,000. **Language:** English. **Species:** The true human population is roughly 28,500. Most of them (roughly 18,500) live in Technoville and the remainder are either on military duty or live as overseers on the outlying plantations and towns. They serve as the educated, technological elite. All the grunt work is done by the mutant animal slaves. Mutant animals are estimated at 200,000 and consist of equal numbers of horse, cattle, pigs, and sheep. Carnivorous animals, animals with the power of flight, and rodents are sterilized and often exterminated in frequent purges.

Capital: Technoville (18,500 humans and 40,000 others).

Government: Military Dictatorship. The Empire is ruled by Emperor Christian's imperial decree, although he will often let others take the credit for potentially unpopular measures. The primary ideology is simple: intelligent mutants are a threat to humanity and should be destroyed. Any opposition to the rulers of the Empire has been effectively silenced.

Economy: The Empire has by far the strongest manufacturing capacity in the known world. Recently the animal slaves in the factories are being replaced by robots. The Empire is approximately the technological equal of "1986 America," capable of making advanced vehicles, electronics, pharmaceuticals and weapons. Their biggest problem is their small population, which provides too few technically trained people.

Currency: The Empire of Humanity and New Kennel do not use any kind of cash. Instead they have an Electronic Currency Exchange and the value of something is measured in *Empire Credits*. Everyone carries credit cards embedded with the electronics necessary for crediting or debiting a person's account. As an additional security measure, each person's card must be activated by that person's thumb-print. In the Empire, prices are roughly equivalent to pre-Crash American dollars. New Kennel has a big inflation problem and is always "adjusting" prices, creating havoc among the tradesmen and bankers. In all human controlled areas there is an active black market that deals only in bucks.

Military Forces:

Although the soldiers of the Empire are mostly normal humans (approximately 12% have mutant powers), they are provided with sufficient technologically superior equipment to make them a match for any of the larger, neighboring territories and their low tech inhabitants.

Army: 3,700 human soldiers provided with 210 suits of Type 1 Armor, 2,400 suits of Type 2xd Armor, and 5,000 Automatic Rifles (minimum training is W.P. 2nd level). Large quantities of ammunition, grenades, man-portable anti-tank missiles (LAWS), heavy machineguns and pistols are stockpiled. 48 tanks, 180 trucks, 85 jeeps and 24 armored personnel carriers make up the army's vehicle pool.

Auxiliary Troops: 6,500 mutated dogs from New Kennel are led by 210 Empire human officers. They are armed with Automatic Rifles and are supplied with uniforms and equipment. Each human officer commands/controls a unit consisting of a jeep, a truck, three heavy machinegun units, six grenade launchers and one artillery piece.

Naval Forces: The Empire maintains at least six operational, armed river boats at all times. None of the boats are new, all are scavenged pre-Death relics and are not known for their reliability. These are used mostly for stopping smugglers and terrorists.

Air Force: Empire of Humanity air superiority is absolute. The air force has over 600 trained pilots and 65 Saber-15 Jet Fighter-Bombers, 120 combat helicopters, 15 wide-bodied transports (suitable for parachute drops) and a wide variety of pre-Crash military aircraft. While there are dozens of airfields

scattered around the nation, the main air base is a huge aircraft carrier permanently anchored between the Empire and N'Yak.

Secret Forces: A network of several hundred paid animal spies circulates throughout the various animal nations. Roughly 250 internal security police watch for human or slave uprisings in the Empire. Midnight arrests and sudden, unexplained "disappearances" are common.

Emperor Christian

Real Name: Daniel Raymond Christian.

Alignment: Diabolic.

Attributes: I.Q. 17, M.E. 17, M.A. 20, P.S. 12, P.P. 9, P.E. 9, P.B. 17, Spd 11.

Age: 96 (looks 40). **Sex:** Male.

Size Level: 11. **Weight:** 225 lbs (101 kg) in human form. **Height:** 6 feet, 5 inches (1.9 m).

Hit Points: 32. **S.D.C.:** 46 (also see Powers).

Disposition: Sly, smooth talking and slippery. He avoids making outright statements, preferring to imply one thing or another. Tends to be lazy and complacent, and delegates work to others while he enjoys the fruits of their labor (hence his low level of experience). Excellent manipulator and schemer.

Powers (Special): Alter Physical Structure: Stone (a super ability from the **Heroes Unlimited Role-Playing Game**). Christian has a super-power that allows him to instantly change his body to hard stone. In this form he is +8 to P.S., and has an A.R. of 17 and an S.D.C. of 600! He weighs 900 lbs (405 kg) while stone and is resistant to paralysis, stun rays, flame, heat and cold. Explosives, energy weapons, electricity and nuclear blasts do only half damage. Physical attacks, weapons and bullets do no damage unless they strike on a roll of 18 or better. Christian will avoid using this mutant power around other humans.

Psionics: None.

Level of Experience: 6th level.

Level of Education: High School and Military Training.

Occupation: Emperor.

Skills of Note: Read and Write English 83%, Basic Math 91%, Public Speaking 73%, Hand to Hand: Expert, General Athletics, Boxing, Prowl 68%, Tracking 68%, Demolitions 81%, First Aid 83%, Pilot Automobiles 97%, Pilot Military Vehicles 77%, Pilot Helicopters 73%, and Pilot Combat Jets 67%.

Weapons Proficiencies: W.P. Automatic Pistol, W.P. Automatic Rifle, W.P. Machinegun, W.P. Energy Pistol and W.P. Energy Rifle, all at 6th Level expertise.

Secondary Skills: Fishing 98%, Creative Writing 53% and History 67%.

Attacks Per Melee Round: Six.

Bonuses: +3 to strike, +5 to parry/dodge, +3 to damage, +5 to roll with punch or fall, +2 to pull a punch, +1 to strike on body block (1D4 damage — 2D6 damage if stone), knock-out/stun on natural twenty; kick attack does 1D6 damage. +1 to save vs psionic attack.

Special Weapons: Christian never goes anywhere without some kind of sidearm. Usually he wears a 9 mm Automatic Pistol. When faced with an emergency situation, he will take along an experimental *Ion Blaster Pistol* that has 10 shots and does 5D6 points of damage per blast. However, as Emperor, he has access to every resource in the Empire, from power armor to robots, tanks and combat aircraft.

Personal Profile: Christian's self-proclaimed title of "Emperor" is disputed by no one in the Empire, at least not very loudly. Originally, just after The Death, Christian was the leader of a renegade military unit. He discovered the working fusion reactor and realized its incredible potential. He then seized the reactor and its peaceful scientific community by force. Since then he has built a nation and eliminated most of the vocal opposition. A few scientists escaped his purges and are now held as prisoners in separate science laboratories. For years Christian claimed to hate all mutants, and especially mutant animals, and carefully concealed his own mutant abilities.

His unusual mutant (super) power has apparently kept him from aging for he still appears to be only middle aged. This has created rumors of a secret "immortality drug" in the hands of the Empire of Humanity, rumored to be available to the elite.

Professor Sybek

Real Name: William Sybek.

Alignment: Miscreant.

Attributes: I.Q. 18, M.E. 15, M.A. 11, P.S. 18, P.P. 10, P.E. 10, P.B. 9, Spd 8

Age: 58. **Sex:** Male. **Size Level:** 11.

Weight: 245 lbs (110 kg). **Height:** 5 feet (1.5 m).

Hit Points: 51. **S.D.C.:** 20.

Disposition: An egotistical and boastful brainiac, who is petty, vindictive and contemptuous of others.

Powers & Psionics: None.

Level of Experience: 9th level.

Level of Education: Doctorate.

Occupation: Chief Scientist for the Empire of Humanity.

Skills of Note: Literacy: English, Electrical Engineering, Mechanical Engineering, Robotic Engineering, Laser Technology, Surveillance Systems, Optics, Computer Operation , Read Sensory Equipment, Antiquarian, Navigation and Basic and Advanced Mathematics, all at 98%. Computer Programming 90% and Pick Locks 92%.

Weapon Proficiencies: None.

Special Weapons: Although Professor Sybek is totally untrained, in an emergency he might attempt to fire a weapon. The weapon is likely to be something powerful and experimental and his aim is likely to be incredibly bad. Any weapon or vehicle made by the Empire is available to him, and he constantly has "his" team of scientists working on new energy weapons, robots, and gizmos.

Secondary Skills: Radio: Basic 95%, Boating 98%, Pilot Airplane, Pilot Automobile 98%, Swimming (basic) 98%, Cook 80%, First Aid 90%, Photography 90%, and TV & Video Systems 80%.

Attacks Per Melee: Three. No combat training or bonuses other than +3 to damage.

Personal Profile: This is Christian's second in command in the Empire. He is also the scientist who produces most of the experimental devices needed to keep the Empire from falling to the mutant animals and barbarians outside their fortified community. Although smart, Professor Sybek is not a brilliant man, but he knows how to "motivate" the other scientists to produce. He does this by a combination of rewards and threats, often involving innocent relatives and friends of the scientists. He has no problems jailing or torturing reluctant colleagues. Sybek also maintains a special jail for "dissi-

dent scientists." Many of the most brilliant minds are kept here and forced to work on various projects. Most enslaved scientists would welcome liberation, but stay because of threats against their families. Sybek is perfectly capable of killing women or children if he believes it will speed up his scientific production or maintain the needs of the Empire.

One of Sybek's blind spots is his view of mutant animals. He does not believe that they can really think – not like a "real" human being. Although many brilliant animal scientists have been captured by the Empire of Humanity, they have all been used, abused, their ideas and research stolen by Sybek, and killed shortly after being turned over to Sybek's Department of Science & Advancement.

General Ulster

The iron-fist warrior in charge of the Empire's military.

Real Name: Mike Ulster.

Alignment: Unprincipled.

Attributes: I.Q. 18, M.E. 14, M.A. 11, P.S. 19, P.P. 21, P.E. 17, P.B. 8 (was 11), Spd 12.

Age: 53. **Sex:** Male.

Size Level: 12. **Weight:** 272 lbs (122 kg). **Height:** 6 feet, 7 inches (2 m).

Hit Points: 57. **S.D.C.:** 48.

Disposition: Businesslike, efficient, quick and impatient. Ulster has no time for fools and has trouble relaxing. He is a ruthless, no nonsense commander who expects results and takes the Empire's military superiority very seriously.

Bionic Implants: Artificial Heart, Lungs and Kidneys. The left hand and arm are bionic with a P.S. of 28. A mini-ion blaster is also built into his left arm and can fire six shots per melee round (each blast does 2D6 points of damage). He keeps this weapon a secret and uses it only in emergencies. Left eye can see telescopic, infrared and ultraviolet, and has a targeting sight (+1 to strike with any modern weapon). Ulster also has a built-in computer and bio-scan device. In the field, he will use a *customized suit* of full bionic armor (won't function for anyone else). A.R. 18, S.D.C. 900!

Psionics: None.

Level of Experience: 10th level.

Level of Education: Military Specialist.

Occupation: General of Empire Armed Forces.

Primary Skills of Note (includes all bonuses): Literate: English, Basic Math, Hand to Hand: Expert, Climbing, Demolitions, Demolitions Disposal, Laser Systems, Pilot Military Vehicles, Pilot Combat Helicopters, Pilot Jet Aircraft, Radio: Basic, Radio: Scramblers, Detect Ambush, and Recognize Weapon Quality, all at 98%. Plus Intelligence 79%, Interrogation 87%, Cryptography 88%, Camouflage 80% and Land Navigation 83%.

Weapon Proficiencies: W.P. Automatic Pistol, W.P. Sub-machinegun, W.P. Automatic Rifle, and W.P. Heavy Military Weapons, all at 10th level proficiency. W.P. Energy Pistol and W.P. Energy Rifle at 7th level proficiency. And W.P. Nunchaku and W.P. Knife at 4th level proficiency.

Special Weapons: In addition to bionics, the General always carries a .45 Automatic Pistol as a sidearm and takes a sub-machinegun and energy rifle when he goes into the field. He travels in an armored tank that is outfitted with a cannon, twin .50 caliber machine-guns and a laser cannon.

Secondary Skills: Baseball, Running, General Athletics, Pilot Automobile, Pilot Truck, Cook, First Aid, Pilot Sailboats, and History, all at 98%; Prowl at 77%.

Attacks Per Melee: Six. +7 to strike, +8 to parry/dodge, +4 to damage; +3 to roll with punch or fall, +4 to pull a punch, +2 to strike on body block (1D6 damage), kick attack does 2D6 damage.

Personal Profile: Ulster is the key military genius of the Empire and leads its primary armed forces. He also personally commands a combined army of human officers and mutant dog troops. He is an avid student of military history and will rarely make any kind of strategic or tactical mistake. A man who leads by example, he never sends his troops into futile battles and feels guilty and remorseful for the death of any of his soldiers, human or canine.

Unlike most Empire humans, Ulster is not anti-animal, he is simply "pro-human." If it were left to him, he would change the policies of the Empire and make animals full citizens. That having been said, he works as hard as he can to protect the few remaining humans of the world and recognizes that there are savage bands and tribes of mutant animal barbarians, bandits and cutthroats who threaten the Empire and humankind.

None of his officers approach his skill and they are likely to misinterpret or change his orders. Moreover, many are anti-animal zealots who see any organized group of mutant animals as a threat to humankind in general and the Empire in particular.

The Empire's Military
Typical "Human" Empire Soldier

Often called G-9's, these are the professional soldiers of the Empire. Each is a veteran with an average of 2 years of combat experience. New recruits are trained for at least sixteen weeks before being assigned to combat. All operators of robotic armor are recruited from the G-9's.

Alignment Range: Any. Typically 10% Principled, 30% Scrupulous, 20% Unprincipled, 15% Anarchist, 10% Miscreant, 5% Diabolic and 10% Aberrant.

Attributes: Minimum I.Q. of 9 and P.S. 10; a high P.P. and P.E. are helpful but not required. Combat training and general athletics provide the following bonuses in addition to any physical skills: +1D4 to P.S., +1 to P.E., +1D6 to Spd and +3D6 to S.D.C.

Average Level of Experience: 1D4 (officers +4).

Animal Abilities or Animal Psionics: Roughly 15% have powers from one or both categories; rarely more than a total of three or four. Those with more are found in Special Forces or get Officer Training.

Skills from Combat Training: Hand to Hand: Basic (officers get Expert, Special Forces get Martial Arts or Assassin), Running, Climbing (+5%), Wilderness Survival (+5%), Land Navigation (+5%), W.P. Pistol, W.P. Auto & Semi-Automatic Rifles, W.P. Sub-Machinegun, and W.P. Energy Rifle, Literacy (+15%), Basic Math (+10%), plus four Military Skills of Choice, one Ancient W.P. of choice (typically Knife or Blunt), and two Rogue or Technical Skills of choice.

Secondary Skills: Select ten.

Sensory and Electronic Equipment: Issued a helmet com-link, a battery-powered motion detector and a laser targeting weapon sight (+1 to strike).

Body Armor: Soldiers are issued a helmet and *flak jacket* that provide A.R. 11, S.D.C. 80.

Standard Issue Weapons: Pocket knife (1D4 damage), G-9A Energy Assault Rifle and .45 Caliber Machine Pistol. Officers may get the G-9B Energy Assault Pistol. **Note:** May also use any type of conventional pistol, sub-machinegun, shotgun and assault rifle.

Other Equipment: Fatigues, dress uniform, combat boots, and standard military gear (canteen, backpack, etc.); all other needs including food, housing and medical are taken care of on base.

WILSON '01

Typical "Canine" Empire Soldier

Often called K-9's, these are the professional canine soldiers of the Empire. Each is a veteran with an average of 2 years of combat experience. New recruits are trained for at least sixteen weeks before being assigned to combat. Never operate robots or exoskeletons.

Alignment Range: Any. Typically 15% Principled, 20% Scrupulous, 30% Unprincipled, 15% Anarchist, 5% Miscreant, 5% Diabolic and 10% Aberrant.

Attributes: Minimum I.Q. of 9 and P.S. 10; a high P.P. and P.E. are helpful but not required. Combat training and general athletics provide the following bonuses in addition to any physical skills: +1D4 to P.S., +1 to P.E., +2D4 to Spd and +18 to S.D.C.

Average Level of Experience: 1D4+1.

Animal Powers: Varies with breed and individual. All have some kind of biting attack. Most (75%) have Extraordinary Speed, Advanced Vision, and Advanced Smell *or* Hearing, among possible others.

Animal Psionics: Varies. About 30% have some kind of psionics.

Skills from Combat Training: Hand to Hand: Basic (officers get Expert, Special Forces get Martial Arts or Assassin), Climbing (+5%), Wilderness Survival (+5%), Land Navigation (+10%), W.P. Pistol, W.P. Auto & Semi-Automatic Rifles, W.P. Sub-Machinegun, and W.P. Energy Rifle), plus three Military Skills of choice, one Ancient W.P. of choice (any), and two Rogue or Technical Skills of choice.

Secondary Skills: Select seven.

Sensory and Electronic Equipment: Issued a helmet com-link, a battery-powered motion detector and a laser targeting weapon sight (+1 to strike).

Body Armor: Soldiers are issued a helmet and *flak jacket* that provide A.R. 11, S.D.C. 80.

Standard Issue Weapons: Pocket knife (1D4 damage), Assault Rifle (M-16 or other), and .45 caliber revolver or 9 mm pistol. Officers get the .45 caliber sub-machinegun. **Note:** May also use any type of conventional pistol, sub-machinegun, shotgun and assault rifle.

Other Equipment: Fatigues, dress uniform, combat boots, and standard military gear (canteen, backpack, etc.), all other needs including food, housing and medical are taken care of on base.

Typical "Canine" Rangers

Most "K-9 Rangers" are hardened veterans who have learned to avoid combat in order to spy upon and track the enemy for the purposes of gathering intelligence and harassment. K-9 Rangers are effectively Special Forces deployed on missions of reconnaissance, search and rescue, search and capture (followed by interrogation of the captive enemy), sabotage, all types of espionage and tactical strikes. They never throw their lives away recklessly and are among the best of the best. Each is a veteran with an average of five years of combat experience. New recruits are trained for at least sixteen weeks before being assigned to combat. Never operate robots or exoskeletons.

Alignment Range: Any. Typically 15% Principled, 20% Scrupulous, 20% Unprincipled, 15% Anarchist, 5% Miscreant, 5% Diabolic and 20% Aberrant.

Attributes: Minimum I.Q. of 9 and P.S. 10; a high P.P. and P.E. are helpful but not required. Combat training provides the following bonuses in addition to any physical skills: +1D4 to P.S., +1 to P.E., +2D4 to Spd and +20 to S.D.C.

Average Level of Experience: 1D4+4.

Animal Powers: Varies with breed and individual. All have some kind of biting attack. Most (75%) have Extraordinary Speed, Advanced Vision, and Advanced Smell *and/or* Hearing, among others.

Animal Psionics: Varies. About 50% have some kind of psionics.

Skills from Combat Training: Hand to Hand: Martial Arts or Assassin, Swimming, Climbing (+5%), Identify Plants & Fruits (+5%), Wilderness Survival (+10%), Land Navigation (+15%), Tracking (+20%), Tailing (+10%), Surveillance Sys-

tems, Intelligence (+12%), Interrogation (+5%), Basic Math (+10%), W.P. Pistol, W.P. Auto & Semi-Automatic Rifles, W.P. Sub-Machinegun, and W.P. Energy Rifle, plus two Ancient W.P. of choice (any), two Military Skills of choice, four Rogue and two Technical or Piloting Skills.

Secondary Skills: Select seven.

Sensory and Electronic Equipment: Issued a helmet com-link, a battery-powered motion detector and a laser targeting weapon sight (+1 to strike).

Body Armor: Soldiers are issued a helmet and *flak jacket* that provide A.R. 11, S.D.C. 80.

Standard Issue Weapons: Survival knife (1D6 damage), G-9A Energy Assault Rifle or standard Assault Rifle, .45 Caliber Machine Pistol *or* Shotgun, two smoke grenades and explosive grenades (any type). Officers may get the G-9B Energy Assault Pistol. **Note:** May also use any type of conventional ancient weapons, gun, pistol, sub-machinegun, shotgun and assault rifle.

Other Equipment: Fatigues, dress uniform, combat boots, and standard military gear (canteen, backpack, etc.); all other needs including food, housing and medical are taken care of on base.

"Special" Empire Weapons

G-9A Energy Assault Rifle: This is a standard issue rapid-fire *energy* rifle. Range: 1000 feet (305 m), Bonus: +1 to strike. Damage: 5D6 points per blast, each blast counts as one melee attack/action. Payload: 36 shots before the weapon starts to overheat. Can fire 1D6 more before it shuts downs completely but will take an extra 10 minutes longer to recharge and there is a 01-30% chance of burning out the weapon (destroying it) if pushed beyond the normal 36 shots. Recharging: Can be done with an ordinary electrical outlet, generator or car battery. Requires a special hookup for a loose car battery, otherwise the weapon has a retractable cord that plugs into electrical outlets and the lighter outlet of any vehicle. In fact, most heavy Empire combat vehicles, including most two ton trucks, halftracks and tanks, have a special weapon charging generator in back with twelve outlets for quick recharging of weapons. Recharges at a rate of two energy blasts per minute (18 minutes for a full recharge) when using a special weapon's generator, twice that long (one blast per minute; 36 minutes total) for *all* other methods of recharging.

Optional Portable Weapon Energy Pack: A backpack battery pack that can be plugged right into the energy weapon. Backpack provides 54 blasts. Mini-hip pack only 9 (double the number of blasts if used for the energy pistol). Note: Typically reserved for officers and special forces.

G-9B Energy Assault Pistol: Standard sidearm of Empire Officers and Special Forces. Range: 120 feet (36.5 m). Damage: 3D6 points per blast, each blast counts as one melee attack/action. Payload: 24 shots before the weapon starts to overheat. Can fire 1D4 more before it shuts downs completely but will take an extra 10 minutes longer to recharge and there is a 01-30% chance of burning out the weapon (destroying it) if pushed beyond the normal 24 shots. Recharging: Can be done with an ordinary electrical outlet, generator or car battery same as the rifle. Recharges at a rate of two energy blasts per minute (12 minutes for a full recharge) when using a special weapon's generator, twice that long (one blast per minute; 24 minutes total) for *all* other methods of recharging.

.45 Machine Pistol: A conventional sidearm similar to pre-Death sub-machineguns. Range: 300 feet (91.5 m), Payload: 60 rounds per clip. Damage: Single shot does 4D6 damage or a short burst of four rounds does 1D4x10 damage (a total of 15 bursts is possible).

Type 1 Robot Armor

This is a giant-sized robot that is effectively a walking tank! It is big enough to contain one human operator. Roughly 210 are already assigned and another dozen are manufactured every month. The operators of these suits require at least two months of intensive training.

Attributes: Robot has a Beastly Strength of P.S. 30.

Weight: Two tons.

Height: 14 feet, 6 inches (4.4 m).

Sensory & Electronic Equipment: Built-in telescope, passive nightvision optics (2000 foot/610 m range), active nightvision (infrared; 3000 foot/914 m range), thermo-optics (can see through smoke, 600 foot/183 m range), targeting sight (one mile/1.6 km range), onboard computer, video camera, video and audio transmitter (100 mile/160 km range), radio com-link (100 mile/160 km range), searchlight (400 foot/122 m range), loudspeaker, radiation detector, compass, depth gauge, and air purge and circulatory system good for a 12 hour supply of breathable air once the unit is sealed to be airtight.

Armor (special): A.R. 17, S.D.C. 1200. **Note:** Any roll to strike that is 5-17 hits (unless the robot tries to parry or dodge), but only does half damage to the robot. The pilot is completely safe and protected inside as long as the robot has more than 400 S.D.C. remaining. If there is less than 400 S.D.C. any roll of 18 or higher will hit the pilot *inside*.

Speed: 50 mph (80 km) maximum running, half that climbing. Underwater Capabilities: Can not swim but is water tight (provided it has more than 400 S.D.C.) and can walk along the bottom of rivers, lakes and seas. Maximum Depth is 500 feet (152 m). Maximum self-contained oxygen supply: 12 hours.

Attacks per Melee Round: Equal to those of the pilot +1 attack per round. Each use of a built-in weapon counts as one melee attack/action.

Combat Bonuses: +1 to strike with energy weapons. Hand to Hand: +3 to strike, +2 to parry, -4 (yes minus 4) to dodge, +15 to damage (punch does 3D6+15 damage, stomp does 4D6+15 damage, running body block does 1D6x10 damage but counts as two melee actions; can not do a kick attack), +2 to pull punch; no bonus to roll with punch or fall, and if a Type 1 Robot is knocked off its feet it will take 3 full melee rounds to recover.

Built-In Weapons:

Dual Mini-Lasers (2): Head-mounted weapons. Range: 800 feet (244 m). Damage: 2D6 damage from a single blast or 4D6 damage from a simultaneous blast from each. Each single blast or dual blast counts as one melee attack. Bonus: +3 to strike. Payload: Unlimited, powered by the robot itself.

Concealed, Retractable Blasters (2): Mounted in each forearm are concealed blasters that pop-up and fire. Range: 200 feet
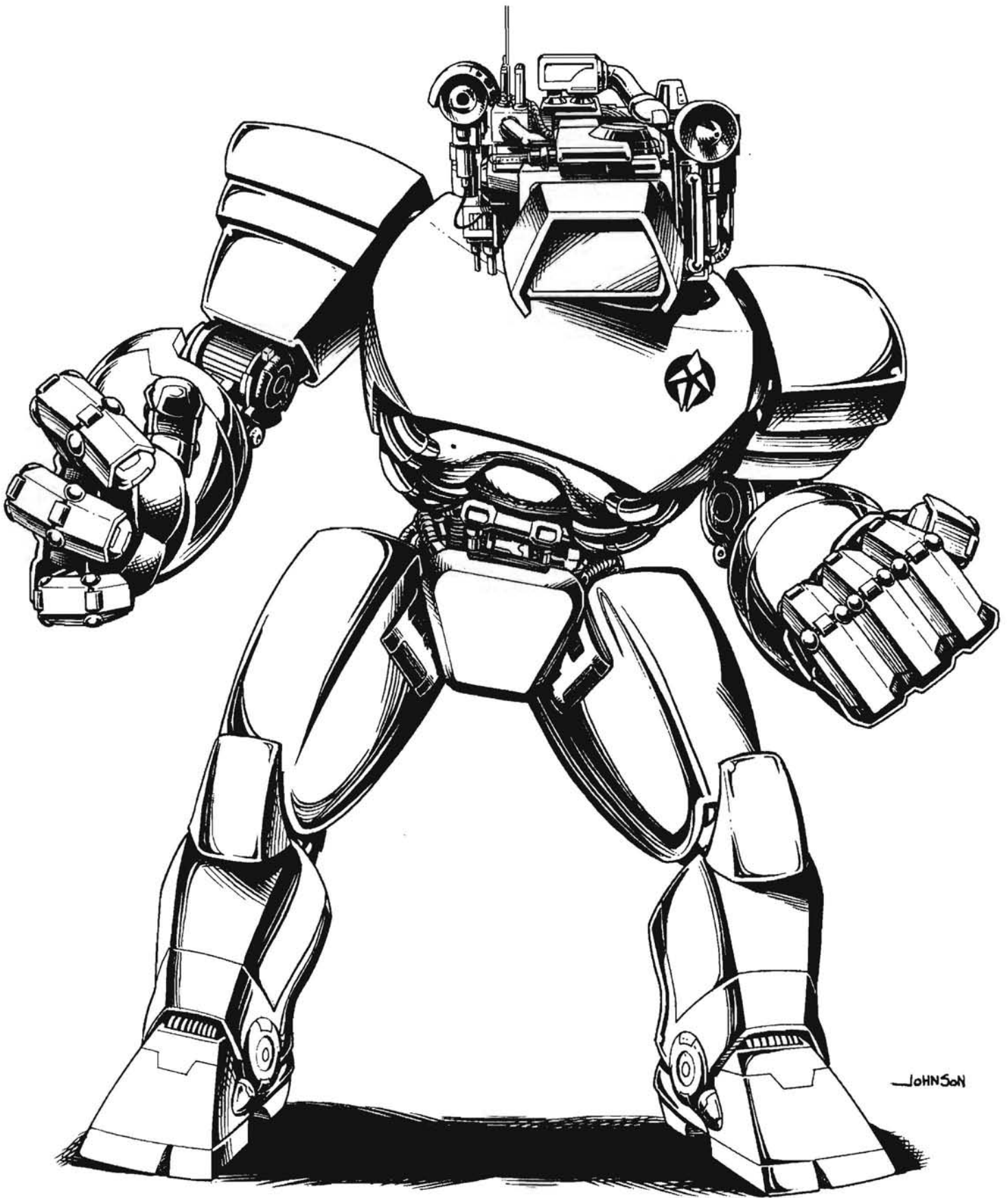
(61 m). Damage: 1D4x10 points of damage from a single blast; double blasts are possible but count as two attacks. Each blast counts as one melee attack/action. Bonus: +2 to strike, Payload: 40 shots can be fired per hour (regenerates all 40 blasts in one hour at the rate of seven blasts every 15 minutes).

Hand-Held Weapons: May use the equivalent of machineguns (any) or a large heavy weapon, like a recoilless rifle or rocket launcher, provided the weapon has been modified for the robot's giant size. Likewise, the robot can use a lamppost, length of pipe, chunk of a wall, car door or fender, and similar, as a blunt weapon to strike (typical damage is 5D6+15)

or parry (+1 to parry when using a large object). Can throw items up to 120 feet (36.5 m) but without any bonus to strike.

Type 2xd Robotic Body Armor
Standard issue to elite human troops

A light, human-sized armored exoskeleton suit. 2,400 suits have already been issued and Empire factories are producing another 100 each month. While not as powerful as the large Type One Robot Armor, the 2xd has the advantage of being cheaper to produce. Type 2xd operators are also much easier to train, only three weeks is needed.

Attributes: Increases the wearer's attributes as follows: +6 to P.S. equal to Brute Strength, +14 to Spd, and can leap equal to the animal power *Leaping: Standard.*

Armor Rating: A.R. 18, S.D.C. 240. Rolls to strike of 18 or under may hit, but damage comes off the S.D.C. of the armor. The soldier inside is struck only on rolls of 19 or higher.

Weight: 315 pounds (141 kg); takes four minutes to suit up and two to undress.

Height: Human; adds five inches (13 cm) to the height of the wearer.

Weight: Two tons.

Height: 14 feet, 6 inches (4.4 m).

Sensory & Electronic Equipment: Helmet has 50 S.D.C. and built-in Heads-Up Display (HUD) on goggles, passive nightvision optics (1000 feet/305 m range), thermo-optics (can see through smoke, 200 foot/61 m range), targeting sight (+1 to strike with firearms, 2000 foot/610 m range), radio com-link (50 mile/80 km range), loudspeaker, built-in mini-computer linked to radiation detector, compass, and depth gauge (data is displayed on HUD). Gas mask and oxygen tanks (two hours) can be hooked onto the armor for HAZMAT situations and underwater SCUBA operations. A video camera and transmitter (100 mile/160 km range) can be mounted on the shoulder but reduces bonuses to strike, parry and dodge -1.

**Attacks Per Melee:** Same as the wearer.

Bonuses from Suit: +1 on initiative, +1 to strike, +2 to dodge, +1 to disarm, +2 to pull punch, +6 to damage (in addition to any possible P.S. bonus), +2 to roll with punch or fall. **Note:** If a Type 2xd Exoskeleton is knocked off its feet it will take three melee actions to right itself!

Built-in Weapons:

XO Forearm Ion Blaster: Mounted on right forearm. <u>Range</u>: 90 feet (27 m), <u>Bonus</u>: +1 to strike. <u>Damage</u>: 6D6 points per blast, but can only be fired two times per melee round (other weapons can be used or action taken for the rest of that melee round). <u>Payload</u>: Effectively unlimited, self-regenerating. Hooked into the armor.

G-XO Energy Pistol: A standard sidearm similar to the G-9B energy pistol, only it is cabled to the exoskeleton from which it draws its power. <u>Range</u>: 120 feet (36.5 m). <u>Damage</u>: 3D6 points per blast, each blast counts as one melee attack/action. <u>Payload</u>: Unlimited. <u>Recharging</u> is automatic. Loses power and can not fire if cable is cut (cable has A.R. 10 and 10 S.D.C.).

Note: The armor clad soldier may also use any type of melee or modern weapon that he chooses; G-9A Energy Assault Rifle and convention assault rifles, light machine-guns and heavy weapons are typical.

JOHNSON
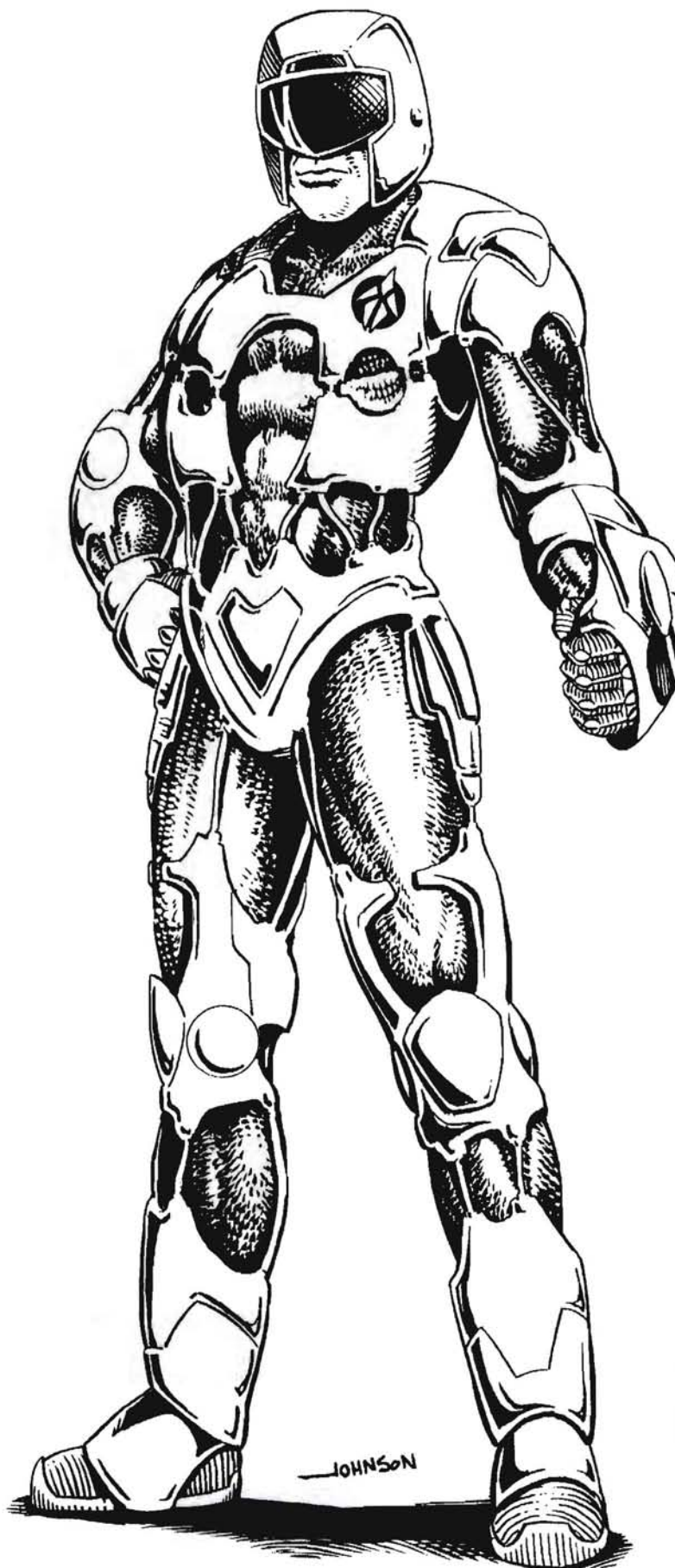
Type 3 A.I. Security Robots

The Type 3 A.I.s are still a work in progress and have a number of bugs that still need to be worked out (like going berserk and killing everyone, not just intruders). They are humanoid in shape and intended to function as automated, mobile security units in place of humans. The idea is a good one as robots never tire and remain constantly alert. However, working out a flawless recognition, logic and response system for the robots has proven to be elusive. Thus, only about two dozen prototypes are in active service while Professor Sybek's Robot Team works at eliminating the bugs. Another 24 are used by the military for mutant animal extermination missions and seek and destroy operations. The robots work reasonably well as hunter-killers when their mission and recognition parameters are broad, i.e. "destroy all mutant animals." However, the Type 3 A.I.s can only recognize and attack *obvious mutants*, which means those with full human looks or which resemble ordinary four-legged animals are ignored. Every time the recognition parameters are reduced, the Security Robots mistakenly target and attack innocent *humans*. It is a problem that severely limits the A.I.'s service.

Applicable Attributes: I.Q. 4, Brute Strength of P.S. 24, P.P. 18, Spd 22 (15 mph/24 km).

Armor: A.R. 15, S.D.C. 300. Any roll to strike under the A.R. does no damage, but rolls of 16 or higher inflict full damage.

Weight: 685 lbs (308 kg).

Height: 10 feet (3 m).

Sensory & Electronic Equipment: Built-in telescopic sight, passive nightvision optics (2000 foot/610 m range), active nightvision (infrared; 3000 foot/914 m range), thermo-optics (can see through smoke, 600 foot/183 m range), targeting sight (one mile/1.6 km range), motion detector, radio com-link (100 mile/160 km range), searchlight (400 foot/122 m range), loudspeaker, alarm siren, radiation detector, and compass. Not designed for underwater operations. A video camera and transmitter (100 mile/160 km range) can be mounted on the shoulder but reduces bonuses to strike, parry and dodge -1.

Programming: Designed to function as a guard by sounding an audio alarm and chasing away or destroying intruders. Likewise, it is to destroy and repel any invaders, and all mutant animals.

Programming Flaws:

1. Has a nasty habit of killing everybody it sees, humans included. 01-12% chance during minor skirmishes or light firefights. 01-33% chance during a medium firefight, 01-50% during a heavy or intense battles, or mass invasion (300 or more invaders rushing the robot's position). 01-68% chance if recognition parameters have been set to include mutants with Human Looks: Partial and Full. The latter with obvious animal traits like wings, tail, horns, pointed ears, hoofed feet, claws, etc. However, the Security robot can easily mistake a dangling belt or piece of rope as a tail, helmet or hat for horns or animal features, a gas mask as an animal snout, gloves for a clawed or animal hand, and so on.

2. Identifies Empire K-9 mutants as enemy mutants and destroys them without hesitation.

3. Easily fooled by mutant animals with full and perfect looks (even if there are minor animal features) into accepting them as humans. In fact, it is this confusion that tends to send the robots into extermination mode of every creature they spy.

4. Stands and fights without taking cover, leaving it open to attack and destruction.

5. Does not try to protect or rescue human troops, but simply stands to engage the enemy, ignoring the wounded or dangerous situations.

Attacks per Melee Round: Four.
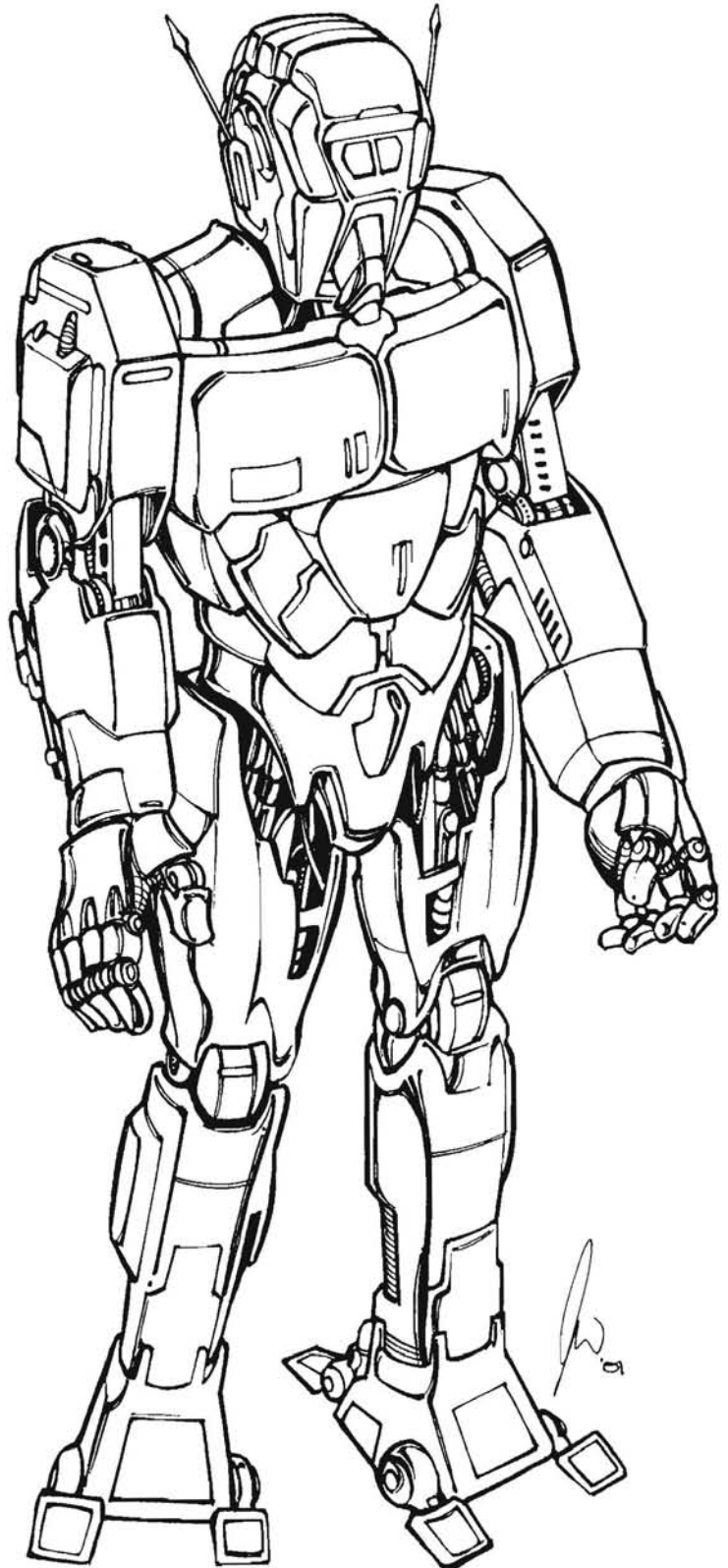
Combat Bonuses: +2 to strike with energy weapons. Hand to Hand: +2 to strike and parry, never tries to dodge, +9 P.S. damage bonus (so a punch does 2D4+9 damage plus another 2D6 damage from electrical jolt, stomp does 1D6+9 damage, no electric jolt; can not do a running body block or kick). No bonus to roll with punch or fall, and if a Type 3 Security Robot is knocked off its feet it will take a full melee round to get back on its feet.

Built-In Weapons:

Retractable Ion Rod: Range: 300 feet (91.5 m), Bonus: +2 as noted above. Damage: 6D6 points per blast; each blast counts as one melee attack/action. Payload: Effectively unlimited, self-regenerating. Hooked into the robot's power supply.

Concealed Forearm Sub-Machinegun (2): Each armor has a concealed weapon. Range: 300 feet (91.5 m), Payload: 120 rounds per each arm. Damage: Single shot doing 4D6 damage or a short burst of four rounds doing 1D4x10 damage (a total 30 bursts are possible from each arm).

Concealed Grenade Launcher (chest): Range: 1200 feet (366 m), Payload: Six rounds. Damage: 2D4x10 each. Rate of Fire: One at a time or two at a time. Can be reloaded by hand by a human.

Electrical Defense: The robot is electrically charged so anybody who touches it takes 3D6 damage from an electrical jolt and is knocked on his bottom (victim loses initiative and one melee attack). Likewise, a punch from the Security Robot will do an extra 2D6 damage (as noted above). Electrical Defense automatically engages the moment the robot falls under attack or a firefight ensues.

Hand-Held Weapons: May use any type of rifle, machinegun or heavy weapon as well as blade weapons or a blunt object as a club; no W.P. bonuses apply.

Empire Combat Vehicles

Empire Saber-15 Jet Fighter Bomber

These high-powered aircraft are operated by a two-man team, a pilot and a gunner.

Speed: Can travel at up to MACH 3.5, and can operate for up to 4 hours on a single load of fuel. Their Vertical Take-Off and Landing (VTOL) capabilities allows them to operate from fields as short as 100 feet (30.5 m). Maximum Altitude: 60,000 feet (18,288 m).

Size: 60 feet (18.3 m) long, 16 tons (21 tons fully loaded).

Armor: A.R. 10, S.D.C. 325. Any roll to strike under the A.R. does no damage, but rolls of 11 or higher inflict full damage. **Note:** While the Saber-15 is in flight it has a +14 to dodge all ground attacks; and +6 to dodge equally superior aerial combat vehicles.

Weapons:

Laser Cannons (2; Nose): Range: 2000 feet (610 m), Damage: 5D6 per single shot, 6D6 per simultaneous dual blast; either counts as one melee attack. Bonus: +4 to strike. Payload: 120 single blasts (or 60 double).

7.65 mm Twin Machineguns: Range: 3,200 feet (975 m), Damage: 6D6 per short burst (six rounds) counts as one melee attack or 1D6x10+8 damage per long burst (12 rounds) but counts as two melee attacks. Bonus: +2 to strike. Payload: 1800 rounds (150 long bursts).

Air-to-Air Missiles (6): Range: Five miles (8 km). Damage: 2D4x10. Bonus: +4 to strike (guided or heat seeking).

High Explosive Bombs (4): These are designed to be dropped from high altitude with pinpoint accuracy (+2 to strike). Damage: 1D4x100 per each bomb. Poisonous gas or propaganda leaflets are sometimes substituted for the usual bombs.

Empire LC-12 Assault Helicopters

These are the backbone of most Empire infantry operations. A pilot, co-pilot and door gunner are the standard crew. There is room for up to 12 passengers on board.

Top Speed: 250 mph (400 km). Can also hover and has VTOL capabilities. Can operate for up to 6 hours without refueling. Maximum Altitude: 10,000 feet (3,048 m).

Size: 52 feet (16 m). 18 tons fully loaded.

Armor: A.R. 10, S.D.C. 430. Any roll to strike under the A.R. does no damage, but rolls of 11 or higher inflict full damage.

Bonus: +8 to dodge at full speed, +4 at speeds under 200 mph (320 km).

Weapons:

.50 caliber machinegun (1) mounted on the side and operated by the door gunner. Range: 3000 feet (914 m), Damage: Short burst of four rounds does 1D6x10 damage and counts as one melee attack/action. Long burst fires 12 rounds and does 4D6x10 damage but counts as two melee attacks. Bonus: +1 to strike. Payload: 1200 rounds; belt fed from a drum.

Grenade Launcher Nose Gun (1): Range: 1200 feet (366 m), Damage: 1D4x10 per grenade to a 10 foot (3 m) diameter. Rate of Fire: One at a time or in volleys of four (4D4x10 damage). No bonuses. Payload: 40 grenades, drum feed.

Empire 35-H Armored Tanks

Although some pre-Death tanks are still in use, most of the Empire of Humanity's tank forces are made up of the *35-H model*. There are already 36 of them in action and two more are being produced every month.

Top Speed: 70 mph (112 km) on pavement or packed earth, 35 mph (56 km) on rough ground or grassland. Maximum range is 420 miles (672 km) between refueling.

Senors & Other Equipment: The 35-H is also equipped with built-in telescope, passive nightvision optics (2000 foot/610 m range), active nightvision (infrared; 3000 foot/914 m range), thermo-optics (can see through smoke, 600 foot/183 m range), targeting sight (one mile/1.6 km range), onboard computer, radio com-link (100 mile/160 km range), searchlight (400 foot/122 m range), loudspeaker, radiation detector, compass, air circulatory and cooling system and proximity sensors (alerts the crew of movement within 100 feet/30.5 m).

Armor: A.R. 14, S.D.C. 1,240! Any roll to strike under the A.R. does no damage, but rolls of 15 or higher inflict full damage. Treads have 200 S.D.C. each. Destroy one and the tank's speed is reduced by half. Destroy both treads and the tank is immobilized.

Weapons:

Laser Cannon: Range: 2,400 feet (731.5 m). Damage: 2D4x10. Rate of Fire: One blast per melee round. Payload: Effectively unlimited. Bonus: +2 to strike.

.50 Caliber Machine-Gun: Range: 3000 feet (914 m), Damage: Short burst of four rounds does 1D6x10 damage and counts as one melee attack/action. Long burst fires 12 rounds and does 4D6x10 damage but counts as two melee attacks. Bonus: +1 to strike. Payload: 1200 rounds; belt fed from a drum.

Grenade Launchers (2): A grenade launcher is mounted at both forward and rear. Either launcher fires 40 mm fragmentation grenades (1D4x10 points damage to a 10 foot/3m diameter). Or smoke grenades (red for enemy positions, blue for friendly positions, used to signal artillery or aircraft bombardments), maximum range is 600 feet (183 m).

Breaux

New Kennel

The only remaining allies of the Empire of Humanity are the dogs of *New Kennel*. Just ten years ago the dogs were integrated into the Empire. However, too many infiltrators (not all the dogs were so craven!) caused the humans to set up the dogs with their own nation. New Kennel is heavily dependent on the Empire of Humanity for manufactured goods, especially weapons, medicine, electronics and electrical power. The main energy conduit from the Empire to New Kennel is heavily guarded against terrorist attacks.

New Kennel's population is almost entirely assorted breeds of mutated dogs. There are also quite a few wolves, coyotes, foxes and others who can "pass" for *dogs* to avoid the Empire's slave camps.

Population: 250,000.
Language: English (although over 25% of the population lack human speech and rely on either Sign Language or Psionics for communications).

Species: Almost entirely Mutant Dog, without any Purebred communities. It seems likely that from 2% to 5% of the population are illegal immigrants, either with a dog-like appearance (coyotes, wolves, etc.), or with Human Looks — Full.
Capital: Cherry Hill (42,000).
Government: New Kennel is ruled by a military dictatorship. At the head are Yaster and Yasbal, the rulers endorsed and supported by the Empire. Most citizens have no real idea of the racist policies of the Empire and simply assume that the humans are friendly. In spite of harsh repression, there is still an active underground movement in New Kennel. The Spider is only one of many who seek to stop the Empire, get the slaves to freedom, and wake up the populace to the dangers of the human racism.
Economy: New Kennel is heavily in debt to the Empire and has an economy so weak and debilitated that it can barely function. Most industry is based on farming and cheap, low technology manufacturing assigned by the Empire. In terms of overall scientific achievement, New Kennel hasn't even made it out of the 19th century.
Military Forces:

Army: Regular troops total 9,000 and are well armed and supplied with standard Empire issue equipment. The army also maintains 32 tanks, 260 trucks and 40 armored personnel carriers. Another 6,500 troops are on 'loan' to the Empire and are completely outside of New Kennel's chain of command.

National Guard: Some 38,000 part-time volunteers can be called up in case of state emergencies. The Guard soldiers keep their aging rifles and equipment in their homes. They use private cars and trucks for transport.

Air Force: Actually this is made up of 15 Helicopters and 8 conventional transport aircraft. While established as a separate organization, the New Kennel Air Force is nothing more than a government airline.

National Army of the Interior (NAI): This is actually a national secret police dedicated to spying on the citizens. They are constantly on watch for potential saboteurs and escaped slaves.

Yaster and Yasbal

Yaster and Yasbal are identical twins who have identical attributes, skills, statistics and agendas. They see themselves as great leaders of a new, powerful nation, one accepted and befriended by humankind and regarded as equals. They are wrong, and nothing more than puppets for the powers at the Empire of Humanity. Still, New Kennel enjoys technology and some level of prosperity and acceptance denied to most fledgling nations. For now, the twins are popular leaders among their constituents and the Empire of Humanity.

Real Names: Yaster and Yasbal Newspek.
Note: Stats and experience are pretty much identical for both characters.
Alignment: Scrupulous.
Attributes: I.Q. 15, M.E. 17, M.A. 11, P.S. 14, P.P. 14, P.E. 13, P.B. 23, Spd 74 (approx. 50 mph/80 km).
Age: 28. **Sex:** Male. **Size Level:** 9.
Weight: 160 lbs (72 kg). **Height:** 5 feet, 8 inches (1.7 m).
Hit Points: 41. **S.D.C.:** 36 (Yasbal actually has 39 S.D.C.).
Disposition: Yaster and Yasbal are both intense, but quiet individuals who take their responsibilities seriously. They care

about New Kennel and mutant canines, and certainly do not see themselves as the pawns or lackeys of the Emperor or other leader in the Empire – they just happen to agree with everything the Empire of Humanity professes and are glad to be part of that great nation.

Human Features: Hands, Biped, Speech and Looks are all *full*.

Animal Powers: Biting teeth that do 1D6 damage, running claws that do 1D4, Advanced Vision, Advanced Hearing, Extraordinary Speed (see Spd attribute) and Leaping: Standard.

Animal Psionics: None.

Level of Experience: 8th level.

Level of Education: High School.

Occupation: Military Rulers of New Kennel.

Skills of Note: Literacy: English 70%, Basic Mathematics 86%, Public Speaking 66%, Pilot Automobile 98%, Pilot Motorcycle 96%, Pilot Military Vehicles 76%, Hand to Hand: Martial Arts, W.P. Revolver, W.P. Automatic Rifle and W.P. Sub-machinegun.

Secondary Skills: Baseball 96%, Imitate Animal Sounds 78%, Tracking 70%, and Ventriloquism 52%.

Attacks Per Melee: Five.

Bonuses: +2 on initiative, +2 to strike, +3 to parry and dodge, +2 to disarm, +3 to pull punch, +3 to roll with punch or fall, +1 to strike on body block (1D4 damage); knockout/stun on a roll of 18, 19 or 20, paired weapons, kick attack does 2D4 damage, and +1 to save vs psionic attack.

Special Weapons: Both dogs carry .38 revolvers. Other weapons are kept handy in offices and vehicles.

Personal Profile: These twin mutant dogs, born of greyhound stock, are the military rulers of New Kennel. They foolishly believe that the humans intend to make the dogs full citizens in the new order, when all other mutant animals are destroyed. They are also totally loyal to Emperor Christian and the Empire of Humanity. They honestly believe that he is loyal to them. In reality, Christian trusts no one. He has installed surveillance systems in the twin dogs' offices and residences. Should the two hounds start exhibiting any real independence from or defiance toward the Empire, Christian will remove them from office, as he has removed all their predecessors.

The Spider

Real Name: Moira Alpland.

Alignment: Anarchist.

Attributes: I.Q. 20, M.E. 21, M.A. 12, P.S. 12, P.P. 17, P.E. 15, P.B. 10, Spd 23

Age: 31. **Sex:** Female. **Size Level:** 8.

Weight: 123 lbs (55 kg). **Height:** 5 feet, 1 inch (1.5 m).

Hit Points: 42. **S.D.C.:** 35.

Disposition: Joking, light-hearted, always filled with joy and enthusiasm.

Human Features: Hands, Biped, Speech, and Looks are all *full*.

Animal Powers: Advanced Vision, Advanced Hearing, Brute Strength, and Predator Burst.

Psionics: Animal Speech and Danger Sense.

Level of Experience: 7th Level.

Level of Education: High School.

Occupation: Owner of Clothing Store (cover for spy racket).

Skills of Note: Literacy: English 98%, Basic Math 90%, Advanced Math 76%, Demolition 86%, Demolitions Disposal 86%, Pilot Automobile 98%, Pilot Military Vehicles 66%,

Hand to Hand: Assassin, Boxing, Acrobatics, Climbing 80/70%, Running, Prowl 65%, Disguise 65%, Escape Artist 70%, Forgery 60%, Pick Locks 70%, Tailing 70%, Surveillance Systems 80%, W.P. Sword, W.P. Revolver, W.P. Automatic Pistol, W.P. Sub-Machinegun

Secondary Skills of Note: Sewing 80%, Electronics: Basic 80%, General Repair 75%, Sign Language 87%, Wilderness Survival 70%, Dance 70%, and Sewing 98%.

Attacks Per Melee Round: Seven.

Bonuses: +3 on initiative, +3 to strike, +4 to parry and dodge, +4 to damage, +6 to pull punch, +3 to roll with punch, fall or impact, +1 to strike on body block (1D4 damage); knock out/stun on 17, 18, 19 or 20, and Death Blow. Also +3 to save vs psionic attack, and +4 to save vs insanity.

Personal Profile: This shadowy character is a spy for the "free animal world" who operates as a terrorist and freedom fighter in New Kennel. "He" (no one is supposed to know The Spider is a female) strikes under the cover of darkness, leaving only a spider symbol behind after each raid. Anti-human elements often use The Spider as their main contact and informant in *New Kennel*. Great rewards have been posted for his capture by both New Kennel and the Empire of Humanity. She is actually a mutant *Coyote* who escaped the slave fields in the Empire. Rather than continue on to safety, she is dedicated to fighting on against the tyranny of the Empire and its pawns. **Note:** The Spider leads a cadre of 20 to 30 dogs who conduct weekly raids against the Empire of Humanity or New Kennel. As a master of disguise, The Spider can easily pass for a mutant dog or even *human*.

Other Notable places

The Plains of Free Cattle

The Plains of Free Cattle are a loosely organized collection of nomadic tribes made up mostly of mutated horses, cows, buffalo, deer and other grazing animals. Weschek, their ancient leader, was born before the great war and still fires up the tribes with his talk of liberation and the destruction of the evil humans.

Exactly how far to the west the Free Cattle extend is not known. Some of the tribes claim to have lands as far away as "the other ocean." Certainly the Free Cattle can raise armies numbering in the tens of thousands. Were they but properly armed and equipped, they might conquer the known world.

Weschek the Wise

Weschek is the spiritual leader of the Free Cattle and preaches fear and distrust of humans, if not outright hatred. Weschek has suffered many injustices and torture at the hands of humans and seen many more perpetrated against other mutants and ordinary cattle. He points out that humans have always bred horses to be their slaves and cattle only for slaughter and consumption. That humans are heartless, devouring monsters to be avoided and feared. Although he never quite comes out and says it, he subtly encourages fear, hate, retribution and even the destruction of humankind.

Real Name: Brownie.

Alignment: Miscreant.

Attributes: I.Q. 15, M.E. 12, M.A. 23, P.S. 11, P.P. 9, P.E. 19, P.B. 10, Spd 24.

Age: 84. **Sex:** Male (gelded). **Size Level:** 17.

Weight: 668 lbs (300 kg). **Height:** 5 feet, 1 inch (1.5 m) at the shoulders.

Hit Points: 54. **S.D.C.:** 60.

Disposition: Mystic, hard to understand, good natured.

Human Features: Hands: Partial. Biped: None. Speech: Full. Looks: None. Vestigial Tail and Diet: Herbivore.

Animal Powers: Advanced Hearing.

Psionics: Animal Speech, Empathy, Sense Weather and Mental Speak (telepathy).

Level of Experience: 14th level.

Level of Education: 2nd Grade.

Occupation: Spiritual leader of the Free Cattle.

Skills of Note: Literacy: English, Basic Math, Animal Husbandry, Dowsing, Farming and Gardening, Identify Plants & Fruits, Running and Wilderness Survival, all at 98%. Swim at 50%.

Secondary Skills: None to speak of.

Attacks Per Melee Round: Three.

Bonuses: +2 to save vs disease and poison. 75% chance to evoke trust or intimidation. No combat bonuses to strike, parry, dodge or damage.

Personal Profile: This mutant was actually born before The Crash. He was only partly mutated and remembers vividly the slavery and mistreatment he received from the humans. Whenever mutated animals talk of peace or negotiations with the humans, Weschek the Wise will reveal his mutilated body and ask, "Do you also wish to be gelded by the humans' knife? Or be butchered for a meal?" Before The Crash he was a quarter horse of unusual intelligence.

The Rodent Cartel of Filly

A treasure of a city that was largely undamaged during "The Death" (a.k.a. The Crash). Some sort of chemical-biological warfare killed the population without harming the buildings. Filly is ruled by a powerful trading organization of *mutant rats* and *mice* known as the **Rodent Cartel,** who have trade and information connections extending throughout the known world.

While they personally rarely venture into the Empire of Humanity, they trade second-hand with the humans, using the dogs of New Kennel as intermediaries.

Since the business of Filly is trade and merchandising, the Rodent Cartel is careful to keep the peace. They maintain a mercenary force of several thousand well-armed troops as well as a network of informants, snitches and enforcers. The Cartel issues permits that allow explorers to enter the "wild" portions of the city that are available for exploration and salvage operations of ancient artifacts. *The Wild Philly* is dominated by savage street gangs, bandits and clans of barbarians and feral mutants.

N'Yak

This is the biggest and most frightening of all the cities. It suffered major devastation, the skyscraper areas (especially Manhattan) are mostly destroyed and what remains standing are crumbling ruin – all of it is extremely dangerous ... as well as being potentially the richest source of pre-Death treasure. Currently N'Yak is inhabited by a chaotic mix of gangs and tribes representing every known kind of mutant animal, as well as independent mutants, adventurers and spies for New Kennel and the Empire of Humanity.

These gangs are extremely hostile and will repel anybody invading their "turf." Weapons are usually limited to knives, clubs, and chains. Occasionally groups will be armed with recently unearthed or imported handguns and rifles; this will only last until their ammunition runs out. A typical gang will have from 12-36 members. Anyone not belonging to a gang is usually a lone scavenger, adventurer or lost soul.

One of the greatest hazards of N'Yak are the traps set by the residents. To keep out intruders they will often dig pits, set spring traps or construct dead falls. Either pursuing or fleeing from N'Yak residents is always dangerous since they will attempt to lead strangers right into the nearest trapped area.

Bird Island

Populated entirely by mutant birds, this is a dictatorship ruled with an iron wing by Isaac Crow. He allows no non-avians on the island and has set up a caste system where flying creatures are supreme. Mutated birds who cannot fly are enslaved (likewise, convicted criminals have their wings clipped). The slaves are used to build and strengthen a labyrinth of huge walls and towers, structures that only those who can fly will ever escape.

Bird Island's technology is low by anyone's standards. They discourage scientific learning and experimentation. On the other hand, they are careful to preserve their knowledge of firearms and have several factories producing guns and ammunition.

Isaac Crow

While Isaac is supreme leader of Bird Island, he is only one of a thousand equals in the parliament of Ravens and Crows, and he must constantly use his wits to keep his supporters happy. He and his cadre dislike all other creatures, but their greatest hatred is reserved for humans and bats.

Real Name: Isaac.

Alignment: Miscreant.

Attributes: I.Q. 19, M.E. 18, M.A. 14, P.S. 14, P.P. 13, P.E. 14, P.B. 9, Spd 9.

Age: 55. **Sex:** Male. **Size Level:** 7.

Weight: 91 lbs (41 kg). **Height:** 4 feet, 7 inches (2.11 m).

Hit Points: 39. **S.D.C.:** 40.

Disposition: Cynical, sour tempered, quick to judge or condemn others.

Human Features: Extra Limbs: Arms & Hands: Full. Biped: Full. Speech: Partial. Looks: None.

Animal Powers: Basic Flight, Advanced Vision.

Animal Psionics: None.

Level of Experience: 7th level.

Level of Education: 3rd Grade.

Occupation: Dictator-for-life of Bird Island.

Skills of Note: Read and Write: English 90%, Pick Locks 77%, Pick Pockets 82%, Tracking 80%, Hand to Hand: Basic, Body Building, W.P. Revolver, and W.P. Sub-Machinegun.

Secondary Skills: Wilderness Survival 90%, Fishing 85%, Hunting 85%.

Attacks Per Melee: Five.

Bonuses: +2 to strike/parry/dodge/damage; +2 to roll with punch or fall; +2 to pull a punch.

Personal Profile: This mutated crow rules Bird Island with an iron fist. He enjoys executing traitors and "invaders" (anyone unlucky enough to end up on the island is an invader). He also has delusions of someday invading the mainland.

Special Weapons: Always carries a .357 Magnum revolver.

Contested Lands

This piece of property is still being fought over by several groups. Dogs from New Kennel claim it is part of their land, but they have not yet completely pacified the land they now own. The Free Cattle have made noise about taking the Contested Lands, but have done nothing as yet. Cardania is not claiming the land, but will oppose any hostile power that attempts taking it over. Various native groups are fighting each other for control. Each owns scattered fortified estates and none are really strong enough to take the whole area.

A typical estate will be held by a band of from 12 to 50 fighters. They will have an assortment of weapons ranging from swords to machineguns. Working the land will be another 200 to 300 mutant animals. Depending on the local ruler, these workers could be full partners or lowly serfs.

The North

Little is known of the far north other than about the bands of large carnivores (bears, mountain lions, etc.) that are a constant threat in the area. Most powerful is the loose organization known as the Wolf Barbarians. Included in this band of desperados are wolves, coyotes, dogs, foxes and occasionally other animals as well. There are rumors of a Northern Free State but they are as yet unconfirmed.

Stories circulate about vast rivers of ice called glaciers that are slowly moving south. These stories could be only rumors, however new barbarian tribes do keep venturing south.

The South

To the south of Cardania lie dozens of free animal states and towns. They are mostly democratic and have equal rights for all humans and mutant animals. With the Free Cattle and Cardania as buffer states, they generally ignore the Empire and live peacefully without outside interference.

Populations and technological levels vary enormously. It is not unusual to see a primitive village of 100 mutant animals who can barely smelt metal. Just a few miles away a prosperous town might boast up to 15,000 inhabitants and local industries producing plastics or electronics.

Gatorland

The nation of Gatorland is almost exclusively swamp and marsh. Geography makes it virtually immune from outside invasion. As a result of this, the inhabitants of the area are trying to stay neutral in the escalating conflict between Cardania and the Empire.

Gatorland has a reputation as a nation of philosophers and thinkers. This reputation is due, in part, to the workings of the ninja organization known as the **Gang of Four**.

Just how the Gang of Four started out is still a matter of conjecture and debate. In its infancy the organization devoted itself to intellectual improvement through study, self-denial, and physical conditioning. They were akin to monks, especially eastern monks, in many respects. As time passed and the nation of Gatorland prospered under their tutelage, the Gang of Four saw great promise and prosperity in selling their services and knowledge to others, so long as it did not threaten their homeland. Representatives of this group are found, or are suspected to operate, throughout the known world where they serve as bodyguards, scouts and explorers.

Population: Scattered through the swamps are roughly 60,000 mutant animals living alone or in small villages. They consist of 30% alligators, 10% turtles, 10% lizards, 15% muskrats, 12% rats and mice, 12% frogs and 11% others.

Government: Basically Gatorland is a experiment in anarchy. A capable ninja organization operates trade missions, embassies, a small military and administrative offices, but it doesn't claim to represent, or have power over, the inhabitants of Gatorland.

Military Forces:

Army: This is the largest military unit in Gatorland, an 800 member national police force who are far more concerned with keeping the peace than with defending the country from invaders.

Navy: None.

Ninja Operatives: Trained ninja are sent out to keep tabs on any threats to Gatorland. In this capacity they often work for Cardania's Scouts or with the Rodent Cartel. Unofficially they are very interested in fighting the Empire.

Encounter Tables

Most of North America is a raw, untamed *wilderness*, filled with both old and new ecologies, with flora and fauna, some throwbacks to the ancient past, some familiar natives to the region, and a great number of mutants. Plants, both natural and mutant, will have covered over the remnants of the pre-Crash civilization. The following series of tables should help G.M.s whip up quick easy places and encounters. Enjoy.

Wilderness Encounter Table

There are an infinite variety of possible encounters in the uncontrolled areas of **After the Bomb®**. Roll percentile dice on the following table for every six hours of travel or twelve hours of rest while in the wilderness. **Note:** The G.M. can adjust the number of people, mutants or monsters encountered up or down as he or she deems appropriate.

01-05% Pack of Mutant Allosauroids: In the mad rush to create the perfect domestic chicken, one of the smaller commercial breeders tried something we can only call the "kitchen sink approach." With computer modeling, they threw together the genes from dozens of different chicken breeds and ran them through a fractal optimization program. When the researchers working for the company asked the directors, "What are we optimizing for? What do you want?" The response was, "They're chickens, man! Just optimize them, make them super-chickens!"

Against all expectations, the resulting new breed "NJ35" (named for their 35 pairs of chromosomes) looked like a real winner. The NJ35 series grew quickly, leveling off at a plump and delicious 43 pounds (19.3 kg). Better yet, they produced beautiful, bright-blue, tasty extra-large eggs, at a rate of six to eight per day. Over two thousand sets (11 female + 1 male) of chicks were cloned and sent as samples to rural areas all over the Northeast.

As it turned out, the "optimization" process was really sorting for throwback genes. Picking out the genetic material of the chicken's remotest ancestors, back to the remaining *dinosaur* genetics. It didn't show up in that first generation, but the primordial *allosaurs* hatched in the very next generation. Unfortunately for a lot of rural people, that generation of Chicken-Allosaurs appeared just in time for The Crash. Unattended, the allosaur chicks first consumed their feathered cousins in the hen houses, and then moved on to eating the corpses of the dead humans. Within six months the three-ton beasts were traveling in packs (flocks?) of forty or more, and they continue to be a major threat in the Americas.

These mutant raptors are equipped with deadly teeth, claws and speed; they are all-purpose carnivores with useful arms, tipped with deadly claws. Their heads, up to three feet long (0.9 m), are filled with serrated teeth, as deadly as steak knives. Massive trunk legs, large clawed feet, and a thick tail as long as the rest of the body. Size Level 16. Natural Body Armor is A.R. 9, Hit Points 35, S.D.C. 90, 2D6 teeth, 3D6 clawed feet, +5 to strike, +2 to dodge, five attacks per melee round, with Beastly Strength (avg. P.S. of 26) and they can run for hours. On the other hand, they really are as dumb as a sack of hammers, are easily tricked and will flee from opponents if half of their pack is killed or seriously injured. Roll 1D4+3 for the number of monsters in the pack.

06-15% Mutant Insects: While most of these harmless bugs are busy with their own lives, eating plants, mushrooms or dead bodies, others simply attack anything that moves. Roll on the *Quick Roll Mutant Bug Table* elsewhere in this section.

16-25% Non-Sentient Non-Mutated Animal. Whatever the creature, it looks and acts exactly as its ancestors have for the last million years, with all the natural powers and abilities associated with that animal. Roll for creature type on the tables in the *Character Creation Section* only it is not a mutant or pick one. Of course, predatory animals are the most dangerous and hunt humanoids, however, bulls, bears and other animals are also dangerous.

26-30% Non-Sentient Psionic Animal. While the creature looks like a natural wild animal, and has the same thoughts and feelings as an animal, it also has Animal Psionics. Roll on the *Quick Roll Mutant Animal Table* in this section.

31-35% Non-Sentient Animal with Human Looks: Full. While the animal may look human (full bipedal, full hands), their brains, along with their feelings and instincts, are unchanged from those of the *animal*. Size Level will be the same as the natural animal, so a mutant songbird would appear as a tiny bird-like human, and a mutant moose will be a gigantic beast-like human. These pitiful specimens rarely do well in the wild, and are often captured and misused as slaves or caged curiosities. Roll on the *Quick Roll Mutant Animal Table*.

36-40% Partially-Sentient Natural-Looking Animal. While the creature looks like an ordinary animal, it is wickedly smart. It can't speak, or understand speech, and has nothing of any human mental attributes or feelings, but it is far, far smarter than an ordinary animal. Large predators in this category are incredibly dangerous! There's a 10% chance that the creature has 25 BIO-E in Animal Psionics. Roll on the *Quick Roll Mutant Animal Table* to determine the type of animal.

41-45% Lone Wanderer: One of the thousands of solitary mutant animals who just can't fit into society. Usually these are suspicious of strangers, but willing to help those in trouble. Lone wanderers usually are short on ammunition (4D6 rounds) and carry all their possessions on their backs, in a sled, or in a wheelbarrow. Roll on the *Quick Roll Mutant Animal Table*.

46-50% Small Bandit Group: 3D6 mutant animals who have banded together to prey on unwary travelers. They camp for only a few days at a time, moving on whenever they run out of easy prey in an area. They use any vehicles that they can steal, but abandon them as soon as they break down or run out of fuel. They will often pretend to be innocent travelers and will attempt to join up with well-equipped smaller parties, waiting for a good opportunity to rob them. Roll once on the *Quick Roll Mutant Animal Table* to determine the type of animal for the entire group, or repeatedly for a mixed group.

51-52% Small Bandit Stronghold: 5D6 mutant animals have set up a permanent camp somewhere in the wilderness. Usually it is near a mountain pass, a bridge or a main highway; a place where they can charge a "toll" and/or set up an ambush. The toll varies according to the apparent wealth of the group. The bandits have usually set up various booby traps and mines in the area to prevent unauthorized entry. Extremely prosperous, vulnerable-looking groups may be robbed or murdered or enslaved. The stronghold usually has from 2D6 mutant animal servants or slaves who do most of the physical labor. Roll once on the *Quick Roll Mutant Animal Table* to determine the type of animal for the entire group, or repeatedly for a mixed group.

53-55% Major Free Cattle Unit: 1D4x10 mutant animals on a major scouting expedition. They will not harm or attack other mutant animals, but will sometimes insist on "trading," occasionally with ridiculous terms ("I'll trade you this rusty hatchet for a case of .45 caliber bullets"). They will eagerly participate in any conflict with Empire humans. Roll once on the *Quick Roll Mutant Animal Table* to determine the type of animal for the entire group, or repeatedly for a mixed group.

56-58% Empire of Humanity Scouts: 4D6 Empire G-9 soldiers. These small scouting missions will never be more than five miles (8 km) away from a helicopter landing site. They are usually in constant radio communication with their command headquarters and can quickly summon aerial or artillery strikes.

59-61% Empire of Humanity Canine Rangers: 4D6 K-9 Rangers led by a single Empire human officer. These units may be hundreds of miles from their headquarters. They maintain regular radio communication and announce their positions every couple of hours. They will avoid conflicts with any mutant animal group that they don't outnumber.

62-63% Empire of Humanity Robot Scouts: 3D4 Empire humans in Type 2xd robotic armor. There is a 01-50% chance of another soldier in Type 1 armor (or a pair of Security Robots)! These are usually no more than 20 miles (32 km) from their helicopter drop point. They maintain constant communication with their headquarters and can summon air strikes or reinforcements within 1D4+6 minutes. They will eagerly initiate combat with any mutant animals unless they are greatly outnumbered or facing fortified positions.

64-65% Cardanian Scouts: From 3D6 mutant animals on a mission for Cardania. All of the animals will be well armed and equipped. They will help any mutant animals in need, but will decline to attack Empire forces unless the odds are in their favor. Roll once on the *Quick Roll Mutant Animal Table* to deter-

mine the type of animal for the entire group, or repeatedly for a mixed group.

66-69% Feral Scout: One or two primitive characters who tend to avoid contact with others unless absolutely necessary. Usually this mutant animal will stay hidden and will come out only if his help is needed or he desperately needs help. A Feral Scout will ambush or sneak in and rob small parties of humans when possible. Roll once on the *Quick Roll Mutant Animal Table* to determine the type of mutant animal.

70-71% Cardanian Militia Patrol: 5D6 are on a regular circuit of an area. They stay on familiar ground and know all the hazards and inhabitants of a region. They will question any strangers since they are trying to capture bandits and criminals. They willingly give help to any mutant animals who need it. They are in radio contact with their local headquarters and will attempt to follow and report on any Empire forces in their area. Roll once on the *Quick Roll Mutant Animal Table* to determine the type of animal for the entire group, or repeatedly for a mixed group.

72-74% Refugees: 6D6 are fleeing from bandits or Empire raids. They will tend to be either very young or very old and will be carrying all their possessions on their backs or in sleds. They are always short of food and supplies and will usually need help to get to a place of safety. Roll once on the *Quick Roll Mutant Animal Table* to determine the type of animal for the entire group, or repeatedly for a mixed group.

75-76% Slavers: 3D6 humans and mutant animal slave traders usually traveling on foot. About half are humans, all are heavily armed. They are either looking for slaves or are escorting (3D6) slaves back to the Empire. When they are hunting, they keep the chains and manacles hidden in packs, observant characters may notice the noise of metal on metal. Once they capture a group of slaves, they will immediately head back to the Empire, often using radios to call for Empire helicopter escorts. Roll once on the *Quick Roll Mutant Animal Table* to determine the type of animal for the mutants in the group, or repeatedly for a mixed group.

77-79% Cardanian Motor Convoy: A train of 1D4+3 wheeled or tracked vehicles are convoying supplies either to, or from, Cardania. One driver and one guard are with each vehicle. They will not stop for anything short of a dire emergency and will attempt to avoid any trouble spots. They are in constant radio contact with a cross-country motorcycle scout who travels 3-4 miles (4.8 to 6.4 km) ahead of the vehicles. Roll once on the *Quick Roll Mutant Animal Table* to determine the type of animal for the entire group, or repeatedly for a mixed group.

80-82% Aerial (Winged) Mutant Animals: Some kind of mutant birds or bats fly overhead. Flocks are generally of one kind of animal (all Blue Jays for example). A small band will be 1D4+3, a large group 3D6. They may help other mutant animals in trouble or attack Empire humans when it looks safe to do so, or they may be brigands looking for trouble. No more than half their numbers will ever come down below treetop level, the remainder staying above for protection. Each will have at least one firearm or bow weapon.

83-85% Empire of Humanity Helicopter Patrol: 1D4+2 Empire Helicopters fly overhead. They usually ignore small parties of mutant animals. Any large groups of 12 or more will be reported. If they are fired upon they will either attack (if only a small party is involved) or call for reinforcements (if a large group or a fortified structure is apparent). May be aerial scouts for a larger ground party purging mutants.

86-87% Empire of Humanity Fighter Bomber Patrol: 1D6 Empire Saber-15s fly overhead. They can be heard from a great distance. Any obvious military forces will be bombed, and they will report, by radio, any large movements of mutant animals (parties of greater than 25) or obvious disturbance. If they are fired on, they will respond in kind, continuing for as long as any form of life is seen in the area!

88-90% Mutant Animal Farm Family: A mutant animal family has homesteaded on a small farm in the middle of the wilderness. There are usually at least four heavily armed adults. Total group consists of from 5D6 mutants. Usually these groups are happy for company and always welcome friendly guests. Roll once on the *Quick Roll Mutant Animal Table* to determine the type of animal for the entire group, or repeatedly for a mixed group.

91-92% Rodent Cartel Caravan: Either 3D4+4 large (size level 15 through 20) mutant animals or 1D6+4 motor vehicles are involved in transporting goods. They will stop to trade *information* or to help other animals so long as it seems relatively safe. For each animal carrier or vehicle there will be two or three heavily armed guards. Roll once on the *Quick Roll Mutant Animal Table* to determine the type of animal for the entire group, or repeatedly for a mixed group.

93% Underground Encounter: Although it's not obvious from the surface, this is an occupied area. Underground inhabitants with digging powers have built tunnels, homes and pit traps. They may be friendly toward or suspicious of other mutant animals. Small group is 3D6+4 mutants, a large group is 6D6+30 (moles, rabbits, badgers, mice, etc.) living in the area. Typically all the same type of animal. Roll once on the *Quick Roll Mutant Animal Table*.

94-95% Abandoned Farm: The ruins of a pre-Crash farm with at least one farmhouse, a barn and/or stable, along with smaller outbuildings, including tool sheds, chicken coops, etc. (roll 2D6 for total number of buildings). May be deserted or be a hideout for a Feral mutant or 1D6+2 bandits or refugees on the run. If abandoned, it might make a nice place to camp or claim for one's self. *Roll on the Scavenging Table.*

96% Abandoned Town: Contains, at the very least, a gas station, government building (post office, sheriff's office, town clerk, etc.), and a grocery store. In addition, there can be a drug store, restaurant, camera shop, clothing store, hardware store (or lumber yard), plus other offices and commercial businesses, as well as residences over or behind the stores (roll 3D6 for total number of buildings). *Roll on the Scavenging Table* for each building explored.

97-98% Abandoned Suburb: While most of the buildings will be completely collapsed and destroyed, the players can find from 4D6 buildings that are reasonably intact. *Roll on the Scavenging Table* for each building explored.

99% Abandoned Shopping Mall: Roll percentile (%) to determine the number of shops in the mall, so less than 12 is a strip mall, built along a highway, 13 to 24 would be an outside shopping area connected to a supermarket or major discount store, 25 or more would be a large enclosed mall, and anything over 50 would be an enclosed mall with two or more levels and

huge atrium spaces. *Roll on the Scavenging Table* for the overall state of the complex, and for each store separately if the complex is in any way intact.

100% Abandoned Industrial Site: A complete corporate production center, with some kind of factory or assembly building, warehouses, storage facilities, offices, and research laboratories. The complex should be surrounded by a security system, including chain-link fencing, guard stations, cameras and locked gates or doors. *Roll on the Scavenging Table* for the contents, as well as the condition of the security system. To get an idea of the purpose of the place, roll once on the *Item Category Table*.

Quick Roll *Mutant Animal* Table

For encounters, here is a set of tables that allow for quickly rolling up random mutant animals. Roll percentile dice for each of the following three tables, as needed:

1. Quick Roll Table for Mutant

Animals of North America
01% Alligator
02% Armadillo
03% Badger
04% Beaver
05% Black Bear (see Bear).
06% Boar (see Swine).
07% Bobcat
08% Brown Bear or Grizzly.
09% Buffalo
10% Camel
11% Cat
12% Cat: Egyptian Throwback (Purebred Throwback).
13% Cat: Pixie-Bob (Purebred Felines).
14% Cattle: Cow or Bull.
15% Cattle: Angus
16% Cattle: Florida Cracker
17% Cattle: Holstein
18% Cattle: Texas Longhorn
19% Chicken
20% Chicken: Allosauroid
21% Chicken: Bantam
22% Chicken: Jersey Giant
23% Chicken: Rhode Island Red
24% Chimpanzee
25% Chipmunk
26% Coyote
27% Deer
28% Dog
29% Dog: Bounder
30% Dog: Jack Russell
31% Elk (see Deer).
32% Fox
33% Frog
34% Goat
35% Goat: Spider-Goat
36% Grizzly Bear (see Bear).
37% Guinea Pig (see Rodent).
38% Hamster (see Rodent).
39% Horse
40% Horse: American Cream
41% Horse: Appaloosa

42% Horse: Morgan
43% Horse: Tennessee Walker
44% Human
45% Jaguar
46% Lynx (see Bobcat).
47% Marten
48% Mink (see Marten).
49% Mole
50% Monkey
51% Moose
52% Mountain Lion
53% Mouse (see Rodent).
54% Mouse: Chameleon Mouse (see Rodent).
55% Mouse: Shifter Mouse (see Rodent).
56% Muskrat
57% Opossum
58% Otter
59% Passenger Pigeon
60% Porcupine
61% Rabbit
62% Rabbit: Pleasure Bunny
63% Raccoon
64% Rat (see Rodent).
65% Sheep
66% Sheep: Bighorn
67% Sheep: Jacob
68% Sheep: Wensleydale
69% Skunk
70% Squirrel
71% Swine/Pig
72% Swine: Arkansas Razorback
73% Swine: Chester
74% Swine: Mulefoot Mutant
75% Swine: Okefenokee Swine
76% Swine: Pennsylvania Blueback
77% Swine: Pig Person
78% Swine: Porkopolis Flying Pig
79% Turkey
80% Turtle
81% Weasel
82% Wolf
83% Wolverine
84%-00% Roll on Table for Flying Mutants, below.

Quick Roll Flying Mutants
01-15% Bat
16-19% Budgie (see Parakeet).
20-21% Cardinal (see Perching Birds).
22-30% Crow
31-35% Duck
36-37% Eagle (see Birds of Prey).
38-40% Grouse (see Pheasant).
41-44% Hawk (see Birds of Prey).
45-46% Oriole (see Perching Birds).
47-50% Owl (see Bird of Prey).
51-55% Parakeet

56-58% Parrot
59-61% Partridge (see Pheasant).
62-64% Pheasant
65-73% Pigeon
74-76% Quail (see Pheasant).
77-79% Raven
80-81% Robin (see Perching Birds).
82-90% Seagull
91-96% Sparrow
97-00% Turkey

2. Random Size Level Table
01% Size Level 1; Hit Points 8; S.D.C. 5.
02-03% Size Level 2; Hit Points 10; S.D.C. 10.
04-06% Size Level 3; Hit Points 12; S.D.C. 15.
07-09% Size Level 4; Hit Points 14; S.D.C. 20.
10-12% Size Level 5; Hit Points 16; S.D.C. 25.
13-16% Size Level 6; Hit Points 18; S.D.C. 30.
17-20% Size Level 7; Hit Points 20; S.D.C. 30.
21-25% Size Level 8; Hit Points 22; S.D.C. 35.
26-30% Size Level 9; Hit Points 24; S.D.C. 35.
31-40% Size Level 10; Hit Points 26; S.D.C. 35.
41-50% Size Level 11; Hit Points 28; S.D.C. 40.
51-60% Size Level 12; Hit Points 30; S.D.C. 40.
61-70% Size Level 13; Hit Points 32; S.D.C. 45.
71-80% Size Level 14; Hit Points 34; S.D.C. 50.
81-85% Size Level 15; Hit Points 36; S.D.C. 55.
86-90% Size Level 16; Hit Points 37; S.D.C. 60.
91-94% Size Level 17; Hit Points 39; S.D.C. 65.
95-97% Size Level 18; Hit Points 40; S.D.C. 70.
98-99% Size Level 19; Hit Points 41; S.D.C. 75.
100% Size Level 20; Hit Points 42; S.D.C. 80.

3. Random Special Powers & Abilities

01-15% Combat Trained: Is trained to operate most modern weapons. Has a 6th Level Expert rating in sub-machinegun and automatic pistol. Owns one of each weapon and at least 4 clips of ammunition for each. May have one low-level natural weapon if available for that animal type. Human Hands: Full, Human Biped: Partial, Human Speech: Partial, Human Looks: None or Partial.

16-25% Psionic Skills: Has Telepathic Transmission, Detect Psionics, Mind Block and See Aura abilities. This character has only 1st level training in sword, spear and bow. All equipment will be in poor condition. No extra powers or attributes. Human Hands: Partial, Human Biped: Full, Human Speech: None, and Human Looks: None or Partial.

26-35% Maximum Powers: The animal has all the extra powers associated with that type of animal! Attributes are all high. Human Hands: Partial, Human Biped: Partial, Human Speech: Partial, and Human Looks: None or Partial.

36-45% Martial Art Trained: A trained, 8th level Hand to Hand: Martial Arts mutant animal. Has 8th level skill in W.P. Sword, W.P. Nunchuks (Chain), and W.P. Bow, with excellent, high-quality weapons. Human Hands: Full, Human Biped: Full, Human Speech: Full, and Human Looks: Partial or Full.

46-65% Feral Background: Basic Survival 98%, Climbing 50%, Escape Artist 15%, Prowl 90%, Tracking 75% and Hunting 50%. +15 S.D.C. and +10 Hit Points. Has at least one power associated with that kind of animal. Human Hands: Full, Human Biped: Full, Human Speech: Partial, and Human Looks: None.

66-75% Animalistic: This character is mutated in terms of brains only. Has all the Animal Weapons, speed and sense associated with the animal form. +10 Hit Points, +20 S.D.C., Telepathic Transmission, Animal Speech and Prowl 90%. Human Hands: None, Human Biped: None, Human Speech: None, and Human Looks: None (unless natural to that type of creature).

76-85% Vehicle Specialist: A natural mechanic who prefers vehicles to any other company. Has 85% in most Pilot skills and

95% in all mechanical repair skills. Human Hands: Full, Human Biped: Full, Human Speech: Full, and Human Looks: Partial.

86-90% Humanistic: Character appears almost perfectly human, full hands, bipedal, speech and looks. Highly skilled under an *Apprenticeship* program. Armed with spear, bow and pistol (only 12 rounds of ammunition).

91-00% Guerrilla Training: Trained as a wilderness fighter and trap maker. Carries a knife, pistol and rifle and has 4th level skill in each. Skills include Wilderness Survival, Land Navigation, Prowl, Tracking and 1D4+1 Military and 1D4+2 Rogue skills. Human Hands: Full, Human Biped: Full, Human Speech: Partial, and Human Looks: Partial or Full.

Quick Roll Mutant Bugs Table
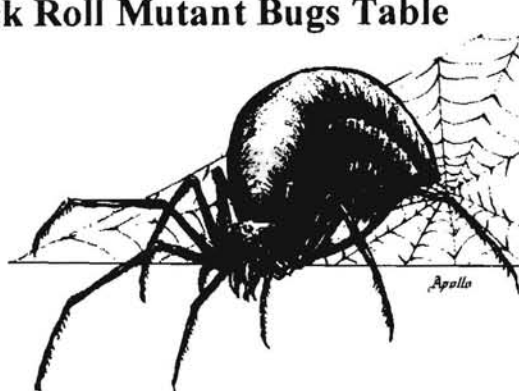
This is just a sampling of the possible mutant insect life that would thrive in the wilderness. Many other varieties are possible. Note that *most insects did not mutate,* so common insects of the normal size and shape from the pre-Death world survive and flourish in great quantity.

01-15% Mutant Spider: Size Level 5+1D8, Hit Points 15, S.D.C. 25, P.S.: 10+3D6, Spd: 5+3D6. Covered in black, red or brown fur, with eight glittering black eyes (two large upper ones, and six lower, smaller ones), and eight legs, each tipped with sharp pincers. Roll 1D4 for type:

1. Horde of Baby Spiders. 6D6 babies, ravenous and ready to attack and eat anything that moves. Each is Size Level 2 to 5 (roll 1D4+1), Hit Points 8, S.D.C. 10. Three attacks per melee round, +1 to strike, +3 to dodge, and can leap up to 20 feet (6 m), and tear at their prey with pincers that do 1D4+1 damage. When attached to a victim they will attempt to bite with their poison mandibles and victims who fail to save (15 or higher) feel weak and lose one attack per melee.

2. Small Stalking Spider. Size Level 6, Hit Points 8, S.D.C. 30. Two attacks per melee round. The bite is poisonous, but only does 2D4 damage. However, victims must save vs poison (14 or higher) to avoid being paralyzed for 3D6 melee rounds. The Stalking Spider is of the same color as its background, and will not attack immediately. Instead, it will follow the group, waiting either until a small victim (Size Level 5 or less) is off on their own, or until it looks like everyone is asleep, so one person can be paralyzed and dragged off.

3. Large Hunting Spider. Size Level 11, Hit Points 25, S.D.C. 45. Six attacks per melee round, +2 on initiative, +4 to strike, doing either 3D6+3 damage with pincers, or holding on and injecting venom with their fangs (poison does 2D6 damage, plus victim must save vs lethal poison or suffer 1D6 direct to Hit Points for each successful attack). The spider is an aggressive

combatant who will pick a victim of a suitable size (Size Level 9 or 8 is perfect, but smaller characters will do in a pinch), and attack directly, expecting anyone else to flee.

4. **Web-Spinning Spider.** Size Level 9, Hit Points 15, S.D.C. 20. Two attacks per melee round, either with entangling webbing, or with pincers/bite (1D6+2 damage). There will already be a nearly invisible web in place, out of sight in tree branches, bushes, or in the shadow of a rock or wall. The webbing will stick to anything, and those who struggle will be bound up within a couple of melee round actions. Breaking free is possible for very large characters (Size Level 14 or greater), with a P.S. of at least 15. Smaller characters can break free if they have Beastly Strength only. The spider will not attack anyone or anything unless they seem to be at least partially snared in webbing.

16-25% Mutant Beetle: P.S.: 20+2D6, Size Level 16, Hit Points 35, S.D.C. 115, and A.R. 14 (Natural Armor). This is a gigantic armored beetle with six powerful legs and a hard carapace that acts as natural armor. If it decides to attack (it treats anything under Size Level 8 as potential food), it will attack with pincers (5D6 damage), or ram (4D6 damage, plus knockdown). It is +2 to strike, parry and dodge.

26-35% Fly Swarm: 4D6, Size Level 5 flies. Each has 8 Hit Points and S.D.C. 10. They rarely attack living creatures since they are mostly carrion and garbage eaters, but will attack if their eating is disturbed (like trying to shoo them away to examine a body; 4D6 flies per body) or they are attacked. However, they will buzz around noisily, and will attempt to snatch anything that smells like food. They can take off into flight instantly, and while in flight they have +4 to dodge. Four attacks per melee round, +1 on initiative and +3 to strike. Bite does 1D4 damage. **Note:** Many flies prefer to lay their eggs in open wounds, and Mama Fly will definitely risk her life to deposit her batch of 4 to 40 eggs (roll 4D10), each of which will grow into a flesh-eating maggot if not destroyed.

36-45% Grasshoppers: Size Level 10, Hit Points 20, S.D.C. 45, and natural armor with A.R. 10. These are vegetarians that attack only when threatened, but even then the bug will try to leap away rather than battle. Bite does 1D6 damage. However, they can appear in large numbers (roll 1D6x10), hopping directly on the characters, and attempting to bite anything that looks like leaves, branches, berries or fruits, including backpacks, hats and even wooden weapons. Has three attacks/actions per melee round and is +6 to dodge.

46-55% Wasp Swarm: From Size Level 3 to 18 (roll 3D6), they either appear alone (01-40%), in pairs (41-80%), or in a swarm of 4D6 wasps (81-90%). If the roll is 91-00%, then their nest is within 100 feet (30.5 m), and huge numbers of them will take defensive action to drive away the intruders. Hit Points are double their Size Level, and S.D.C. is their Size Level. Combat: Attacks per melee round, +1 on initiative, +1 to strike, +4 to dodge. Damage: Sting does 1D6 for Size Level 3 to 6, 2D6 for Size Level 7 to 10, 3D6 for Size Level 11 to 14, and 4D6 for Size Level 15 to 18. The sting is horribly painful and, unless treated with a mud compress, will continue to inflict an additional 1D6 every 24 hours for 1D4+1 days, before it starts to heal.

56-70% Dragonfly: Size Level 9, Hit Points 18, S.D.C. 40 and +6 to dodge while in flight. Incredibly flyers (even better than Acrobatic Flight), these solitary creatures will attempt to carry off and eat any character of Size Level 6 or less, especially other flyers. Has five attacks per melee round to attempt to grab and carry away their victim. They only bite once they've ensnared their victim. Bite does 2D6 damage.

71-80% Mosquito Swarm: Hit Points 4, S.D.C. 2, +3 to strike, and +3 to dodge but only when in flight. Frightening and dangerous, these large insects (Size Level 1 or 2) are easily swatted as individuals. However, since they come in swarms of 2D4x10, they can be quite a handful. Roll 1D6 for each successful strike of a mosquito mouth. *Characters take no damage from the initial bite,* however, if the roll to strike/bite is 9 or better, it means that the mosquito has tapped into the victim's bloodstream, and inflicts 1D4 points of Hit Point damage (blood loss) each melee round of the attack until the bug is slain or pulled off.

81-90% Praying Mantis: Size Level 14, Hit Points 45, S.D.C. 90, a Natural Armor of A.R. 9. Combat: Five attacks per melee round, +2 to initiative, +7 to strike, +2 to parry and dodge, +2 to disarm, +2 to entangle/pin (equal to the Wrestling skill). These are the most voracious carnivorous insects around, and they are almost always on the hunt. They are usually green or brown to match their surroundings, and lie in wait, totally motionless (Prowl 80%), until something smaller comes along. Damage: Their serrated, scythe-like claws do 3D6 +P.S. damage (Beastly P.S. of 2D6+30), and their bite does 2D6 damage. When they have their prey pinned down, they'll immediately attempt to start eating, even if being attacked!

91-95% Locust Swarm: An extremely dangerous mass of 3D6x100, Size Level 1D4, mutated grasshoppers. They move in a huge mass, gradually devouring everything in their path. Each has 5 Hit Points, 10 S.D.C. and an A.R. of 8. They will not dodge or parry, but swarm in an eating frenzy: multiple bites inflict 1D4 damage every melee round.

96-00% Ant Lion: This Size Level 8 mutant insect digs a pit in sand or soft earth. The creature itself lays buried in the middle and waits for prey to stumble in. At that time it stirs up the loose dirt and waits for its victim to fall into the center. It has three attacks per melee round and its bite does 4D6 damage. A.R. 10, 20 Hit Points and 35 S.D.C.

Game Master Note: The insects described above are only a few of the thousands and thousands of interesting species common to North America. I'd encourage you to look up some of the flying insects that lay their eggs into living hosts, any of the several species who are parasitic to humans (probably bed bugs, fleas and ticks are doing very well in your **After the Bomb®** world), or the predatory caterpillars (which might be *huge!*). The **Mutants in Orbit** sourcebook also presents a number of ants and other insects.

Random Scavenger Table

Considering that the population of the United States was over 300 million at the time of The Big Death/The Crash, and that it was very much a "consumer society," the players should find ample, if unexpected, riches among the ruins.

01% Time Capsule. As of the year 1999 there were over 10,000 time capsules hidden all over the United States, some identified with a stone marker, but most simply lost. Roll 1D6, where 1 means it is from the 1700s, 2 means the 1800s, 4-5 means the 1900s, and 6 means the time capsule was sealed in the 2000s (Roll percentile for exact year, with the result being half, rounded down, for the 2000s). Inside will be newspapers and other documents, along with at least a dozen small odds and ends (2D6+6 items).

02-15% Ancient Contents. The building was abandoned long before The Crash, sometime during the 20th Century. For year, roll percentile dice and add the number to 1900.

16-30% Gutted and Completely Empty. Nothing left to scavenge.

31-50% Mutant Insect Hive or Dwelling. Taken over by bugs. Roll on the Mutant Bugs Table to see what kind of insects are hiding inside. Also roll for two items (for year of both items roll 6D6 and add to 1975).

51-65% Looted. The building has already been picked over by other scavengers. Still, a good search has a 01-35% chance of discovering one item. There is a 01-25% chance it is from The Crash, otherwise it's from sometime in the early 21st Century (2000+2D10).

66-80% Emptied. At some point someone moved most of the contents out of the building. However, there are still 2D6 items left behind, from sometime before The Crash (for year roll 1D4x10 and add 1980).

81-90% Bomb Shelter or Survivalist Hoard. Still sealed and locked, either vacant or has dead bodies inside. Everything inside dates from sometime between 1951 and 2050 (roll % and add to 1950). Roll for 4D6 items food items, 2D6 clothes items,

1D6 medical items, and 1D6 weapons (will have 144 rounds of ammo for each type of gun).

91-95% Storage bay. May be a store room in a basement, attic, garage, warehouse, etc. Has a box cutter and 4D6 crates of one of the following: Mainstream books or magazines (nothing technical or scientific), video tapes or DVDs (all the same darn movie), writing utensils (pencils, pens, chalk, etc.), paper (for computers, copiers and writing), canned food (1D4 different types of vegetables, 50% are still edible), grain or cereal (only 1D4x10% is good, the rest is rotten or bug infested), medical bandages (half adhesive Band-Aids, half rolls of cloth, or other simple med-supply like a thousand thermometers, stethoscopes, or tongue depressors), clothes (1D4 different styles of shirts, light jackets or baseball caps; various human sizes), clothes: pants or dresses (1D4 (1D4 different styles; various human sizes), plastic garbage bags (30 gallon size) or blankets, tires for cars (1D6 different types), plastic containers, toys (like actions figures or balls), and similar.

96-00% Crash-Era Self-Cleaning & Self-Repairing Building. Everything inside the building is kept clean and in working condition by an automated computer system. Roll for 2D6 items, all of the highest technology from before The Crash.

Scavenger Use & Value Table

Note: The prices given are just averages meant to give the Game Master an approximate sense of the value of the items. The G.M. could roll a 41% for both a 1950 camera, and a 1950 Ford Truck, but they obviously wouldn't be worth the same number of Bucks.

Note on Crash Items: Items from The Crash are likely to have been made with "self-repairing" technology, so stuff from that period gets a +25% when rolling on this table.

01-15% Totally Worthless Junk. Zero value.

16-25% Scrap. Barely worth scavenging, 5 Bucks or less in value.

26-40% Badly Damaged. With a lot of effort the item might be restored to functionality, but it will never be worth much. 6-32 Bucks in value.

41-60% Dented and Rusted. No one would ever believe the item was anything but scrap pulled out of an abandoned building. While it can be made to work, it's not exactly pretty. 12-64 Bucks in value.

61-70% Functional. The thing is in pretty good shape, and with a little work it can be made to work perfectly. Around 200-800 Bucks in value.

71-80% Complete Set. Item and associated items. Instead of just the one item, there will be a whole set, or a bunch of stuff associated with that item. For example, instead of a camera, there will be a complete darkroom, with a whole range of camera equipment, and instead of a motorcycle, there will be a complete motorcycle mechanic's kit with a lot of spare parts. Worth from 1,000-6,000 Bucks.

81-90% Good Repair. Useful, so that an expert can get it working again without too much trouble or having to build special parts. If it doesn't work already, all it needs is a bit of tweaking, fuel, electricity, or new batteries. Worth plenty.

91-95% Mint Condition. Still in the box. Whatever the item, it's still brand new, never having been taken out of its

original container. It should work, if properly used or turned on. Worth top Buck.

96-00% *The Mother Load!* Whatever is found is in *perfect* condition and is the most valuable possible thing of its type. It should be fully charged, or with a full tank of gas. Worth top Buck. Vehicles, generators, computers, other electronics and industrial machines are worth thousands to tens of thousands of Bucks.

Item Category Table

01-02% Motorcycle.

03-08% Automobile.

09-10% Commercial Truck.

Note: Most vehicles will be internal combustion engines (gas-powered, in other words), but those from The Crash could be electric, with batteries that can take a charge that will last for up to 1,000 miles.

11-15% Camera. Varies according to period, with the later types being completely digital.

16-20% Tools and toolbox, including power tools. Roll 1D4 for type:

1. Electrical Tools. Everything needed to repair electrical equipment or wiring systems.

2. Woodworking Tools. Hand saws and hammers, as well as wood chisels and rasps, plus power saws and drills.

3. Plumbing Tools. All the tools needed to fit pipe, attach and detach plumbing apparatus (sinks, toilets, faucets, etc.), and repair both water and sewage systems.

4. Computer Tools. Diagnostic devices, as well as pliers, screwdrivers and everything else needed to disassemble and repair computers and equipment that uses electronic circuit boards.

21-25% Music Device. Record player, tape recorder, CD player, MP3 player, or even more advanced audio play-back system, along with a bunch of records, tapes, discs, or memory chips (depending on what works in the system).

26-30% Individual Possessions. Personal effects of one person, including glasses, wallet with identification, watch, coins, pen or pencil, address book, etc.

31-35% Entertainment System. Television, complete with antenna, VCR, DVD, TIVO, or even more advanced recording system.

36-40% Plants. Whether in a garden or in a pot, there is a living plant or plants, surviving in the area. Genetically modified plants from the time of The Crash are particularly valuable. Roll 1D6 for type:

1. Gasoline Vine. Bred as a do-it-yourself gasoline production system, the plant can grow to cover up to 160 square feet (14.9 sq m) of wall, and will secrete up to three gallons of high quality gasoline every day. Seedlings (small branches with green leaves) or seeds are worth at least 500 Bucks.

2. Meat Potato. A fast-growing genetically modified potato plant that can produce 3D6 one-pound "roasts" every week. Seedlings or seeds are worth at least 50 Bucks.

3. Serum Plant. While it looks like a tiny tree, less than two feet (0.6 m) tall, the fruit produced by the Serum Plant is really good for whatever ails its owner. Before planting, the seed is

soaked with a drop of blood. A couple of months later, when the plant bears fruit, the fruit will contain a mixture of vitamins, sugars and enzymes, all designed to cure whatever afflictions were detected in the blood. Good for curing conventional illnesses, cancers and even autoimmune diseases. Special dietary

needs, such as diabetics, or those whose bodies fail to produce some essential protein, can maintain perfect health by eating one of the little apples every other day. A viable seed or the intact fruit (each fruit has four seeds) is worth at least 100 Bucks.

4. Pheromone Flower. These beautiful white roses also have the ability to produce pheromones, which are basically "feel good" chemicals. Staying near the flowers elevates the mood of just about anyone. Seedlings or seeds are worth at least 20 Bucks.

5. Guardian Ivy. Sold widely in the final days of the old civilization, when people were fearful of looters and other criminals. The plants are sensitive to nearby movement and will be "triggered" by anyone approaching within 2D6 feet. The Guardian Ivy works in two ways; simultaneously releasing powerful coils to snare anyone nearby, as well as expelling a type of sleep gas. The coils are very quick, and each victim has a chance of being caught by 2D6 coils, with each coil having an S.D.C. of 4D6 and an A.R. of 8. Characters with Beastly or better strength can just pull free of 1D4 coils every melee round. The sleep gas will affect anyone within 25 feet (7.6 m) of the Guardian Ivy, and those who fail a save vs poison will be put to sleep for 5D6 minutes. Seeds are valuable, at least 5 Bucks per seed, since young Guardian Ivy 'learn' not to attack to anyone who strokes their leaves for the first couple of days of sprouting.

6. EverFruit Tree. Above ground the tree will appear to be a small fruit tree, only about five feet (1.5 m) tall, but green and lush all year round. It's below ground that the EverFruit is unusual, since its root system is a vast factory that extends all the way down through the soil, and for up to 80 feet (24.3 m) in all directions, destroying any other nearby plants. In other words, the EverFruit will always be surrounded by a circle, 160 feet (48.7 m) in diameter, of barren ground where nothing else can grow. The immense root structure allows the EverFruit to continuously produce leaves and fruit, no matter what damage is done. Even if the tree is incinerated, a new trunk will be generated and will sprout within a few days. It produces a large citrus fruit, something like an oversized orange, not only delicious, but also just chock full of vitamins and minerals. At any time there will always be six ripe fruits, six immature fruits, and six budding fruits (unless there are animals in the area who eat them, the ground nearby will be covered with rotting fruit). Fortunately, the fruit contains no seeds, but pieces of the root can be kept and replanted to create new trees. Value is difficult to determine, since there are those who would like to have an EverFruit, but those who seek to protect forests and other plant life hate the EverFruit.

41-45% Generator. A device for generating electricity. It burns either gas or fuel oil. If from The Crash period it takes hydrogen cells.

46-54% Clothing. Closet, chest of drawers, or storage containers with multiple sets of clothing.

55-59% Books, Comic Books and/or Digital Library Disks.

60-63% Medical Equipment.

64-65% BioTech Laboratory. One of the many "homebrew" kits used for creating artificial mutant animals. Includes a computer with a GeneScan peripheral for sequencing the genes from sample cells. Also includes from two to five (1D4+1) EGGs, which can be used as artificial wombs for cloning or reproducing living animals. Since there are plenty of mutant animals who want children, and can't find a mate with compatible genetics, a functional EGG capable of producing a clone offspring can be incredibly valuable.

66-70% Kitchen Equipment.

71-80% Commercial Robot Equipment. Roll 1D4 for one of the following types of widely used robots. All the robots include a computer sophisticated enough to speak and understand spoken language. Each is programmed to obey those with the right voice prints, but reprogramming the security system to accept a new voice is fairly easy. All travel on wheels, which makes it very difficult for them to travel in the wilderness, but none weighs more than fifty pounds (22.5 kg). Any functional robot is worth at least 5,000 Bucks, while a non-working robot, in decent condition, has at least 1,000 Bucks worth of computer chips, electronics, electrical motors, etc.

1. LawnBot. Automated robot designed for mowing lawns, trimming hedges and weeding gardens. On-board computer is capable of being programmed for fairly sophisticated tasks. If still functioning it will be continuing to keep a yard or garden neat and tidy, even to the point of doing different tasks with the changing of the seasons. It can speak, but it tends to be obsessed with the weather, growing conditions and the availability of seed, fertilizer and pesticides.

2. PoolBot. The PoolBot was designed as a general swimming pool maintenance machine. It would spend its days clearing the surface of the water of debris, making sure the water chemicals were properly balanced and scrubbing tile. It also worked as a lifeguard, able to detect the heartbeat of anyone nearby, and was programmed to play various water-based games such as volleyball. It speaks, but treats everyone as if they were children.

3. VacuumBot. Very much a single-purpose device, concerned only with the cleanliness and condition of the carpet and floors in its assigned area. The vacuum mechanism, if working properly, is capable of sucking up a resistant Size Level 2 creature for safe disposal. While able to speak, it's not a very interesting conversationalist, unless a character is interested in floor waxes or the relative merits of shag carpet.

4. RexBot. Designed as a mechanical dog, the RexBot was meant to be a stimulating and educational companion for children or the mentally retarded. Of all the robotic devices, it was the only one designed for personal defense, and it came equipped with both teeth (3D6 damage, four attacks per melee round), and an electronic shock device that would inflict damage by touch (2D6 damage, plus victims have to save vs electric Shock). While it has legs, they move relatively slowly (Spd.: 4), but the wheels inside the feet can propel the RexBot on a smooth surface much more quickly (Spd.: 18). The RexBot is programmed with an encyclopedic knowledge of just about everything, including a variety of languages, but it has a tendency to explain things in very, very simple terms, and give quizzes on what it has already said before moving on to more answers.

81-85% Gun. Roll 1D6 to determine the type:

1. Handgun. .25 Caliber Automatic.

2. Revolver. .32 Caliber Revolver.

3. Rifle. 30-06 Hunting Rifle.

4. Shotgun. 16 Gauge Pump-Action Shotgun.

5. *Automatic.* .45 Automatic Pistol with **8**-round clip.

6. *Automatic.* 9 mm Automatic Pistol with **16**-round clip.

86-90% Computer. A computer of its period, complete with monitor, printer, modem and software. If found in a pre-1970 location, it will be a mechanical adding machine with ledgers, pens and paper. **Note:** If this is from the time of The Crash, there's a 40% chance that this will be a *wearable computer;* a leather jacket with a complete advanced computer system built in, capable of speech and speech recognition, as well as optical and audio recording.

91-95% Jewelry. Roll 1D8 for type:

1. Man's Ring.

2-3. Woman's Ring.

4. Woman's Necklace or Brooch.

5. Woman's Bracelet or Earring.

6. Woman's Jeweled Watch.

7. Man's Jeweled Watch.

8. Pin or Broach.

96-00% Money. Both bills and coins of the period, anywhere from a few thousand dollars to over a million. Remember that old money is generally *worthless*, but the players might find something useful to do with the metal coins, and historians and collectors (particularly at human communities) may be willing to pay a few Bucks for a stack of old money. And paper money (dollar bills) can always be used to start fires.

Adventure Scenarios

Gun Bunnies & Zombies

Note: This is a long introductory mission, something that could take up a few gaming sessions. If the players are inexperienced (less than 3rd level), they should be provided with a few non-player character militia for support and extra firepower. Or, if the GM prefers, the players could just stumble across Benny without any kind of briefing.

Player Background

The Cardanian government is advertising for scouts interested in a "high guaranteed bonus" mission. In other words, something that's unusually dangerous. The participants will be gathered for a briefing given by Scout Commander Yeats, a mutant rat. Read the following:

After a short wait, an elderly mutant rat in a Cardanian Scout uniform appears. You recognize him as the famed Scout Commander Yeats, known for his years of service undercover in the Rodent Cartel. Following him is a silent, grim-looking otter, also in Scout uniform. Both of them look over all of you intensely before speaking.

"As you all know, Cardania has been involved in a crackdown on certain lawless elements in our society," the rat says, staring pointedly at one or two of the more anarchistic characters in the group; "so it is my pleasure to inform you of the apprehension of the Stogie Gang, a despicable band of murderous cutthroats.

"Information revealed by the Stogies has caused the Cardanian government to take certain steps, including that of mobilizing your unit. During interrogation, if you can believe the Stogies, they told of stumbling upon the Town of Benny, a pre-Death city north of the Empire of Humanity. In itself that's not important, but the Stogies swore that a large quantity of 'guns, ammo, equipment and all sorts of techie stuff' was stored there. Enough, they claimed, to supply a small army.

"They related further that nearby was a place called 'Mac's Confection,' an old place they say was run by some 'mad scientist' with an 'army of psycho zombies.' It was this group of creatures which forced the Stogie Gang to leave Benny.

"In order to help you find the exact location we are supplying you with an expert guide," he gestures toward the otter. "Ozzie Bleu has been instructed to get you to the site and back. Are there any questions on anything up to this point?"

Give the group the opportunity to ask questions. Yeats will have very little additional information on the area or the mission. If asked, he will give his opinion to any plan the group comes up with. Once the group has settled down again, read the following:

"Now let me tell you about your main objective," continues Yeats. "The thing that we're most worried about are the reports of 'psycho-zombies.' From the descriptions we've heard, we think that someone has invented a control mechanism that changes mutant animals, like ourselves, into mindless and obedient animals.

"If such a device is being tested, no doubt by agents of the Empire of Humanity, then it is your duty to put a stop to it. If possible, find out exactly what the procedure is and how it works. More importantly, capture any equipment and bring it back here for analysis. If you can manage it, this abomination must be destroyed before it is of any real use to the Empire."

Game Master Information

In keeping with its policy on exploration, the government of Cardania is interested in gathering more information about the town of Benny and what might be kept there. However, due to the touchy relationship with the Empire of Humanity, they can't send an official government team to check it out. A small band of hired adventurers is being sought out to thoroughly investigate the area.
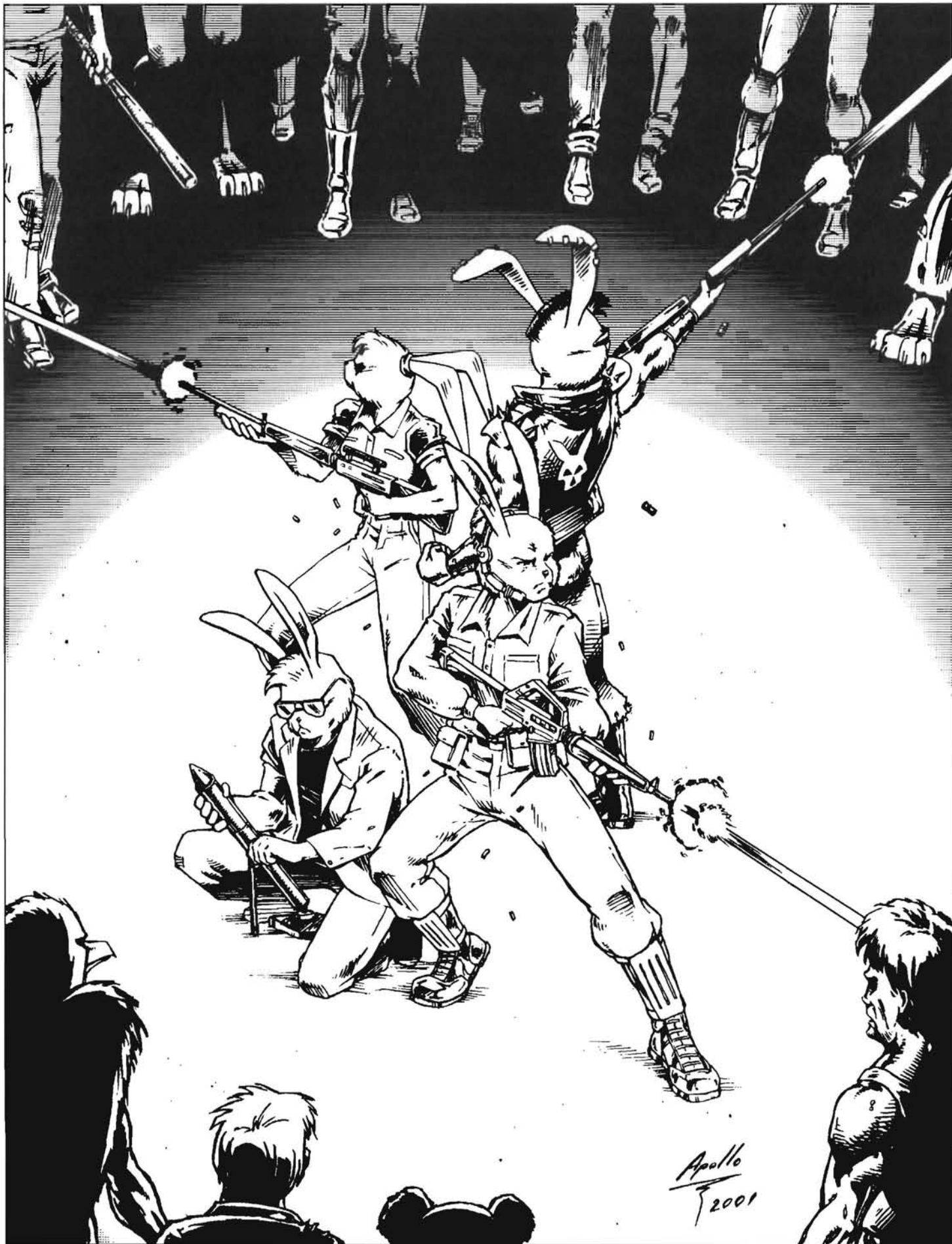
After the mission briefing the group will be assigned various weapons and equipment suitable for this mission. These will include assault rifles with ammunition for each party member. For the group there will be one M-79 grenade launcher with 10 HE rounds (5D6 damage to a 15 foot/4.6 m radius); this is a single-shot, shotgun-type weapon with a range of about 750 feet/228.6 m). Other available items include 3 flashlight-sized portable Geiger Counters, 3 hand-held two-way radios, 1 briefcase-sized infrared surveillance system, and an emergency medical supply kit.

The government has assigned Ozzie Bleu, an experienced guide who is familiar with the terrain of the Human Empire and the **Wolf Barbarian** areas. He formerly served in an all otter reconnaissance unit in the army some 10 years previous. He knows and respects the methods and tactics of the army of the Empire of Humanity.

So what should the group accomplish? The mission will be successful so long as they manage to report back. How successful depends on how many of the following things they discover. Destroying Brother Bill's research and bringing back a sample of the control implant would be the best result the players could achieve. Any other information, including reports on the geography of Benny, on Empire troop movements and on the existence of the Gun Bunnies, is also valuable.

Scenario Information

Ozzie plans on leading the group up the Hudson River on the Wolf Barbarian side. Because the Empire of Humanity patrols the area, it's to the group's advantage to pass through this area as quickly as possible. It should take about a week to get to the Benny area. Instead of using the usual Random Encounters Table, the players will run into the following:

Travel Encounters

The following is a sequential list of encounters for the party as they make their way to the Benny area. Game Masters should tailor these events to suit the strengths and weaknesses of their players. These encounters are meant to spice up this part of the scenario, so don't make them so difficult as to prevent the party from at least partially accomplishing the mission. They can be run sequentially, or randomly (roll 1D6), or if the Game Master is short on time, skipped altogether.

1. Empire of Humanity Reconnaissance Patrol. A human with 2D4 elite Mutant Dogs, up to 4th level of experience. They are armed with assault rifles, grenades and pistols. These guys are reconnaissance, not search and destroy. They will withdraw and summon support in the case of any real resistance. They also have the communications equipment to call for air strikes or artillery targeting. Likewise, if they go missing, things will heat up in the area as the Empire of Humanity will bring in heavier troops. The proper response for the player group would be to hide, get completely clear of the area, or try to pass themselves off as lost and harmless.

2. Recent Fire Fight. Party encounters a scene of devastation, littered with bodies, fresh enough so the fires from burned out trees are still smoldering. Dead mutant animal bodies will have been searched and stripped of valuables. No equipment would be left on them as they have been ransacked. These could be the victims of Empire patrols in the area, bandits, or the Gun Bunnies.

3. Samuela. Party encounters Samuela, a wounded mutant grouse. She was the sole survivor of a party that got wiped out. She managed to get about two miles away before collapsing. In her delirium she may mistake the player group for humans and hurl a grenade at them (40% chance, but -6 to strike). She should cause some problems for the group. Should they leave her there to die? Try to take her along? Leave someone behind to care for her? She cannot travel unless carried. An hour or so of stretcher or vehicle travel will kill her. If someone tends to her she will eventually whisper, "don't trust the Gun Bunnies, they betrayed us..." Unless she receives heart surgery and massive medical attention she will die within 1-4 hours. She has two hand grenades (unless she throws them at the group), a small knife, utility belt, canteen and some food rations.

4. Empire of Humanity Armored Patrol. Rear elements of an Empire of Humanity assault company, 15 in number, will be seen repairing a broken-down Type 1 robot. They all carry assault rifles and are outfitted with *Type 2xd Robotic Armor*. Since they are being fairly noisy, they will tend not to notice the group sneaking by. However, if they are disturbed they will pursue any animal group as well as summon reinforcements.

5. Wolf Barbarians. Two mutant wolves, leading 2D6 coyotes, a fox and a badger, armed with a variety of captured weapons (mostly from the Empire of Humanity) and driving three stolen jeeps. They will be friendly and boastful about their latest raid on an Empire military unit. They don't know much about Benny or the Gun Bunnies.

6. Roll on Monster Encounter Table.

The Benny Area

The landscape around the Town of Benny is one of rolling hills and relatively dense forest. The city itself is situated on the M'Hawk River. Along the river itself is a relatively flat flood plain covered with light brush and marshes.

Benny (*Albany, New York*) can be considered an average city for game and campaign purposes. As with most other towns and cities, widespread ruin is the norm. Although many valuable artifacts can be found in these places, they also harbor the greatest dangers.

The old Albany/Troy area suffered "minor" devastation during the Big Death. Most of the surrounding area has been overgrown with trees and underbrush, so only the older, stone-constructed buildings are left (indicated by shading on the map). Although a number of the buildings have been somewhat restored by survivors and mutants, the majority of the buildings are crumbling and gutted.

The city inhabitants are a variety of mutant animals, mostly rats and mice. A few psycho-type human mutants also roam the area. The Empire of Humanity, the Gun Bunnies and Wolf Barbarian types raid frequently.

There are a number of interesting sites in the area. These include the Governor's Mansion, the State Capitol, the Stadium, Police Armory, Oil Refinery, and various industrial areas. To the north is an old hospital, the national guard armory and the Immaculate Conception Monastery. Most of these areas have been heavily looted but there are still many artifacts in and around the city.

Here are some of the surviving structures:

Tobin Packing Company: This solid old building is some kind of shrine. Inside there is a cement statute of a pig engraved with the words, "In memory of our ancestors who died at the hands of the evil humans."

Oil Storage: Hundreds of huge tanks, most in ruins, but several still have thousands of gallons of undiscovered fuel oil.

Governor's Mansion: This old building is in pretty good shape and is avoided by most of the locals. That's because the Wolf Barbarians like to use it when they're in town. Over the years the other inhabitants figured out it wasn't healthy to be there when the barbarians showed up.

Watervliet Arsenal: This New York National Guard Armory has been emptied of weapons, but still contains a variety of other useful material, including spare truck parts, military clothing and equipment, etc.

Immaculate Conception Monastery

A complex surrounded by a 10 foot (3 m) high brick wall, with an 8 foot (2.4 m) wide gate opening to the north. Infrared detectors ring the entire complex – alarms sound automatically. This is where the psycho-zombies are being created.

The Garage contains two pickup trucks and numerous spare parts, tools, power equipment and such.

The Large Storage Shed contains the electrical generators, food, fuel, building supplies, clothes, and numerous artifacts gathered over the years.

The Gloon Barracks houses are the living quarters of the "Gloons" (psycho-zombies). There are normally two Gloons in each building. The rooms are covered with posters and pictures of old celebrities, buildings, landscapes and sports figures. The barracks are wired for sound and non-stop light classical music is piped in.

The Small Storage Shed houses a large store of video equipment. This is where Brother Bill has weekly screenings of old videos for the Gloons.

The Brother's Quarters is a stately, three-story stone building with leaded windows. The ground floor contains a chapel, various solitary chambers, a library, a kitchen, and a mess hall. The 2nd floor contains various rooms which Brother Bill has converted to laboratories. There are numerous electronic devices throughout this area. The 3rd floor is Brother Bill's private quarters. He has a special solarium/observatory which he uses to keep tabs on the surrounding countryside. In his private study, Bill keeps a laser pistol and power pack which was only recently discovered. Brother Bill almost never leaves the complex. He normally spends most of the day transmitting orders to the Gloons, perfecting his implants and creating more psycho-zombies.

The Overall Benny Area

The party will probably want to spend a fair amount of time in this area. If they are smart, they will climb up on one of the neighboring hills to get an overview of the area. They would definitely be able to see the capitol and the governor's mansion from nearly anywhere. If they stay put and observe for a day or so, they will see some activity. This will take the form of occasional fires, sounds of gunfire, vehicle noises, and even sightings of mutant animals (mouse, rat or dog) or Gloons/zombies. The majority of the activity is around the State Police Armory and some industrial buildings.

There are no large-scale gangs which control this area, only small bands of up to 10 animals. Although most are suspicious of strangers, they are all somewhat cowardly and will only attack or seriously threaten anyone if they have two to one or better odds in their favor. Some are willing to trade information about the area.

Here are rumors they will pass on:

Rumor: There is a secret vault in the Benny Armory with loads of weapons inside.

Truth: There are actually two armories in Benny, one for the State Police and the other for the National Guard. Both have been empty for years.

Rumor: The state capitol building is a sort of place of worship to the Gloons — very dangerous.

Truth: The building is dangerous, not because of the Gloons, but because it's falling down. Gloons are no more common here than anywhere else.

Rumor: Gloons with guns have been rounding up animals near the northern industrial area.

Truth: Gloons with guns have been rounding up animals everywhere.

Rumor: The 'Death Bunny' knows you guys are here and he won't stand for it.

Truth: The Gun Bunnies probably know that the group is there, but they won't interfere unless it looks profitable in some way.

Rumor: A lot of gunfire was heard over by the hospital and big armory last week.

Truth: Benny is one of those places where gunfire is heard everywhere.

Rumor: Fiendish experiments are being conducted at the monastery.

Truth: This is true.

Enter the Gun Bunnies

At the same time that the player group is exploring the Town of Benny, the area will also be under observation by the *Gun Bunnies.* There are several ways to tie in the Gun Bunny group. The easiest would be to have them attack the group or an area very close by to where they are stationed. Another way would be to wait until the party has done whatever hard labor or dirty work and have found some especially valuable artifact and then have the bunnies arrive on the scene to "liberate" the treasure. If a character in the group happens to be a mutant rabbit, there might even be the chance of a meeting, negotiations, or even a joining of forces. The Gun Bunnies will bargain with those they feel are honorable; their main enemy is Brother Bill and his Gloon army (they think he controls all the Gloons in the area — up to 200).

Gun Bunnies. These are a group of mutated rabbits who have gotten by in the post-holocaust world by adopting an extreme survivalist stance. The group itself is fairly tight-knit and consists of about 150 individuals. They have set up an elaborate base camp, called the "Warren," in the hills about 15 miles (24 km) from Benny. They are intent upon securing, maintaining and rebuilding their own piece of the world and tolerate no intruders.

The leader of the group is known as *Bug Bunny.* His three main advisors are *Bomb Bunny, Bullet Bunny* and *Beach Bunny.* The Gun Bunny group itself is not only involved with the constant improvement of the home base, but they also send out numerous scouting and foraging parties into the surrounding countryside.

The base camp is set in an old mining complex in the mountains. The mine shafts have been fixed up and improved upon considerably to provide secure and comfortable quarters. A system of diesel and steam generators provide heat, light and electricity.

The main camp area consists of the living quarters, storerooms, command post, sick bay, and various maintenance areas. A defensive perimeter has been set up about 50 yards/meters from the main complex. The perimeter consists of a series of fortified bunkers connected by a combination of barbed wire, hidden pits with sharpened stakes, and electronic surveillance areas.

Each bunker has a small store of food and ammo, as well as grenades, flares, a first aid kit and water. The main armament of each bunker is an M-60 machinegun mounted on a swivel mount. Various fire lanes and range markers have been set up to improve the defense, (if a target is in a fire lane there is a +2 bonus to hit it). All bunkers are also equipped with a radio and alarm.

There are always between 10-20 rabbits with assault rifles on patrol around the perimeter. Each bunker is manned by 2 bun-

nies. At night the bunnies in the bunkers keep watch with infrared goggles and heat sensors.

The typical Gun Bunny raiding party has 10 heavily armed rabbits riding in 2 pickup trucks and a jeep. They almost never ride into battle and tend to travel on foot into dangerous areas. All areas are thoroughly scouted out before the main force hits. Bullet Bunny usually leads these reconnaissance teams; Bomb Bunny comes along if his demolitions expertise seems to be needed. If both Bullet Bunny and Bomb Bunny are along, the party will consist of at least 20 rabbits with up to 7 vehicles and all manner of heavy infantry weapons.

Equipment, food and supplies are the Gun Bunnies' main objectives; they are careful not to waste ammunition needlessly. They rarely take prisoners, especially if they meet any resistance.

Note: The Gun Bunnies can be an ongoing nuisance interfering in the player characters' reconnaissance and explorations. They'll also hijack techno-equipment, weapons, vehicles and artifacts from them whenever they are in the area. They may also continually tease and embarrass the group, especially "city slickers" and humans.

Gun Bunny Crew

Bug Bunny

Real Name: Alfonse.

Alignment: Aberrant.

Attributes: I.Q. 12, M.E. 12, M.A. 17, P.S. 15, P.P. 14, P.E. 10, P.B. 9, Spd. 22.

Age: 29. **Sex:** Male. **Size Level:** 6.

Weight: 84 lbs (37.8 kg). **Height:** 4 feet, 2 inches (1.24 m).

Hit Points: 41, **S.D.C.:** 42.

Disposition: Reclusive, suspicious of strangers, and hates humans.

Human Features: Hands: Full. Biped: Full. Speech: Full. Looks: None.

Powers: Leaping: Rodent, Advanced Vision, Advanced Hearing and Advanced Smell.

Psionics: Danger Sense, Sense Nemesis and Mind Block.

Level of Experience: 7th Level.

Occupation: Survivalist Group Leader.

Skills of Note: Basic Math 92%, Tracking 65%, Wilderness Survival 65%, Land Navigation 64%, Surveillance Systems 65%, Prowl 60%, Running, Hand to Hand: Expert, W.P. Automatic Pistol, W.P. Automatic Rifle.

Secondary Skills of Note: Basic Electronics 65%, Trapping 60%, Dowsing 55%, Identify Plants & Fruits 55%, Sign Language 82%, Pilot Motorcycle 88%, and Pilot Truck 88%.

Attacks Per Melee Round: Five.

Bonuses: +1 on initiative, +3 to strike, +2 to parry, +4 to dodge, +3 to damage, +2 to roll with punch or fall; +2 to pull a punch, kick attack does 1D8 damage.

Special Weapons: Survival knife, .45 Automatic Pistol, and M16A1 Assault Rifle.

Personal Profile: Bug Bunny is the oldest of the Gun Bunny group. He is generally a quiet individual, not prone to emotional outbursts. He is one of the few remaining descendants of the rabbits that were raised by Zeke Tater, a human good old boy survivalist from the time immediately before and af-

ter the Big Death. It was Zeke who set up the original complex in the mine and raised the first of the mutated rabbits as his children.

Bug Bunny has improved the security of the camp by setting up an elaborate system of surveillance cameras, infrared fences and other intruder alert electronics. Bug Bunny also maintained the camp's communication system. Most scouting parties and perimeter guards are equipped with com-link helmets designed by Bug Bunny.

Most of the time, Bug is found either in the communications/security room or in his private study tinkering with his computer system or some malfunctioning piece of electronic equipment.

Bomb Bunny

Real Name: Buddy.
Alignment: Miscreant.
Attributes: I.Q. 11, M.E. 9, M.A. 7, P.S. 14, P.P. 23, P.E. 14, P.B. 13, Spd. 36
Age: 24. **Sex:** Male. **Size Level:** 10.
Weight: 187 lbs (84 kg). **Height:** 6 feet (1.8 m).
Hit Points: 30. **S.D.C.:** 45.
Disposition: Cool, calm and perfectionist.
Human Features: Hands: Full. Biped: Full. Speech: Full. Looks: None.
Powers: Advanced Hearing, Extra Speed and Extra Physical Prowess.
Psionics: None.
Level of Experience: 5th Level.
Occupation: Demolitions Expert.
Skills of Note: Literacy: English, Basic Math 84%, Demolitions 78%, Demolitions Disposal 78%, Safecracking 40%, Chemistry 50%, Detect Ambush 55%, Detect Concealment & Traps 50%, Locate Secret Compartments/Doors 40%, Body Building, Prowl 55%, Hand to Hand: Martial Arts, W.P. Sub-Machineguns and W.P. Knife.

Secondary Skills of Note: Pilot Automobile 90%, Pilot Truck 80%, Swimming 75%, Dance 55%, General Repair and Maintenance 60%, play the harmonica 50% and read music 57%.

Attacks Per Melee: Six.

Bonuses: +2 on initiative, +7 to strike, +8 to parry and dodge, +3 to pull punch, +4 to roll with punch or fall, kick attack does 2D4 damage.

Special Weapons: Mini Uzi, .38 revolver, survival knife, six explosive grenades, two vials of nitro, and one pound of plastique explosives.

Personal Profile: Bomb Bunny is considered by most of the other rabbits to be their second in command; he is certainly the most suave and sophisticated of all the Gun Bunnies. He thinks of himself as a "rabbit of fashion and taste" and collects brightly colored plastic furniture and accessories. He is fond of black, grey and red clothing.

Bomb Bunny and Bullet Bunny are constant companions. Their personalities offset one another and they pal around a lot in their spare time.

Bomb Bunny is responsible for demolitions and explosive booby traps. He tinkers around a lot with new and innovative fuses and triggers for his explosive devices. He also has a special laboratory where he manufactures dynamite, plastic

explosives and other such items. Naturally, this area is sealed off and isolated from the main compound.

Bullet Bunny

Real Name: Bobbie.
Alignment: Miscreant.
Attributes: I.Q. 12, M.E. 12, M.A. 13, P.S. 20 (Brute), P.P. 17, P.E. 15, P.B. 13, Spd. 21.
Age: 22. **Sex:** Male. **Size Level:** 9.
Weight: 169 lbs (76 kg). **Height:** 5 feet, 7 inches (1.6 m).
Hit Points: 39, **S.D.C.:** 53.
Disposition: Psychopathic killer, loud, cocky, quick to anger "Shoot now, ask questions later" sort of attitude.
Human Features: Hands: Full. Biped: Full. Speech: Full. Looks: None.
Powers: Advanced Hearing and Smell, and Brute Strength.
Psionics: None.
Level of Experience: 4th Level.
Occupation: Survivalist.
Skills of Note: W.P. Revolver, W.P. Rifle, W.P. Sub-machinegun, W.P. Shotgun, W.P. Machinegun, W.P. Rocket Launcher (Heavy Weapons), W.P. Knife, Boxing, Gymnastics and Hand to Hand: Assassin.
Secondary Skills of Note: Wilderness Survival 50%, Tracking 50%, Imitate Animal Sounds 58%, Pilot Automobile 86%, Cook 50%, and Fishing 80%.
Attacks Per Melee: Five.

Bonuses: +3 on initiative, +3 to strike, +1 to parry, +2 to dodge, +3 to disarm, +9 to damage, +5 to pull punch, and +3 to roll with punch or fall.

Special Weapons: Survival Knife (1D6 damage), .38 Special revolver (3D6 damage), Ingram Sub-Machinegun (3D6 damage per round or 6D6 per three round burst), Police Riot Shotgun (5D6 damage solid round, 3D6 Buckshot or 1D6 Sand Shot), a captured Empire of Humanity Assault Rifle and over 288 rounds of ammo for each weapon.

Personal Profile: Bullet Bunny is the most outspoken and off center of all the rabbits. He is a brilliant military strategist and master small unit tactician. He is the field commander of the Gun Bunny reconnaissance and raiding forces.

Bullet Bunny is in the forefront of the "punk style" now in vogue among portions of the rabbit community. Leather jackets, chains, spiked hair, and sunglasses are the norm for this faction.

Bullet Bunny is also responsible for the upkeep, maintenance and inventory of the Warren's arsenal. He is familiar with all the weapons on the base. His current project is to scrounge enough equipment to outfit a small unit with starlight or infrared target scopes for their rifles. He is also intent on upgrading the community's stock of rocket launchers and anti-tank weapons.

Beach Bunny

Real Name: Boopsie.
Alignment: Anarchist.
Attributes: I.Q. 10, M.E. 12, M.A. 12, P.S. 12, P.P. 17, P.E. 15, P.B. 22, Spd. 20.
Age: 18. **Sex:** Female. **Size Level:** 7.
Weight: 92 lbs (41 kg). **Height:** 5 foot, 1 inch (1.5 m).
Hit Points: 35, **S.D.C.:** 33.
Disposition: Fun loving, somewhat spaced-out, overemphasizes her appearance.
Human Features: Hands: Full, Biped: Full. Speech: Full. Looks: None.
Powers: Leaping: Rodent.
Psionics: Telepathic Transmission and Danger Sense.
Level of Experience: 5th Level.
Occupation: Mechanic.
Skills of Note: Automotive Mechanics 65%, Read Sensory Equipment 55%, Radio: Basic 75%, Television & Video Systems 55%, Cook 55%, Preserve Food 55%, Hand to Hand: Basic, W.P. Revolver, W.P. Rifle, and W.P. Knife.
Secondary Skills of Note: Pilot Automobile 90%, Pilot Truck 80%, First Aid 85%, Baseball 80%, Sing 65%, and Dance 55%.
Attacks Per Melee: Five.
Bonuses: +1 on initiative, +2 to strike, +3 to parry and dodge, +2 to damage, +2 to pull punch, +3 to roll with punch or fall, and 60% to charm and impress.
Special Weapons: 30.06 Hunting Rifle (5D6 damage per round), a Bantam .22 Revolver (2D6 damage per bullet) and pocket knife (1D4 damage) with nail file.
Personal Profile: Beach Bunny is a fun-loving rabbit who isn't taken too seriously by the other members of the Gun Bunnies, but who can take care of herself when she has to. Beach Bunny is very self-conscious about her appearance. As a result, she has amassed quite a collection of cosmetics, hair

coloring and conditioning lotions and various other beauty aids. She is fond of skin-tight clothes when not on duty.

Although Beach Bunny is somewhat looked down upon by many as being superficial, everyone in the Warren admits to her mechanical expertise. She has an uncanny diagnostic and troubleshooting ability when it comes to vehicular mechanics (85% chance of diagnosing a problem correctly). She is also not afraid to get dirty when working on "her babies" and often comes off duty covered with grease and grime. She coordinates the motor pool and is in charge of allocating vehicles and scheduling maintenance.

Beach Bunny is the love interest of many male rabbits. She never treats any of them seriously for more than a month or two; after all, she can get anyone she wants (or so she thinks).

Typical Gun Bunny

Alignments: Anarchist or Miscreant.
Age: All ages, ranging from infants to 50 or so. The fighters are all between 16 and 30.
Sex: About 60% of the Gun Bunnies are female.
Size Level: Average of 6 or 7.
Hit Points: Average 25, **S.D.C.:** Average 25.
Disposition: Usually pleasant, but very suspicious of non-rabbits.
Human Features: Hands: Usually full. Biped: Usually full. Speech: Usually full. Looks: Usually none.
Powers: Most have Advanced Vision and either Advanced Hearing or Advanced Smell. About a third have Extraordinary Speed and Leaping: Rodent.
Psionics: Rare.
Enemies: Humans in particular, and non-rabbit mutant animals in general.
Allies: None.

Other Characters

Ozzie Bleu

Mutant River Otter, the player group's guide.
Real Name: Ozzie Bleu.
Alignment: Unprincipled.
Attributes: I.Q. 15, M.E. 14, M.A. 17, P.S. 17, P.P. 17, P.E. 10, P.B. 12, Spd. 23.
Age: 30. **Sex:** Male. **Size Level:** 7.
Weight: 70 lbs (31.5 kg). **Height:** 5 feet 2 inches (1.5 m)
Hit Points: 37 **S.D.C.:** 34.
Disposition: Inquisitive, dislikes cities.
Human Features: Hands: Full. Biped: Full. Speech: Full. Looks: None.
Powers: Advanced Smell (90% to track by smell), Advanced Hearing, Sensor Whiskers, and Hold Breath.
Vestigial Disadvantage: Webbed Hands and Feet.
Psionics: None.
Level of Experience: 8th (lifelong military scout training).
Occupation: Military Scout.
Skills of Note: Detect Ambush 70%, Land Navigation 68%, Wilderness Survival 70%, Tracking 79%, Escape Artist 70%, Tailing 70%, Basic & Advanced Swimming 95%, Hand to Hand: Expert, W.P. Shotgun, W.P. Automatic Rifle, and W.P. Knife.

Espionage Skills/Special Training: Basic Survival 75%.

Secondary Skills of Note: Cooking 90%, First Aid 90%, Prowl 70%, General Athletics, Pick Locks 70%, and Pilot Sail Boats 98%.

Attacks Per Melee: Five.

Bonuses: +3 on initiative, +3 to strike, +4 to parry and dodge, +2 to disarm, +2 to pull punch, +5 to damage, +3 to roll with punch or fall, Critical Strike on an 18-20, kick attack does 2D4 damage, and paired weapons.

Weapons: Survival knife (1D6), assault rifle (5D6 damage per round or 1D6x10 per three round burst).

Personal Profile: Spent eight years in the Scouts fighting against the Empire of Humanity. Does not like to be in leadership roles, much better at following instructions.

Brother Bill

Real Name: William Delsier.

Alignment: Anarchist.

Attributes: I.Q. 17, M.E. 15, M.A. 13, P.S. 14, P.P. 12, P.E. 10, P.B. 9, Spd. 26.

Age: 45. **Sex:** Male. **Size Level:** 9.

Weight: 177 lbs (79.6 kg), **Height:** 5 feet, 8 inches (1.7 m).

Hit Points: 53, **S.D.C.:** 36.

Disposition: Reclusive, leery of mutant animals, even more so of humans.

Powers: None.

Psionics: Bio-Regeneration.

Level of Experience: 9th Level Mutant Dog.

Occupation: Recluse and master of the Gloons/zombies.

Skills of Note: Paramedic 98%, Surgery 98%, Biology 97%, Veterinary Medicine 90%, Animal Husbandry 98%, Anthropology 67%, Radio: Basic 92%, Running, Hand to Hand: Expert, W.P. Knife, W.P. Revolver and W.P. Automatic Rifle.

Secondary Skills of Note: Automotive Mechanics 98%, Pilot Truck 98%, Pilot Automobile 98%, General Repair & Maintenance 98%, Electronics: Basic 92%, Farming & Gardening 97%, Preserve Food 87% and Cook 98%.

Attacks Per Melee: Six.

Bonuses: +2 on initiative, +2 to strike, +3 to parry and dodge, +2 to pull punch, +2 to disarm, +2 to roll with punch or fall, knockout/stun on 18-20, Critical Strike from behind, kick attack does 2D4 damage.

Other Abilities: Bill is capable of making and implanting the special *Gloon neuro-control devices*.

Personal Profile: Bill has led a rather strange life, even by post-holocaust standards. Trained and schooled by the Empire of Humanity as a mutant animal specialist, he escaped from their science institute by faking a nervous breakdown. After a few months of wandering he stumbled upon Brother Joseph, an ancient Christian monk. Joseph helped Bill to find a meaning to his life, but died about a year later.

That was about 10 years previous, and since then Bill has built a following due mainly to his continuing animal research and experiments. He has developed a bio-electric brain implant which enables him to control those who are fitted with one. Thus far, he has only used them on the Gloons which inhabit the Benny area. The controlled Gloons are electrically stimulated to raise crops, help in the upkeep for the monastery, keep out outsiders and search out and retrieve artifacts from the city. Bill has also found that the Gloons re-

spond to various stimuli which they find pleasurable. These include pre-bomb music, movies and television (especially sports events).

To date, Bill has implanted about 200 Gloons. The Empire is getting curious about Bill's experiments. It is only a matter of a few months before they decide to come in and take over. Since the Empire would have no qualms about using the implants on a wholesale basis, it is important that the characters prevent that from happening.

Special Weapons: Snub-nosed .38 revolver.

Gloons – Psycho-Zombies

Once the bodies of normal humans and mutant animals, they have been supplied with surgical implants that change and control them. To the other animals of the area this seems a pretty scary and maybe supernatural process.

Only about 26 Gloons remain under Bill's control. The rest have wandered off, their control devices failing in some way. They tend to wander around in groups of 2D6 and act very erratically. Being emotionally and mentally lobotomized, these psycho-zombies are unafraid of anything, or anyone and will attack regardless of the strength or numbers of their opponent(s), fighting to the death. However, these bizarre creatures may just wander by without giving a person a second glance (01-38% likelihood) and quickly tire of long pursuits or hide and seek.

A Typical Gloon: All Gloons are mean, cantankerous scavengers and predators who wander the town aimlessly. Their alignment should be considered a sort of aimless evil. Once the implant is inserted, the process cannot be reversed, and removal means instant death.

Attributes: Usually I.Q. 4, M.E. 2, M.A. 2, P.S. 21 and 15% have Brute Strength, P.P. 8, P.E. 18, P.B. 1, Spd. 5.

Size Level: Varies.

Hit Points: Average 5D6+10. **S.D.C.:** 2D6+30.

Disposition: Placid, uninvolved, nearly catatonic; wander around. However, they tend to follow the lead of other Gloons in their group, so if one starts to fight the others will follow suit.

Human Features: Hands: Usually full. Biped: Full or partial. Speech: Partial. Looks: Most have none or partial.

Powers: None.

Psionics: None.

Skills of Note: All that's left is Weapon Proficiencies; mostly W.P. Rifle or Pistol, and W.P. Club or W.P. Knife, all at 1st level proficiency.

Weapons: Limited to hand-held clubs, knives and the occasional gun. Unless somebody (like Brother Bill) reloads their weapons, the Gloons use their guns as clubs (2D4 damage) when the bullets are gone. Damage from such weapons is 1D6 or 2D4. Hand to hand damage is 1D4 plus any P.S. bonus.

Attacks Per Melee: Three.

Bonuses: +3 to strike, no bonus to parry or dodge, +6 to damage.

A Journey to Boar's Town

Note: This is an introductory adventure designed to introduce players to the world of **After the Bomb®**. No special player characteristics or levels are needed.

Player Background

After years of silence, there is suddenly a radio signal coming from the north, roughly in the vicinity of what the old maps called Boston, now called Boar's Town. It starts with a few bursts of static. Six hours later the following broadcast is heard throughout the Eastern Seaboard:

"...working, right? Hmmm... (loud crack of static)... that should about do it. Ah,... Stand by for an important announcement!

"Well, it's not all that important. I just thought you might like to know, anyone who's listening anyway, that I finally managed to solve the problem of all those animal mutations. Might also be a defense against the Big Death... Hmmm... That doesn't sound right, does it? Maybe I'd better start at the beginning...

"Long before the Death started I was a young and enthusiastic scientist... What? You idiot! I'm Doctor Wilbur Vincent, of course, do you think I've forgotten? Oh, right! I should tell them, of course.

"Sorry, let me start over... My name is Doctor Wilbur Vincent and I started working in biochemistry and genetics during the big economic boom of... Why do you keep interrupting me?

"Of course I'm getting to the point. I always speak straight to the point. On class evaluations my students always said...

"What! Only 40 seconds of air time left? Hurry up? How can I tell about the solution to the mutant problem in only 40 seconds?

"You incompetent machine, you'll never get that right! Here, let me just... (Crack!)"

Everyone, from Emperor Christian to the Wolf Barbarians, will be interested in finding out what this character is talking about. Everybody knows that the signal came from somewhere in a fifty square mile area around Boar's Town.

Rumors lead the higher-ups in Cardania to suspect the Empire is launching a major scouting mission to the far north. The player group should either decide to investigate or, failing that, should be ordered to the area by the Cardanian government.

Inside Information

The signal is far from secret. Every gossip in the fifteen states has heard about the funny radio blip from Boar's Town.

Rumors are running rampant everywhere. Most mutant animals believe that it's a trap, set by either Wolf Barbarians (likely, since everybody *knows* they are bloodthirsty) or by the Empire of Humanity (unlikely, it's too far from their home territory).

Game Master Information

The way to Boar's Town is blocked by the Wolf Barbarians. They don't have a whole lot of fondness for "sou-the-ners" but their total hatred for the Empire of Humanity makes for potential negotiations. They will be mainly interested in stopping humans, but will also check on any mutant animals.

Boar's Town itself is heavily damaged, so only occasional remnants of the old university buildings still survive. The whole area is under the control of the Bear Cult. If the group should arrive in Boar's Town before the Empire then they'll receive a friendly greeting from the Bear Cult. The bears won't help them find Wilbur, but otherwise they will be hospitable and cooperative.

Eventually, unless the group has already helped stop the Empire's M.E.B., everyone will show up in town. The big conflict will be between the Wolf Barbarians and the Empire forces. Also participating will be the Cult Bears (helping when asked), the scout of the Free Cattle, One Year (he's never seen, but a few well-placed arrows will appear out of nowhere), and the players themselves.

The end result depends on the player characters' actions. If they come up with a viable plan they should be able to stop the Empire and rescue Wilbur. Even then, they'll have to keep him safe from One Year.

Encounters

The Wolf Barbarians

The region surrounding Boar's Town is controlled by the Wolf Barbarians, a huge group of fighters. All the other small communities in the area pay some sort of tribute to the barbarians. Led by Kristopher, the mutant lynx, these are rough-and-ready fighters. They'll pillage and loot at the drop of a hat.

They are infuriated by the thought of Empire humans invading their area. They couldn't care less about Wilbur, but they'll throw waves of fighters in to die fighting the M.E.B.

Typical Wolf Barbarians are native carnivores, wolves, coyotes, mountain lions, weasels and the like. They are usually at least size level 8 and at least 2nd level. Arms range from bows and axes to machineguns and grenades. Although their weapons are scavenged, they do make their own ammunition.

The Cult Bears

These are the followers of a strange religion based on the worship of Saint Hugh of Conner, a figure credited with martyrdom in the defense of the bears of the north.

Brother Dominik is the leader of the Cult and he preaches that all creatures should live in harmony without "the infernal machines." Because of their beliefs they do not listen to radios. In fact, many of them will not even believe in such a thing as "voices in the air."

They worship a large, somewhat crude stone statue of the 'bear martyr' and have the attitude that all humans and animals are alike, capable of great evil or great goodness. One out of every twenty Wolf Barbarians is a secret follower of Saint Hugh.
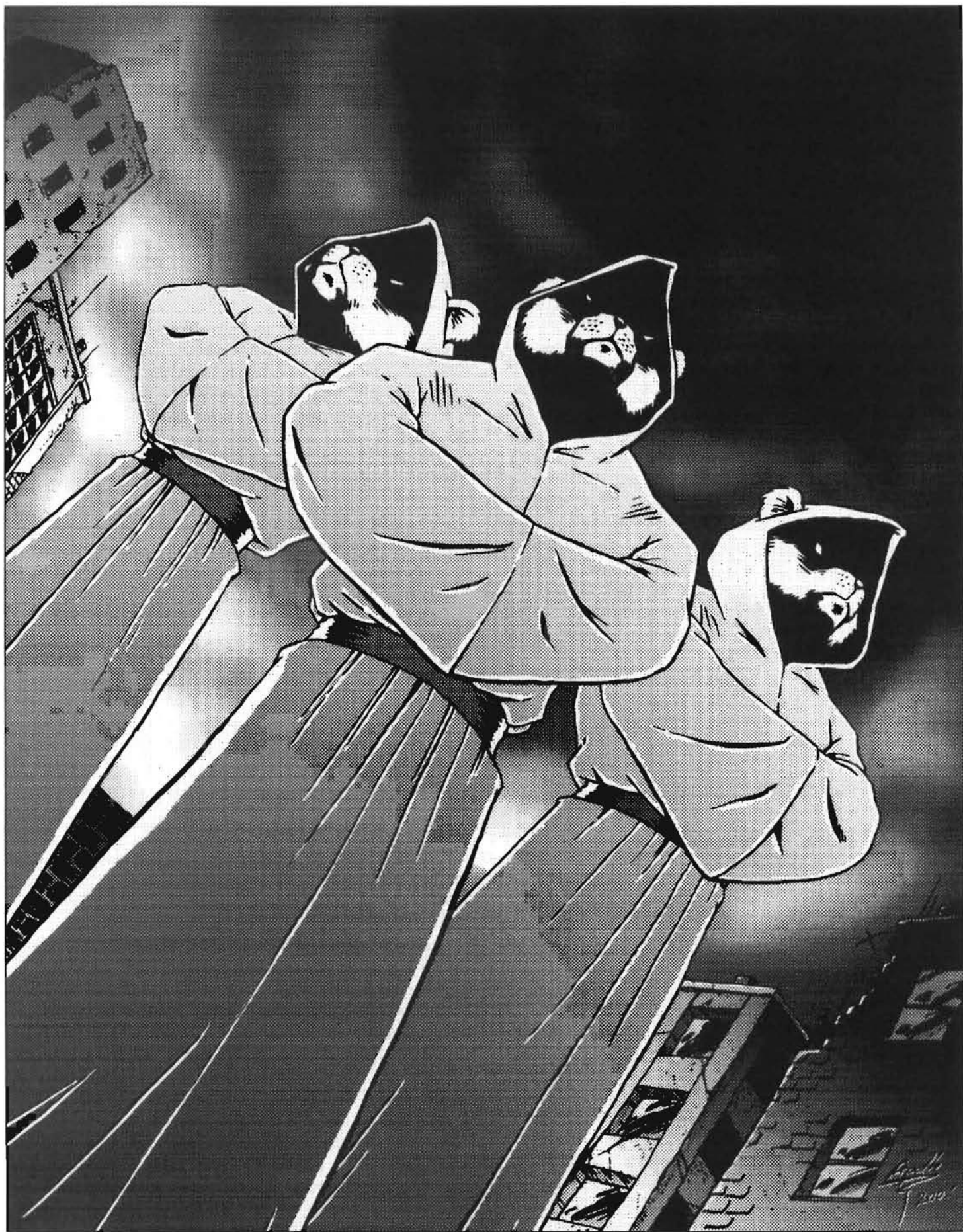
The bears know of Wilbur as "The Book Man," but they will not reveal his location to any strangers. To them, Wilbur is someone vaguely holy, and his books are considered sacred (it's machinery they don't like). They won't connect the search for "Doctor Vincent" with Wilbur or anyone they know. If someone manages to convince them that there is a real danger they may volunteer to deliver a message to Wilbur.

Once the M.E.B. shows up they will identify the odd vehicle as "the devil" and the Type 2xds as "evil demons." At that point they'll offer to help anyone who is involved in fighting the machines. They will also attempt to protect Wilbur.

Empire of Humanity
Mobile Exploration Base (M.E.B.)

This unit is operating from one of the Empire's latest devices, a mobile base camp. It looks like an enormous tank, 35 feet (10.6 m) long, 16 feet wide (4.8 m), 8 feet (2.4 m) tall, and bristling with weaponry and sensors.

As M.E.B. Commander, Captain Stuckey's mission is to proceed to Boar's Town, find the crazy Doctor Vincent, and bring him back to the Empire. Along the way they will simply charge straight ahead, neither seeking out nor avoiding any opposition.

Unless they are slowed down, it will take the M.E.B. eight days to get to Boar's Town, another two days to find Wilbur, and four days to get back (they'll follow their own trail back, since the obstacles have already been knocked down they'll make faster time).

M.E.B. Personnel

Captain Ian Stuckey is a 7th Level Military Officer. He will stay with the M.E.B., although he may occasionally walk around the top of the vehicle (always wearing A.R. 12, S.D.C. 120 Body Armor). He carries a .45 automatic pistol at all times (W.P. Pistol). Stuckey has 41 Hit Points, 38 S.D.C. and an incredibly arrogant attitude. He feels that the M.E.B. and the Type 2xds are invulnerable.

Eight Technicians have been trained to operate and maintain the M.E.B. They are all 3rd Level with an average of 12 H.P. and 15 S.D.C. None are trained in any kind of combat. They have pistols (W.P. Pistol), but will not come out of the M.E.B. unless absolutely necessary. In other words, it will take more than a little smoke, they'll have to see flames and explosions before they leave.

Four Gunners take turns manning the two gun stations. Each is 4th level and skilled in operating the Laser Cannon, Ion Blasters, and Machineguns (W.P. Heavy Weapons). They have an average of 25 Hit Points and 22 S.D.C., and are all trained soldiers with Hand to Hand: Basic, and W.P. Assault Rifle. They will leave the M.E.B. only if it is to be abandoned. Before leaving, they are responsible for setting self-destruct charges to destroy the M.E.B.

Eight Type 2xd Robot Armored Soldiers will take turns, four at a time, scouting for the M.E.B. While outside they will operate in pairs. Two of the ones inside will always be in armor and ready to exit within two melee rounds of any attack. The other two are undressed and will need at least 6 melee rounds to suit up for action.

M.E.B. Description:

Sensors are radar, radio, infrared, ultraviolet, nightsight, targeting sights (separate for each weapon), and ultra-sensitive listening gear (equivalent to *Advanced Hearing*).

The Laser Cannon is mounted in the front. Range: 4000 feet (1219 m). Damage: 2D4x10 damage per blast. Rate of Fire: One shot every melee round. Payload: Effectively unlimited. Penalties: -2 to strike and the cannon can only fire straight ahead. Since it's mounted 6 feet (1.8 m) up, anyone close to the M.E.B. can easily avoid getting hit with it.

Four Ion Blasters are mounted in pairs, two in the front and two in the rear. Range: 800 feet (244 m). Damage: 5D6 per single blast, 1D6x10 per simultaneous dual blast. Rate of Fire: Equal to the number of hand to hand attacks of the gunners; typically four. Payload: Effectively unlimited. Bonus: +1 to strike and can be moved through 360 degrees (that means they can point at anything ahead or behind the M.E.B. vehicle).

Four Heavy Machineguns are mounted at the top four corners of the M.E.B. They can be controlled from inside, but at -4 to strike. However, *manual operators*, such as the Type 2xds and trained gunners, will get a +2 to strike. Range: 3000 feet (914 m). Damage: 2D4x10 per six round burst. A long burst fires 12 rounds and does 4D6x10 damage but counts as two melee attacks. Can not fire a single round; burst firing only. Payload: 600 rounds and requires 2 full melee rounds for reloading.

Plate Armor covers the M.E.B. and gives it an A.R of 14 (everything below that bounces off harmlessly) and an S.D.C. of 1,400. The three entry hatches are A.R. 14 and S.D.C. 160.

Movement is pretty slow. The M.E.B. can get up to about 30 mph (48 km) on flat, level ground. It can grind through a forest at about 10 miles (16 km) per hour. The M.E.B. cannot dodge any attack.

Accommodations are plush in the M.E.B. vehicle. There is a control room, a combination kitchen and dining room, a bunk room, captain's private quarters and an armory. There's not a lot of elbow room, but they have all the comforts of home.

Free Cattle Scout

The Plains of Free Cattle are interested in spreading the word of their coalition to the far north. To this end they've sent advance scouts into the area. *One Year* is a mutant horse scout who's already in the Boar's Town area.

He has received orders to find and assassinate Wilbur. Rather than trying to fight anyone, he'll simply lurk around, shadowing the searchers. Then, when he gets a clear shot, he'll try to get Wilbur with a long-distance bowshot. If confronted or pursued by the group he will consider them to be enemies. He will eliminate anyone barring his way to Wilbur.

The Librarian

This crazy old human, *Wilbur,* has the key to many of the secrets of the pre-Death folk. He has built a crude underground shelter with a line of 23 rooms, each filled with old books in varying stages of decay. The books themselves number in the hundreds of thousands and are worth anywhere from a single Bit to hundreds of Bucks, depending on the subject.

Non-Player Characters

Wilbur

Real Name: Doctor Wilbur Vincent; human.

Alignment: Unprincipled.

Attributes: I.Q. 24, M.E. 5, M.A. 15, P.S. 6, P.P. 4, P.E. 13, P.B. 5, Spd. 5.

Age: 136 (looks to be 80 or 90). **Sex:** Male. **Size Level:** 11.

Weight: 160 lbs. **Height:** 5 feet, 10 inches (1.6 m).

Hit Points: 48. **S.D.C.:** 13.

Disposition: Friendly and talkative, but very distracted and a bit schizophrenic.

Powers: None.

Psionics: None.

Level of Experience: 14th Level.

Level of Education: Post-Graduate Studies.

Occupation: Experimental Scientist.

Skills of Note: Literate in English, French and Latin, Basic and Advanced Math, Biology, Genetics, Clinical Genetics, Pathology, Chemistry, Chemistry: Analytical, Veterinary Medicine, Paramedical, History, and Antiquarian, all at 98%.

Secondary Skills of Note: Radio: Basic Communications, TV & Video Systems, Carpentry, Pilot Automobile, Farming & Gardening, Fishing, Sign Language, and General Repair & Maintenance, all at 90%.

Attacks Per Melee Round: Three or six non-combat melee actions.

Bonuses: None.

Special Weapons: Wilbur is a pacifist who will refuse to use so much as a sharp stick as a weapon.

Personal Profile: Wilbur Vincent has been a recluse and a hermit ever since the early days of the holocaust. He was lucky enough to avoid most of the hazards of the "Big Death." since then he has devoted himself to researching the causes of the human-like mutations among animals. His one other pursuit was the preservation of any books he could lay his hands on.

Now, at the age of 136, he's a little bonkers and has only a couple years left. He does have the knowledge required to reverse the mutations among the animals. All it would take would be a series of tailored viruses to again alter the delicate genetic structure of the mutations. If the *Empire of Humanity* should secure this knowledge it could spell the demise of all animal humanoids!

Although Wilbur prefers being alone, he is willing to teach anyone who has the patience to listen to him. He sees the mutant animals as *wonderful* and *strange,* and will deal with them as friendly *equals.* He does not intentionally mean to hurt the animals or anybody else. Wilbur is a gentle and peace loving soul. His broadcast was just a momentary distraction for him. His goal was simply to share his discovery/knowledge, not to place anybody in jeopardy. The thought of genocide is abhorrent to him.

Wilbur is also on very friendly terms with the *Cult Bears.* If he sees any of them killed by Empire forces he will refuse to cooperate or reveal any information. Of course, the Empire of Humanity has ways of making people talk, and he would not be able to keep his secrets for very long once returned to Technoville (unless their methods of persuasion kill the ancient man).

The Book: Long ago, Wilbur discovered an important experimental artifact. To any casual observer it looks like an ancient leather-bound book. However, it only opens to one place where there is a computer screen and a speaker. The book has been programmed to be Wilbur's companion, and it has a somewhat cantankerous personality, a high I.Q. of 24, and a mind of its own. It will talk to anyone, but can not be forced or threatened in any way. Although it also has the secret of the viruses, it will not reveal them to anyone without Wilbur's express permission. If any attempt to hack, bypass or override the unit is made, it will automatically delete the data from its memory.

One-Year

Real Name: One Year the 10th; mutant horse.

Alignment: Anarchist.

Attributes: I.Q. 14, M.E. 12, M.A. 9, P.S. 19, P.P. 23, P.E. 21, P.B. 15, Spd. 57.

Age: 23. **Sex:** Male. **Size Level:** 12.

Weight: 255 lbs (115 kg). **Height:** 6 feet, 7 inches (1.96 m).

Hit Points: 56. **S.D.C.:** 40.

Disposition: Quiet to the point of deadly silence, he keeps his thoughts and feelings to himself.

Human Features: Hands: Full. Biped: Full. Speech: Full. Looks: None.

Powers: Advanced Vision, Advanced Hearing, Extra Physical Prowess, and Extraordinary speed.

Psionics: None.

Level of Experience: 8th Level.

Level of Education: None; can barely read and write.

Occupation: Spy for the Free Cattle.

Skills of Note: Cook, Dance, Dowsing, Fishing, Land Navigation, Tracking, Wilderness Survival Escape Artist, and Pick Locks, all at around 70%. Hand to Hand: Assassin, W.P. Long Bow, WP. Sword, and W.P. Revolver.

Secondary Skills of Note: Photography 90%, First Aid 90%, Prowl 65%, Sign Language 89%, Running and Swimming 90%. Speaks English.

Attacks Per Melee Round: Six

Bonuses: +4 on initiative, +6 to strike, +7 to parry and dodge, +8 to damage, +3 to disarm, +3 to roll with punch or fall, +5 to pull a punch; knockout/stun on 17, 18, 19, or 20, and Death Blow.

Special Weapons: Long bow with 12 hunting, 8 war and 6 explosive arrows, plus a pair of knives (1D6 damage), a short sword (2D4 damage) and .45 Revolver (4D6 damage).

Personal Profile: One Year is a fanatic who is dedicated to the Free Cattle cause. He has been assigned to kill Wilbur and it will take a lot to stop him. He is also fanatical about his own privacy and will not reveal himself to anyone. Nor does he trust anyone, and he shadows people from the Empire of Humanity, Barbarians or player characters at will.

Should the player group detect his presence, they should feel a sense of uneasiness, recognizing the quiet competence of this professional killer. One Year is easily recognizable as an agent of the Free Cattle (should he be seen) and most animals would be aware that the Free Cattle would want somebody like Wilbur *dead*. Although not evil, One Year is a real threat to Wilbur or anyone defending the old man.

Kristopher

Real Name: Kristopher; mutant lynx.

Alignment: Scrupulous.

Attributes: I.Q. 17, M.E. 15, M.A. 14, P.S. 15, P.P. 21, P.E. 12, P.B. 18, Spd. 10.

Age: 33. **Sex:** Male. **Size Level:** 9.

Weight: 164 lbs (73.8 m). **Height:** 4 feet, 2 inches (1.23 m).

Hit Points: 50, **S.D.C.:** 46.

Disposition: Quiet, self-assured and calm.

Human Features: Hands: Full. Biped: Full. Speech: Full. Looks: Full.

Powers: 2D4 Climbing Claws, Advanced Vision, Leaping: Feline, Righting Reflex, and Predator Burst.

Psionics: Danger Sense.

Vestigial Disadvantage: Vestigial Tail and Nocturnal.

Level of Experience: 8th Level.

Level of Education: Self-taught and can read and write English 80%.

Skills of Note: Hand to Hand: Basic, Land Navigation 68%, Wilderness Survival 70%, Detect Ambush 70%, Camouflage 60%, Demolitions 84%, Demolitions Disposal 84%, W.P. Machinegun, W.P. Heavy Weapons (loves Grenade Launchers), W.P. Sub-machinegun, and W.P. Automatic Rifle.

Secondary Skills of Note: Cook, Imitate Insect Sounds 76%, Swimming 90%, Climbing 80/70%, Radio: Basic Communications 90%, and Pilot Paddle and Sail Boats 98%.

Attacks Per Melee Round: Five.

Bonuses: +5 to strike/parry, +2 to dodge/damage, +2 to roll with punch or fall, +2 to pull a punch.

Special Weapons: He prefers to use grenade launchers and machineguns. He carries no personal weapons because he wants to show his trust in his followers.

Personal Profile: Kristopher is a natural leader. He understands guerrilla warfare, trap making and organizing troops. Unfortunately, he knows nothing about fighting armored vehicles and robotic armor. Even though his troops will die in the attempt, he'll keep sending barbarians out to attack the M.E.B. directly. He will get even himself killed, if his followers do not stop him (they're afraid of losing him).

Being brought up in the northern wilderness, he is suspicious of strangers. He will welcome any help from southerners, but he won't trust them or accept new plans until they somehow prove themselves. Killing or capturing one of the Type 2xds would be acceptable proof of the players' abilities.

Bear Cult Members

All of the members of the Bear Cult group are large, strong (average 24 P.S.), and intelligent (average 13 I.Q.) mutant bears. They work together and will avoid violence whenever possible. The things they will attack and destroy are any kind of electronics or machinery. They even discourage the use of guns, flashlights and vehicles. While they will not destroy private property, they will continuously urge the owner to destroy the offending machines.

Real Names: Brother Dominik, Clancy, Ian, Scott, Coleen and 24 others.

Alignments: Principled and Scrupulous.

Average Attributes: I.Q. 13, M.E. 10, M.A. 9, P.S. 24, P.E. 17, P.P. 14, P.B. 9, Spd. 17; see Powers for Strength. Most are Brown (57%) and Black (40%) bears.

Sex: Half male/half female.

Size Level: Average 12.

Weight: Average 350 lbs (157.5 kg).

Height: Average 7 feet (2.1 m); 10% are 9 feet (2.7 m).

Hit Points: Average 30. **S.D.C.:** Average 70.

Disposition: Generally good-natured, pleasant and courteous.

Human Features (for most): Hands: Full. Biped: Full. Speech: Partial. Looks: None.

Natural Weapons: About half have 1D6 damage Teeth and/or 2D6 damage Digging Claws.

Powers: Most have Advanced Vision, Advanced Smell and great strength; 50% Brute Strength, 40% have Beastly Strength and 10% have Crushing Strength.

Psionics: Generally, none.

Level of Experience: Average for most is 4th Level. Brother Dominik is 10th, Clancy is 8th and Coleen is 7th.

Level of Education: All have at least High School level.

Occupation: Monks and Nuns.

Skills of Note: Vary, but most have Literacy: English, Writing, Basic Mathematics, History (with a focus on how machines and science are dangerous, bad and resulted in the "Big Death"), Fishing, Land Navigation, Wilderness Survival, Hand to Hand: Martial Arts, W.P. Staff, and W.P. Club.

Secondary Skills: Swimming, Climbing, Running and a handful of others.

Attacks Per Melee Round: Four or five on average.

Bonuses: +2 to strike, +3 to parry and dodge, +2 to disarm, +3 to +9 to damage, +3 to roll with punch or fall, kick attack does 2D4 damage.

Special Weapons: Most Cult Bears will fight unarmed or with a wooden staff only. They will refuse to use any advanced weapons even bows.

Clem's Big Adventure

Note: This is a moderately difficult adventure that's designed for any number or level of player characters.

Player Background

The group should be on some kind of routine patrol or exploration off to the west. At some point, when everyone is traveling together, they'll come upon Clem. Read the following:

Suddenly you hear a loud crash up ahead. It sounds like a tree being smashed in two. You also hear some loud, but strangely mild, cursing coming from the same direction. Words like "dagnabit," "Jimminy," and "Horse Feathers" are carried by the wind.

When the group moves forward, they'll eventually come to the clearing where Clem is having trouble controlling his mount. Read the following:

You see an enormous mutated beetle! Eight feet (2.4 m) tall and fourteen feet (4.3 m) long, it's easily the biggest living thing you've ever seen. The thing is built with a gleaming armored carapace, razor-sharp mouth pincers a good three feet (0.9 m) across and nasty looking claws on each of its six powerful legs.

What's even more bizarre is that someone is actually riding the monster. It looks like a mutated hound dog and all he's wearing is a pair of patched overalls and a tattered wide-brimmed hat. The mutant dog is tugging on the reins of the beetle and saying things like 'gee-haw' and 'gideeyup!' Meanwhile, the beetle is ignoring everything else and is concentrating on eating the leaves of the broken tree it's sitting on.

Clem, the beetle's rider, will be friendly and outgoing to any player characters. In order to be polite, he'll jump off the beetle (it will continue feeding). He favors bone-crushing handshakes and slaps on the back. After the initial introductions, he'll ask the group if they would be interested in helping him "fight some evil humins." When questioned, he'll relate the following story:

"Me and Betsy here (he pats the beetle on its carapace) were riding out in some purty hills a little piece west of here when we come up on some old-time machines. They was working away at digging up the earth and I noticed that they weren't too particular about who got chewed up while they were doin' it.

"I left Betsy behind and started easin' up a little closer on foots. Then I saw there was humin's runnin' the machines. Well, you don't hardly see humin people in these parts, so just to be polite, I yells out, 'Hello', plain as plain.

"Heck! Sudden as they see me, them humins start runnin' around yellin' and grabbin' stuff. Next thing you know, they were shootin' at me!

"Well, I just emptied both barrels at 'em to kinda distract 'em and ran for Betsy as fast as fish on a fry pan. It took a couple of hours to lose them fella's, they was after me in trucks and jeeps and all. But we managed to lose 'em in some rough wood.

"Now, I'm kinda worried about some friends of mine back yonder and I been looking for somebody to come help and chase them bad humins off 'fore they really hurt somebody."

Talking with Clem will be somewhat frustrating. He is very friendly, to the point of being obnoxious. He is also a little vague about most details. For example, he will always refer to distances as "a little piece that way." That "little piece" is around 120 miles (192 km) back to the human camp, 6-10 days of travel through rough country.

The actual adventure begins when a group of characters travel with Clem back to the "purty hills."

Game Master Information

Traveling with Clem is quite an experience. He's familiar with the far west, but is used to hiding or running from most threats. On Betsy he can usually outrun anybody. The party he's leading probably can't do that!

The Empire Base described by Clem is quite genuine. It is actually a new Empire of Humanity experiment designed to produce swarms of hostile, giant *Warrior Ants* that will attack their mutant animal enemies. The reason they are so far from the Empire border is so that in case the ant-mutants run amok, the entire base can be "nuked" without endangering the homeland.

Currently, there are only six prototype combat ants on patrol. The danger is that Diega is growing thousands more. The group will want to stop Diega by killing him and/or rescuing the ant queen or destroying the whole base. Clem will opt for rescuing the queen and avoid killing his insect buddies.

Plains of Free Cattle

About three days into their journey the party should run into a force of Free Cattle migrants. They will be friendly and hospitable, insisting that the group spend a night sharing their camp and their dinner.

The main problem is that the horses among the Free Cattle will violently object to Clem's riding something, even an insect! It just smacks of the servitude they feel they've escaped. They'll be interested in 'liberating' the bug... Clem won't take this calmly, he'll flatly refuse to lead anyone, anywhere without 'Betsy.' No matter how the bug is restrained it will eventually get loose and track down Clem, its lifelong companion.

The Free Cattle will freely admit that they are 'much affeared' of the blue hill region, and will speak of 'traveling many, many days to north or south to avoid the poison earth.' The group will be advised to avoid the area at all costs. Clem will advise otherwise.

Empire of the Ants

As the group enters the Blue Hill region they will be greeted by a Drone Ant (see NPCs). This is one of Clem's "friends" and they will greet each other enthusiastically. After Clem makes introductions, the Drone, #227, will invite everyone 'home.'

Home for the mutant ants is a huge underground maze of tunnels. The damage from the human raid is obvious everywhere. Since the ants had no advanced weapons they were helpless against the humans' poison gas and assault rifles.

The ants are obviously dying out and are upset about the 'monsters' that the queen is being forced to produce for the humans. They have spent a lot of time scouting out the human camp and will share all their information with the characters freely.

The Human Plot

Diega, the commander of this Empire of Humanity project, has discovered a new tool to use against the mutant animal world. After coming across the colony of mutated ants he decided that there must be some way of using them against the animal nations. With Emperor Christian's support, Diega has established a small base with 8 researchers and 12 human guards. The researchers will not get involved in any fighting unless forced to do so; they have no combat skills.

Currently, the base consists of six tents and a 20 foot (6.1 m) inflatable dome. There are also two bulldozers, six jeeps and four large trucks.

Even more dangerous than the human troops and defenses are the first results of Diega's experiments. These are six, huge, mutant warrior ants. They have been chemically 'programmed' to defend the humans and their compound against any attackers.

Held captive inside the dome is Queenie, the ants' queen. She is drugged and is being forced to lay eggs. Once treated, the eggs will hatch into warriors under Diega's control. Some 1,200 eggs are in various stages of development!

Non-Player Characters
Warrior Ants

These six, giant, mutated insects are the results of Diega's experiments. They have been conditioned to attack any non-human that they find inside the camp. One thing that Diega is not aware of is that they would still obey Queenie if she were released from her drugged stupor.

Real Name: 1x, 2x, 4x, 13x, 14x and 15x.

Alignments: Anarchist. The warrior ants are not evil, but the unwitting pawns of the ruthless Diega. They are completely loyal to Diega and the queen ant only. They will believe no others. Clem will view these six as "They ain't bad boys, jus misguided."

Attributes: I.Q. 4, M.E. 10, M.A. 8, P.S. 31 (Beastly), P.P. 21, P.E. 22, P.B. 4, Spd. 15.

Size Level: 15. **Weight:** 435 lbs (196 kg). **Height:** 6 feet, 5 inches (1.9 m).

Hit Points: 30.

Natural Armor: A.R. 13. **S.D.C.:** 135 (total).

Disposition: They are friendly and obedient to Diega, distrustful of all others.

Human Features: Hands: Partial. Biped: None. Speech: None. Looks: None

Powers: Natural Armor, Ultraviolet Vision, Advanced Smell, Advanced Hearing, Leaping: Standard, Digging and Tunneling.

Psionics: Telepathic Transmission.

Natural Weapons: Mouth Pincers do 3D6 damage. Claws do 4D6 each.

Special Weapons: Most Warriors are armed with a spear, short sword and crossbow. The hive also has a large variety of other "primitive" weapons.

Skills of Note: Land Navigation 90%, Wilderness Survival 90%, Camouflage 70%, Prowl 65%, Swim 60%, Climb 90/80% and W.P. Spear, W.P. Short Sword, and W.P. Crossbow, all W.P.s at 4th Level. Track by smell.

Secondary Skills: None.

Attacks Per Melee Round: Four.

Bonuses: +2 on initiative, +4 to strike and parry, +2 to dodge, +16 to damage, and +3 to roll with punch, fall or impact.

Note: See **Mutants in Orbit** (sourcebook for both *After the Bomb*® and *Rifts*®) for a whole bunch of information on mutant insects in much greater detail.

Drone Ants

These sixteen ants are the last surviving members of Queenie's hive. Except for the four listed below, all are sick and dying because they've been away from the queen for too long. All the Drones are desperate to rescue Queenie from the humans, but are too weak to fight the Warriors defending the compound.

Towards the other animals they will be friendly, even offering food and shelter, but they are pretty despondent. They will be happy to help in any attempt to raid the human camp.

Real Name: 227, 234, 445 and 902.

Alignment: Anarchist.

Attributes: I.Q. 8, M.E. 16, M.A. 12, P.S. 26 (Beastly), P.P. 12, P.E. 14, P.B. 9, Spd. 14.

Size Level: 8. Weight: 115 lbs (51.7 kg), Height: 5 feet (1.5 m).

Hit Points: 24.

Natural Armor: A.R. 12. S.D.C.: 90 (total).

Disposition: Friendly, cooperative, group oriented.

Human Features: Hands: Full. Biped: Partial. Speech: None. Looks: None.

Powers: Natural Armor, Ultraviolet Vision, Advanced Hearing, Leaping: Standard, Digging and Tunneling.

Psionics: Telepathic Transmission.

Skills of Note: Land Navigation 90%, Dowsing 80%, Wilderness Survival 80%, Climbing 90/80%, and Swim 60%.

Secondary Skills: None.

Attacks Per Melee Round: Three.

Bonuses: +2 to strike, parry and dodge, +11 to damage; +3 to roll with punch or fall.

Natural Weapons: Mouth Pincers do 2D6 damage. Claws do 2D6 each.

Special Weapons: Most Drones are unarmed, but can use a spear or short sword if commanded to do so, but without benefit of bonuses.

Queenie

This is the queen mother of the ant hive. She is primarily an egg layer, but has a strong intellect and is also the ants' natural leader. Currently, she is in a drugged state and is completely unable to defend herself.

Real Name: Queenie 11; giant mutant ant.

Alignment: Anarchist.

Attributes: I.Q. 19, M.E. 21, M.A. 18, P.S. 20 (Brute), P.P. 6, P.E. 9, P.B. 14, Spd. 5.

Age: 22. Sex: Female. Size Level: 14.

Weight: 800 lbs (360 kg).

Hit Points: 85.

Natural Armor: A.R. 10. S.D.C.: 55 (total).

Disposition: Motherly, compassionate and warm toward ants, distrusts humans and sees any outsider other than humans as a dangerous invader.

Human Features: Hands: Full. Biped: Partial. Speech: Partial. Looks: None.

Powers: Natural Armor, Advanced Vision, Ultraviolet Vision, Nightvision, Advanced Hearing, Advanced Smell and Digging.

Psionics: Animal Speech, Mind Block, See Aura and Telepathic Transmission.

Skills of Note: Land Navigation 90%, Dowsing 80%, Wilderness Survival 70%, Climbing 70/60%, Swim 50%, Breed & Control Insects 95%, Imitate Insect Sounds 95%, and Preserve Food 95% (ant food that is).

Secondary Skills: None.

Attacks Per Melee Round: Three.

Bonuses: +3 to strike, parry and dodge, +5 to damage; +3 to roll with punch or fall.

Natural Weapons: Mouth Pincers do 2D6 damage. Claws do 2D6 each.

Special Weapons: Usually unarmed, but can use a spear or short sword without benefit of bonuses.

Captain Diega

Real Name: Captain Xavier Diega; human mutant.

Alignment: Anarchist.

Attributes: I.Q. 18, M.E. 12, M.A. 8, P.S. 9, P.P. 7, P.E. 15, P.B. 11, Spd. 9

Age: 41, Sex: Male.

Weight: 160 lbs (72 kg). Height: 6 feet (1.8 m).

Hit Points: 46. S.D.C.: 24.

Disposition: Authoritarian, loud and boastful.

Power: Mutant Power of Energy Expulsion: Energy; this power includes the following abilities:

Energy Bolt: A concentrated blast with a 150 foot (45.7 m) range, 3 attacks per melee, +2 to strike, and 5D6 damage.

Energy Ball: An area effect blast with a 90 foot (27 m) range, affects everything in a 10 foot (3 m) blast radius, 2 attacks per melee, +2 to strike, and 1D8 damage.

Energy Resistant: Diega is resistant to all attacks from energy, fire, lasers, radiation, and electricity. Takes only half damage from these attacks.

Animal Powers: Nightvision, and Advanced Hearing.

Psionics: None.

Level of Experience: 7th Level.

Level of Education: Post-Graduate Studies

Occupation: Biological Warfare Specialist

Skills of Note: Literate in English 98%, Basic and Advanced Math 98%, Chemistry 89%, Chemistry: Analytical 79%, Biology 79%, Genetics 69%, First Aid 89%, Radiology 95%, Surveillance Systems 79%, Forgery 59%, and W.P. Automatic Pistol.

Secondary Skills of Note: Art 72%, Writing 64%, Mechanics: Basic 79%, Photography 89%

Pilot Automobile and Truck 98%.

Attacks Per Melee: Two attacks or four melee actions.

Bonuses: None.

Special Weapons: Carries a 9 mm automatic pistol at all times.

Personal Profile: Diega is an ambitious man in the Empire of Humanity. He is a little too ambitious for Emperor Christian's taste so he is stationed most of the time out in primitive areas. Christian has already arranged for any of Diega's requests for assistance to be temporarily "lost."

The warrior ants were bred not only to attack mutant animals, but also as a way for Diega to get back into power in the Empire. His plans call for raising enormous armies to challenge the rule of the Empire, and replace Emperor Christian as Emperor himself.

Human Troops

There are 12 Empire of Humanity troops assigned to Diega's project. These are inferior soldiers, selected because their units could easily spare them. They will fight to defend the camp, but will try to escape in the vehicles if it looks like the fight is turning against them.

Alignments: Anarchist and Miscreant.

Hit Points: Average 23. S.D.C.: Average 24.

Disposition: A surly, belligerent bunch who resent this duty out in the wilderness.

Powers: None.

Psionics: None.

Level of Experience: 2nd Level.

Occupation: Empire Draftee Troops. See stats for Empire Soldiers in the section about the Empire of Humanity.

Skills & Combat Abilities: Standard for Empire oldiers.

Criminal Records: Most have been arrested for minor offenses in the Empire.

Clem

Real Name: Clement Twain O'Samuels Barnett Fogmuller; mutant hound dog.

Alignment: Principled.

Attributes: I.Q. 8, M.E. 15, M.A. 12, P.S. 22 (Brute), P.P. 14, P.E. 23, P.B. 11, Spd. 10.

Age: 24. **Sex:** Male. **Size Level:** 11.

Weight: 235 lbs (105 kg). **Height:** 6 feet, 5 inches (1.98 m).

Hit Points: 58. **S.D.C.:** 52.

Disposition: Dumb but enthusiastic and good natured. Sort of a larger, more aggressive Beverly Hillbillies' Jethro Bodine, complete with the "aw shucks."

Human Features: Hands: Full. Biped: Full. Speech: Full. Looks: None.

Powers: Advanced Vision, Advanced Smell and Brute Strength.
Communications with Insects: This is not exactly a power, nor is it a psionic ability. It's just that Clem gets along with bugs, they tend to like him and he tends to like them. Maybe because their I.Q.'s are roughly similar.

Psionics: Mind Block (Special: This is totally involuntary, Clem is just too dense to be affected by any psionics).

Level of Experience: 8th Level.

Level of Education: 1st Grade.

Occupation: Wilderness Scout.

Natural Weapons: 1D6 Teeth

Skills of Note: Hand to Hand: Expert, Land Navigation 68%, Wilderness Survival 70%, Identify Plants & Fruits 65%, Wrestling, Swimming 90%, Running, Climbing 80/70%, General Athletics, W.P. Rifle, W.P. Shotgun. Tracks by smell.

Secondary Skills of Note: Fishing 98%, Cook 70%, Preserve Food 70%, Sew 80%, Skin & Prepare Animal Hides 70%, Boating 92%, and Dowsing 50%.

Attacks Per Melee: Five.

Bonuses: +1 on initiative, +2 to strike, +3 to parry and dodge, +7 to damage, +2 to roll with punch or fall, crush/squeeze does 1D6 damage, body block/tackle does 1D6 damage, pin/incapacitate on a roll of 17, 18, 19 or 20.

Special Weapons: A 30-06 hunting rifle in perfect condition. He's always short on ammunition so he's learned to make every shot count.

Personal Profile: Clem is one strange character, but honest and cares about others. He spends all of his time in remote wilderness areas looking for weird things. One weird thing that he takes with him is his mount, Betsy, a huge mutated beetle.

Betsy, the Mutant Beetle

Clem's mount is an unintelligent (roughly equivalent to a hamster, a dumb hamster), huge mutated beetle. Betsy will ignore all but the largest creatures unless Clem specifically orders her to attack. However, she reacts to anything over Size Level 18 as a threat and will attack unless restrained. This means that she will blindly attack most ground vehicles unless held in
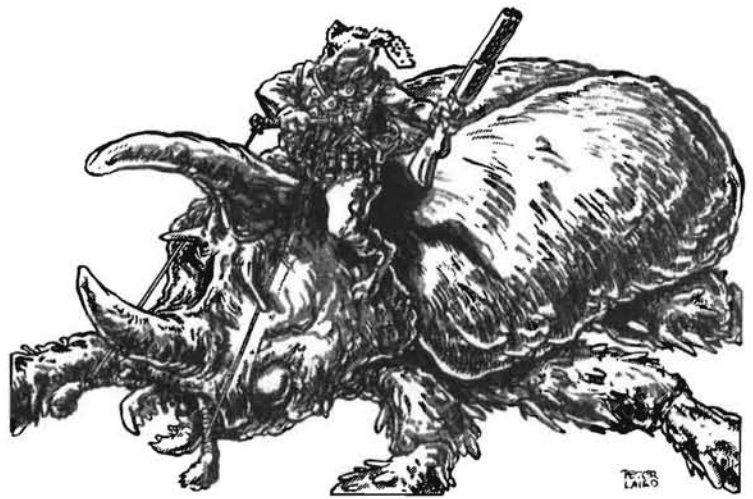
check. Small creatures she attacks with pincers and claws. Large creatures and vehicles she will first attempt to ram (for 1D6x10 damage). If that doesn't work she'll try flipping them onto their backs (note that this is an excellent tactic for dealing with most military vehicles). She will obey Clem most of the time, but she needs every order repeated at least six times. Once she starts eating something (a tree or a large carcass), she cannot be stopped until she's finished.

Alignment: Anarchist.

Attributes: I.Q. 3, M.E. 8, M.A. 4, P.S. 32 (Beastly), P.P. 10, P.E. 15, P.B. 2, Spd. 21.

Age: 9. **Sex:** Female. **Size Level:** 20.

Weight: 2200 lbs (990 kg). **Height:** 8 feet (2.4 m).

Hit Points: 96.

Natural Armor: 15. **S.D.C.:** 190!

Disposition: Stubborn, willful and not-too-bright, but Clem manages to keep her on track.

Powers: Natural Armor, Internal Compass, Advanced Smell and Beastly P.S.

Psionics: None.

Natural Weapons: Pincers that inflict 5D6 damage, Claws that do 2D6 damage, Ram/Body Block does 1D6x10 damage and she can easily flip vehicles.

Attacks Per Melee Round: 3

Bonuses: +2 to strike, +1 to parry and dodge, +17 to damage! Also +3 to roll with punch, fall or impact.

Aerial Supremacy

Note: This adventure is designed for intermediate or experienced players. If the group is less than six players then assign enough non-player character scouts to make their total party at least eight.

Player Background

An assortment of experienced guerrilla fighters, scouts, and other mutated animals are summoned to the offices of Irma, Director of Artifact Collection for Cardania. Read the following:

After a short wait in a conference room the door swings open. A female mutated badger enters. You immediately recognize her as Irma Prider. It's general knowledge that she's one of President Thana's closest advisors.

Following her is a leering, bad-smelling, mutated crow dressed in patched army fatigues. On closer inspection you see that the crow is wearing a money belt, a belt packed full of something...

"I'd like to thank you," she says, "for volunteering to go on this assignment. Let me start by introducing your, umm, guide, Mr. Dwayne Hatchwing."

"Y'all can call me Dwayne," interrupts the crow with another leer in the direction of Director Prider.

"Yes." With a snarl of obvious dislike, the Director continues. "Mr. Hatchwing represents a group of, well, freelance explorers who have discovered an advanced artifact. As far as we can tell from the tapes supplied by Mr. Hatchwing, the object is a self-powered, self-aware computer. It may very well be the most advanced piece of technology we have ever come across. Even more advanced than that of the Empire of Humanity.

"Since Mr. Hatchwing and his associates ..."

"Associates!" the crow squeaks, "I like that, I like that a lot!"

"...are worried about security," Irma continues, "we are assigning your team as an escort. Initially your responsibility is to see that Mr. Hatchwing and his reward money are escorted back to his camp.

"Is that clear?"

At this point Dwayne will start the following speech.

"Yeah. Thanks babe, I'll take it from here.

"Y'see the real reason that you're commin' with me is 'cause we found somethin' good. So good that I ain't trustin' no big shots.

"We were poking around in this old ruin just north a' Filly. Only thing in the area were a couple a' old humans. We sorta showed 'em who really owned the place an' then we ran 'em off. It turns out they were hiding somethin' good. Somethin' that points off to the west. None of yer business exactly what!

"Anyway, now we're gonna go west and poke aroun'. If there's anything there we want, then we will bring it back here with us. Otherwise you give us the rest of the money and we let you keep the pointer thing.

"Anybodies that don't wanna follow my orders can jump out the window right here, 'cause I don't want no trouble with ya fancy-dancy boy scouts later on.

"Understand?"

Further questioning will reveal that Cardania has decided to go along with Dwayne's demands on the off-chance that it may pay off. No equipment will be furnished by Irma's department, but she will guarantee that any participant will share in any reward that's given out. Both she and Dwayne are unwilling to say exactly what they expect the group to discover.

Game Master Information

The group will be given only two hours to prepare for their departure from Cardania. From the Capitol it's a two day fast march (about 75 miles/120 km), due west to Dwayne's camp.

Dwayne, the crow, along with Dwayne's associates, Usub, Cosgrave and Taps, are renegades who pillage wherever the odds seem to be in their favor. This time they've come up with an artifact that seems quite beyond their simple-minded greed. It's a self-contained self-aware computer, GEOS-8, packed in a padded, suitcase-like carrying case.

A product of the pinnacle of pre-Death civilization, GEOS-8 displays an incredible intelligence and an encyclopedic memory. One great secret that will be difficult to pry from the computer is its purpose. GEOS-8 is actually a vehicle control computer. It has been programmed with all the steps necessary for the operation of an advanced experimental flying machine, the *Shadowfade 502*. Once inserted into the aircraft it will interface immediately.

Getting to Shadowfade is just a matter of a couple of days travel (around 35 miles/56 km). The problem is that Shadowfade is within the defense perimeter of a unit of Empire of Humanity explorers. They view any mutant animals as a threat and the robot-clad warriors will attack any animals they sight. If the group seems large or persistent enough, they'll call in an air strike to scare them away – or worse.

Players will have to come up with some kind of plan to fight or distract the Empire forces long enough to get the Shadowfade. If successful, the group should immediately reactivate the advanced aircraft and fly it back to Cardania, under the guidance of the GEOS-8 computer.

Dwayne's group of scavengers have other plans. They want the aircraft for themselves and will attempt a couple of dirty tricks to keep the Cardania group off balance. When the group joins Usub, Cosgrave and Tap, they will be jealously guarding a jeep. In the back of the jeep is a mysterious object covered by a tarp. The object is actually a smashed up bank machine (an automatic teller). Every so often they will sneak a peek under the tarp. They'll also keep anyone else from seeing what's under there. This, of course, is a *decoy*.

The real GEOS-8 artifact is kept hidden in Usub's backpack at all times. This is an intelligent, speaking computer. It seems to have grasped the fact that many years have passed since it was last activated, but at this point it is only interested in being reinstalled inside of Shadowfade. It will cheerfully discuss itself or Shadowfade with anyone who turns it on.

The Empire Expedition

Dwayne's group has already scouted out their target area. The reason they did not just pillage it before is that a unit of Empire Scouts is already involved in digging out the ruins. The whole area is dominated by a large hill about 35 feet (10 m) tall, covered with the ruins of a factory complex. This is where the Empire has built their camp.

The Empire forces have recently discovered that an experimental factory was involved in building advanced aircraft on this site. They have already dug down about 15 feet (4.6 m) in the three months they've been excavating.

Empire forces consist of one Type 1 robot, six Type 2xd robots, two science-research types and twenty mutant animal *slave-laborers*. They are confident that they can hold off any attack long enough for reinforcements to arrive from the Empire.

Should the Empire camp be attacked, the robot-equipped soldiers will respond to any threat by immediately attacking. Dur-

ing the day, the Type 1 and three of the Type 2xd's are on guard, and the other Type 2xd's will be resting and out of their armor. Anytime during the night, three of the Type 2xd soldiers will be on guard and everyone else will be asleep. If the weather is bad enough to keep the planes out of the air, then *all* of the soldiers will stay in their armor at all times. It takes about four minutes to put on Type 2xd armor and two to get into the Type One.

If attacked, neither of the human scientists will fight. If directly confronted, they will simply surrender. Should they get a chance during an attack, they will attempt to get to a radio and call for Empire air support and reinforcements. Two Empire Saber-15's will appear within 2D6+10 minutes. The fighter-bombers will be followed by two assault helicopters (with 14 Type 2xd soldiers) within the next 15 minutes. **Note:** See the section on *Special Weapons of the Empire of Humanity*, page 178, for details on the 2xd exoskeleton.

Empire Slave Laborers

All of the mutant animal slaves are part of a chain gang. That means the right ankle of each is connected to a long heavy chain (the chain is A.R. 16, S.D.C. 85, per one foot/0.3 m length). If someone contacts them (for example, through Telepathic Transmission or by hidden notes), they will gladly participate in any plan to attack the camp. Among the slaves are 4 dogs, 8 cows, 3 chickens, 3 mice, 3 rabbits, 2 goats and a pig. Two of the chickens (Ralph and Burty) have Telepathic Transmission and one of the cows (Edna) has Bio-Manipulation (Paralysis).
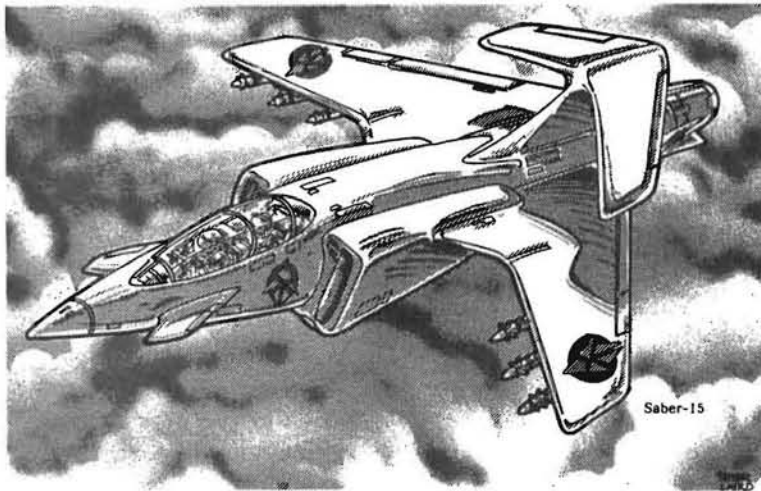
Shadowfade

Neither Dwayne or the Empire realize that the main treasure in the area is lying right out in the open. It looks like any of the thousands of crashed aircraft littered all over the place. This is actually the fully functional, ready to fly, Shadowfade, an aircraft far beyond the Empire's current technology. Shadowfade has used its amazing camouflage abilities to perfection, changing its appearance with the seasons and gradually looking more and more decrepit.

This vehicle is actually powered by five different propulsion systems, hover jets (for vertical take-off, landing and below-radar-horizon stealth operations), a conventional ramjet (designed for take-off and landing and capable of up to Mach 2.4), a scramjet (designed for upper atmosphere flight and trans-orbital speeds up to Mach 3.2), main and maneuver rockets (for orbital movement) and an ion engine for deep-space flight. It works like this; Shadowfade takes off using hover-jets or ramjets, gets up to 19,800 feet (6,035 m) altitude and turns on the scramjet, then it really builds up speed and shoots right out into orbit.

Magic-Metal is the real secret of Shadowfade. This is an advanced material made of metallic quasi-crystal. All five propul-

Saber-15

sion systems are simply one engine that can change itself into different forms. The exterior shell was designed to change also. Not only can it change for aerodynamics (Shadowfade will always adapt for minimum air resistance), but it can also camouflage itself in any environment. In other words, Shadowfade looks like a broken wreck because it has taken that shape. In less than five minutes it can change back to a shiny-perfect aircraft shape.

The Magic-Metal is also great as armor, it has an A.R. of 16 and an S.D.C. of 70. In addition, any S.D.C. losses can be "healed" at a rate of 20 points per minute.

Shadowfade is well-armed as well. It's designed to fight with a main laser cannon and two multi-purpose missiles. The problem is that it doesn't have any missiles on board and has insufficient power for firing the laser.

In fact, Shadowfade has only enough fuel for fifteen minutes of flight. It can take-off with up to 16 passengers (it creates as many seats as needed), fly back to Cardania, and land in less than 10 minutes. If Shadowfade runs out of fuel while in flight, it will, of course, crash. After a crash it will be totally ruined.

Getting Shadowfade back to Cardania should be a priority above all others for the group. If they do get the plane back, it will take at least a decade for Cardanian science to duplicate the Magic-Metal. Any of the scavengers will try to install GEOS-8 into Shadowfade. Unfortunately, none of them are bright enough to figure out how to use it properly.

Cosgrave or Dwayne will attempt to get away, but will ultimately stay in the air too long and crash. Players should be alerted to these culprits' actions.

On the other hand, if the Empire gets a hold of Shadowfade or GEOS-8, then the mutant animals will be in really big trouble.

Aftermath

Once the characters have activated and boarded Shadowfade, they can easily outrun any Empire pursuers. Although Empire air-to-air missiles may seem threatening, Shadowfade can easily outrun or evade them.

Cardania will greet anyone returning with Shadowfade as conquering heroes. The total reward (to be split evenly among the returning scouts) will be 2 million Bucks.

Non-Player Characters

Dwayne

Real Name: Dwayne Kowbird; mutant crow.
Alignment: Miscreant.
Attributes: I.Q. 11, M.E. 12, M.A. 15, P.S. 12, P.P. 15, P.E. 7, P.B. 9, Spd. 18.
Age: 27. **Sex:** Male. **Size Level:** 7.
Weight: 83 lbs (37.35 kg). **Height:** 5 feet, 1 inch (1.5 m).
Hit Points: 31. **S.D.C.:** 28.
Disposition: A fearless and slightly deranged practical joker with an evil sense of humor and a short temper.
Human Features: Hands: Partial. Biped: Full. Speech: Full. Looks: None.
Powers: Vocal Effect.
Psionics: None.
Natural Weapons: 2D6 damage Talons on his feet, 1D6 damage Talons on the hands and a 1D4 damage Beak.
Vestigial Disadvantage: No Wings or Tail.
Level of Experience: 4th Level Wilderness Scout.
Level of Education: 2nd Grade.
Occupation: Scavenger.
Skills of Note: Hand to Hand: Expert, Land Navigation 52%, Wilderness Survival 50%, Identify Plants & Fruits 45%, Tracking 50%, Tailing 50%, Imitate Voice 52%, Ventriloquism 32%, W.P. Crossbow, W.P. Revolver, and W.P. Bolt-Action Rifle.
Secondary Skills of Note: Automotive Mechanics 92%, Pilot Automobile 92%, Pilot Truck 82%, Pick Pocket 55% and Pick Locks 53%.
Attacks Per Melee: Five.
Bonuses: +2 to strike, +3 to parry and dodge, +2 to roll with punch/fall and +2 to pull punch.
Special Weapons: Dwayne packs a .32 revolver and carries a 30-06 hunting rifle.
Personal Profile: Dwayne is a bit psycho. He leads his group of scavengers by always volunteering for the most dangerous and foolhardy things imaginable.

Dwayne is planning on getting the Cardanian group to take the brunt of the conflict with the Empire of Humanity and then grab whatever he can and take off as soon as he has an opportunity. He doesn't much care about his fellow scavengers either; he only stays with them so long as it's to his own advantage. He sees getting the Shadowfade as his "big ticket" to riches and a life of leisure. Dwayne sincerely likes Usub, but he has no real loyalty to him. The gator is simply a pawn in Dwayne's current scheme.

Usub

Real Name: Usub Gerstalk; mutant alligator.
Alignment: Aberrant.
Attributes: I.Q. 6, M.E. 5, M.A. 4, P.S. 20 (Brute), P.P. 21, P.E. 17, P.B. 8, Spd. 12.
Age: 28. **Sex:** Male. **Size Level:** 12.
Weight: 285 lbs (128.25 kg). **Height:** 4 feet, 11 inches (1.5 m).
Hit Points: 55. **S.D.C.:** 89.
Disposition: Sullen, mean and distrustful.
Human Features: Hands: Full. Biped: Full. Speech: Partial. Looks: None.

Powers: Heavy Natural Body Armor, A.R. 11 (S.D.C. added in, above), Hold Breath and Alligator Quick Run.

Psionics: None.

Natural Weapon: Teeth do 2D4 damage.

Vestigial Disadvantages: Reptile Brain: Predator and Diet: Carnivore.

Level of Experience: 3rd Level.

Level of Education: None, illiterate. Whatever he knows is self-taught.

Occupation: Scavenger.

Skills of Note: Swimming, Body Building, Wrestling, Hand to Hand: Expert, W.P. Rifle, W.P. Club, and W.P. Knife.

Secondary Skills of Note: Sign Language 54%, Fishing 75%, Wilderness Survival 45%, Prowl 40%, and General Athletics.

Attacks Per Melee: Four.

Bonuses: +2 on initiative, +5 to strike, +6 parry and dodge, +5 to damage, +2 to pull punch, +2 to roll with punch, fall or impact.

Special Weapons: Usually carries a large club (2D6 damage) and a knife (1D6 damage).

Personal Profile: Usub trusts absolutely no one. He dimly realizes that he's not as intelligent as most animals and he protects himself by staying close to someone he thinks is "smart." For the time being that is the wily and duplicitous Dwayne.

Dwayne has instructed Usub to guard the portable computer with his life! That means nobody is going to touch Usub's backpack without a major fight.

Usub has a special hatred for anyone who makes fun of him. He has already decided to kill Cosgrave. Any player characters who tease him will, at some point, be attacked by the gator. He's just waiting for an excuse (or for Dwayne to give him the go ahead).

Cosgrave

Real Name: Jasper Deepswamp; mutant horned toad.

Alignment: Diabolic.

Attributes: I.Q. 11, M.E. 20, M.A. 12, P.S. 4, P.P. 8, P.E. 9, P.B. 3, Spd. 16.

Age: 27. **Sex:** Male. **Size Level:** 7.

Weight: 82 lbs (36.9 kg). **Height:** 3 feet, 3 inches (1 m).

Hit Points: 11. **S.D.C.:** 21.

Disposition: Satirical, pessimistic and quick.

Human Features: Hands: Full. Biped: Partial. Speech: None. Looks: None.

Powers: Leaping: Standard.

Psionics: Animal Control, Bio-Manipulation (Paralysis), See Aura and Telepathic Transmission.

Level of Experience: 2nd Level.

Level of Education: High School Equivalent.

Occupation: Scavenger.

Skills of Note: First Aid 65%, Pilot Automobile 78%, Mathematics 55%, Archaeology 40%, Antiquarian 50%, Pick Locks 58%, Prowl 92%, W.P. Revolver, and W.P. Knife.

Secondary Skills of Note: Automotive Mechanics 28%, Wilderness Survival 86%.

Attacks Per Melee: Two.

Bonuses: None.

Special Weapons: Always carries a .22 revolver with four quick loads (6 rounds each).

Personal Profile: Cosgrave has spent his entire life fending for himself. Using his powerful psionics, he has managed to hold off human and animal attackers. Now he is convinced that there is no one he can trust. He stays with Dwayne, Usub and Tap because there is some safety in numbers, but he would abandon them in a minute.

Cosgrave enjoys making fun of others. Any time he can joke at someone else's expense he will do so. On the other hand, he can't tolerate anyone doing the same to him.

Tap

Real Name: Rog Stavish; mutant tiger.

Alignment: Anarchist.

Attributes: I.Q. 8, M.E. 6, M.A. 5, P.S. 21, P.P. 18, P.E. 19, P.B. 14, Spd. 21.

Age: 22. **Sex:** Female. **Size Level:** 15.

Weight: 435 lbs (195.75 kg). **Height:** 7 feet (2.1 m).

Hit Points: 59. **S.D.C.:** 85.

Disposition: Quiet and brooding, someone who hides resentments and small offenses until vengeance is convenient.

Human Features: Hands: Partial. Biped: Full. Speech: Partial. Looks: None.

Powers: Advanced Smell and Nightvision.

Psionics: None.

Level of Experience: 7th Level.

Level of Education: None, illiterate and unschooled.

Occupation: Bandit.

Natural Weapons: 2D6 Retractable Claws and 2D6 teeth.

Skills of Note: Hand to Hand: Assassin, Swimming, Prowl 89%, W.P. Rifle, W.P. Spear, W.P. Long Sword, and W.P. Axe.

Secondary Skills of Note: Sketching 86%, Wilderness Survival 98%.

Attacks Per Melee: Five.

Bonuses: +3 initiative, +5 to strike, +2 to parry and dodge, +14 to damage; +3 to disarm, +3 to roll with punch or fall, +3 to pull punch and Death Blow.

Special Weapons: Tap has a rifle, spear and long sword that she usually carries. When she goes scouting ahead, or on midnight raids, she prefers to go unarmed, depending only on her own natural weapons and prowess.

Personal Profile: Tap is constantly on the lookout for a male tiger. They are very rare and she hasn't been able to find a mate that she can get along with. Partly that's because she's very demanding, she expects perfection from potential husbands. Most males are intimidated by her aggressive manner.

While she's waiting for the perfect man-tiger she's gathering as much wealth as she possibly can. Already she's managed to put several thousand Bucks away in various forest hiding places.

The Power of Ali Komani

Player Background

Players will be instructed to report to a briefing room in the capitol building of Cardania. Once everyone has arrived, read the following:

As soon as you get settled in the chairs of the briefing room the door swings open. A thin, hyper mutant alligator enters. He seems to have a constant tremor and nervously shies away from the two huge bear guards at the door. Glancing around at the group, he pulls out four, black & white, glossy pictures and starts passing the pictures around, telling you the following:

"The first pair of pictures were obviously taken by one of our flying reconnaissance patrols. One picture was taken 8 weeks ago, the other was taken the day before yesterday. In the earlier picture, you will note the independent township of Wet Rat, with a population of 1,350, farms, forests and a small collection of factory buildings. The more recent photograph, showing a burnt-out crater and the smoldering countryside, is of exactly the same area.

"Before answering any further questions, let me draw your attention to the second set of photographs. In the first, taken a couple of months ago, you'll see Ambassador Ian Wholehog. He left to open negotiations with Yehcat three weeks and four days ago. The last picture is of his detached head, an item found in a sack on the capitol doorway yesterday afternoon.

" 'What', you're probably asking, 'do these two sets of pictures have to do with each other?' Yehcat has started to annex their northern neighbors. Now all that's between them and us is Gatorland and a few independent townships. Our sources report that Yehcat has established a regular pattern of conquest. What makes them so dangerous is that they are buying their way into power by providing . . . power! Electrical power for any community that surrenders to them. On the other hand, those who resist are subjected to some kind of incredible weapon, capable of burning huge amounts of land and everything on it . . . Wet Rat is their latest demonstration.

"Of two diplomatic missions to Yehcat, the only thing that's come back is the head of the second mission leader! All in all, the situation is getting uncomfortable. Gatorland is screaming for help, we are losing trade connections with the south, and Empire of Humanity scout planes have been seen to the south. Cardania can't afford a two-front war. We're assigning you the job of finding the Yehcat secret weapon."

At this point the alligator slumps down in his chair. Although fatigued, he seems ready to answer questions.

The alligator bureaucrat's name is Eathan Openwater and he is the under-secretary for foreign relations in the Cardanian government. He'll answer any and all questions. Unfortunately, he doesn't know very much more than what he's already revealed. One important item he does know is that the burning of Wet Rat was not caused by an explosion... at least there were no seismographic readings, no mushroom clouds, and observers within twenty miles (32 km) reported only smoke and flames but no sounds of explosions.

Inside Information

Rumors are running wild through the Capitol about some strange southern nation with a "secret weapon." It's mostly just speculation, but there are a few refugees who have seen some of Komani's followers. They will know nothing about the weapon except that, "everybody down south is scared spitless!"

Game Master Information

Ali Komani used to be a two-bit bandit lord. Or he was until he discovered a very crucial piece of technology. It seems that the pre-Death civilization left a working solar power satellite in geo-synchronous orbit over the eastern seaboard. Komani has found a decoding device that allows him to program the satellite's actions. Not only can he program it to microwave power (an unlimited source of electricity), but he can also use it as an incredible weapon, focusing the microwaves on mile-square areas. Compared to this weapon, the Empire of Humanity is a minor threat.

Even with this tool of destruction, Komani isn't much more than a terrorist. His rulership over a vast area is maintained only by blackmail and ruthless suppression of opposition. It's only a matter of time before he's assassinated by another power seeker.

The goal of the players should be to find out about Komani's weapon. At that point they should either destroy it or get it back to Cardania. Objectively, since it's so powerful, it would be better to *destroy* it than *return* it.

Encounters

There are only three ways to get to the southern nation of Yehcat. Either through the swamps of Gatorland, across the Plains of Free Cattle, or by sea. The problem with the last method is that the Empire of Humanity is dispatching regular patrols of their fighter-bomber jets over the area. The pilots have been instructed to discover the nature of the coded radio transmissions (Komani's communications with the satellite) and the mysterious weapon. They're also willing to wipe out any significant Cardanian aircraft, ships or armed forces.

Gatorland

Groups traveling through Gatorland will experience little more than quicksand, hostile inhabitants and all the other unpleasant aspects of swampland. It'll take about 8 days to slog all the way south. Friendly Gatorlanders will be curious about where the group is going. If asked about the situation to the south, they'll say they are more than a little worried about the Yehcat threat. Usually they have nothing to fear from invaders (who'd be crazy enough to invade a swamp?) but this time their choice seems to be surrender or die!

Free Cattle Troops

Sooner or later, anyone traveling through the Plains of Free Cattle will meet up with a Free Cattle Army patrol. Three jeeps will be spotted heading toward the group. If they attempt to flee, the troops will pursue and start firing with automatic rifles. Otherwise, the Free Cattle will just want to find out what the strangers are doing in their land. Any excuse will do, the Free Cattle

are looking for humans, they have no quarrel with other animals.

The Southern Wastelands

South of Gatorland there is an area heavily damaged during "the Death." Huge craters and ruined landscape dominate the terrain for about 60 miles (96 km). It's here that the group will probably notice Empire of Humanity fighter-bombers on patrol. Unless the group is in a large caravan of vehicles, they'll be ignored by the planes.

The Big Burn

As the group continues south into fertile land, they will come across several small independent towns. These folk are pretty friendly, willing to trade, feed the characters or put them up for the night. If questioned about Yehcat, the townspeople will complain about the eight crazy cats who demanded that they surrender to them. They'll laugh about how the cats said they would destroy the town if their demands were not met. Otherwise they have heard nothing about Yehcat.

Immediately after the characters get 15 miles (24 km) out of town, they'll feel a wave of heat from behind them. Turning around, they'll see the flames and smoke of the burning town. If they go back to investigate, all they'll find is ashes.

The next stop is Yehcat.

Yehcat

This isn't much of a nation. It's more like a primitive walled city. As the center of trade, Yehcat has been the sleepy capital for 3,500 peasant farmers (most of whom live outside the city) and a few dozen craftspeople.

Now everything is changing. Distant animal nations are sending tribute and representatives to Yehcat. Sudden wealth is turning the city into a cesspool of corruption and opportunism. Most of the natives can do little but grumble and work longer and harder than ever before. On the other hand, the landowners and traders are prospering like never before. They are starting to see the possibilities in turning Yehcat into the continental capital. For that reason they will actively resist anyone who threatens Ali Komani and his followers.

Yehcat is also filled with Komani's feline guards. These are arrogant bandits who terrorize anyone. If they see something they like, they'll just walk up and take it. No one attacks them, no one stops them. The reason is simple. Komani has decreed that if anyone harms any of his friends, he will destroy a village. At random. And everyone knows that Komani will do it. If anyone in the group tries to interfere with one of the felines they'll be set upon by anyone else in reach.

Ali Komani's Place

Komani has taken over the largest building in Yehcat, a former U.S. Government post office. The first floor still looks pretty much like an old-fashioned post office except that Komani's guards and the bearers of tribute are always loitering around. A contingent of six, armed feline guards will stop any unauthorized people from getting into the stairwell.

The second floor houses Komanis "harem." Actually, he only has one girlfriend, Florence, and she's not about to share him with anyone else. The other females living in the harem are either just the girlfriends of other Feline Guards or female Feline Guards themselves. Any males caught on this floor will be immediately attacked.

Komani lives in slovenly luxury on the third floor. He's turned a large paneled office into his bedroom which is littered with clothes, leftover food and recent tribute. The other rooms are used for storing weapons, booty and supplies.

On the top floor, Komani has installed a satellite control center. This is the control center that allows Komani to command the satellite. Included are a variety of monitors, controls and communications equipment. Any advanced nation, the Empire, Cardania, or the Rat Cartel, is capable of duplicating the command center. What they would lack is the decoding computer.

The Satellite Decoder

This briefcase-sized device decodes all the signals to and from the satellite. Note that it contains no radio transmitters or receivers, it has to be hooked up to the fairly sophisticated communications center in order to talk to the satellite. The device carries a label that reads: "CAUTION! THIS DEVICE CONTAINS ANTI-TAMPERING EXPLOSIVE DEVICE! DO NOT OPEN!" It's not kidding either anyone opening the case (the only way to open it is to break it) will trigger a 2D4x10 explosion. Other than the warning label, the only other features are the input and output plugs for connecting it up.

The Satellite Controls

Obviously somebody smarter than Komani put together the satellite control center. That somebody is now buried somewhere outside of Yehcat. Given a few weeks, either the Empire or Cardania could duplicate these controls.

The set-up is designed so that even an idiot like Komani can operate it. There are two obvious controls. One is a simple dial that changes the focus on the satellite's main view camera. Turn it one way and the field enlarges; at the maximum position the entire eastern seaboard, from Florida to Maine, is visible. Turn it the other way and it narrows the field; at maximum magnification (given clear weather conditions) an object the size of a truck is clearly visible and buildings will be easily recognizable.

The other control is a joystick (no doubt salvaged from some ancient video game). Moving the joystick changes the view on the screen. Up for north, down for south, right for east and left for west. The joystick fire button activates the microwave beam. Hold down the button long enough and whatever is in the center of the screen will be cooked.

One other point, the system is not good enough to hit a moving target. An inexperienced operator will have trouble hitting an object the size of a village.

The Empire of Humanity

The Empire of Humanity has recognized that there is some kind of threat in Yehcat. They don't know exactly what it is, but they know exactly where the signals are coming from. So long as their land is not threatened, they will do nothing.

If the Empire finds out about the decoder they will immediately send in a major strike force. They'll airlift a dozen tanks and at least two hundred troops in robot armor directly to Yehcat. Once they find out about the decoder, they'll stop at nothing to get it for themselves.

On the other hand, if someone starts shooting the microwave beam at the Empire, then they'll react with an immediate air

strike. From the time that the beam noticeably affects something in the Empire until local fighter-bomber patrols arrive should be about 5 minutes. The plane's instructions are simple, turn Yehcat into pavement. That will take about 30 minutes of continual bombing.

Non-Player Characters

Ali Komani

Real Name: Rex Wondacat; mutant cat.
Alignment: Diabolic.
Attributes: I.Q. 17, M.E. 16, M.A. 12, P.S. 12, P.P. 21, P.E. 14, P.B. 14, Spd. 10.
Age: 38. **Sex:** Male. **Size Level:** 14.
Weight: 435 lbs (195.75 kg). **Height:** 6 feet, 2 inches (1.8 m).
Hit Points: 73. **S.D.C.:** 80.
Disposition: Incredibly erratic, Ali will be cheerful one minute, then angry, then sad, then laughing hysterically. His response is always calculated to frighten and unsettle those around him.
Human Features: Hands: Full. Biped: Full. Speech: Full. Looks: None.
Powers: Advanced Hearing and Leaping: Feline.
Psionics: Bio-Manipulation (Pain), Detect Psionics, and Hypnotic Suggestion.
Natural Weapons: Teeth that do 2D4 damage and Claws that do 2D6 damage.
Level of Experience: 6th Level.
Level of Education: Sixth Grade.
Occupation: Bandit Leader.
Skills of Note: Literate in English 63%, Basic Math 90%, Hand to Hand: Basic, Wrestling, Streetwise 46%, Palming 52%, Escape Artist 62%, Tailing 62%, Card Sharp 50%, W.P. Sub-machinegun, W.P. Automatic Pistol, and W.P. Spear.
Secondary Skills of Note: Radio: Basic Communications 48%, Cook 80%, Imitate Voices 93%, Pilot Automobile 92%, Sign Language 77%, and Tracking 67%.
Attacks Per Melee: Five.
Bonuses: +1 on initiative, +5 to strike, +6 to parry and dodge, +6 to damage, +2 to roll with punch or fall, +2 to pull punch, knockout/stun on a natural twenty, pin/incapacitate on a roll of 18, 19 or 20; crush/squeeze does 1D6 damage, body block/tackle does 1D6 damage.

Special Weapons: Mini Uzi, automatic pistol, and several hidden knives.
Personal Profile: Ali Komani was a bad news character from early childhood. As soon as he could manage it, he ran off to join a bandit gang. And as soon as he had the opportunity he back-stabbed his way to leadership. Since then he's been leading his gang wherever profits and booty seemed most likely.

Lately, the old gang has been getting pretty fed up with Komani. He's been living high on the hog and pushing everybody around, including his old friends. Komani is blind to this problem and is getting more and more inflated with his own importance.

Should anyone succeed in wrecking Komani's setup, he will go completely crazy. Swearing vengeance, he will dedicate his life to killing whoever is responsible. His old companions will abandon him, but he'll set off on his own and won't stop until he's killed.
Criminal Record: Ali Komani is unknown in the north, but he is wanted by virtually every southern government for crimes ranging from shoplifting to high treason.

Komani's Elite Feline Guards

Recruited from the best of the Yehcat militia, all the elite guard are picked for their fighting ability, large size (minimum Size Level 10), and (supposedly) total devotion to Komani. There are a total of 131 guards, with 55 still remaining in Yehcat.

Typical Elite Guard

Alignments: Anarchist (33%), Miscreant (34%) or Aberrant (33%).
Average Attributes: I.Q. 9, M.E. 14, M.A. 12, P.S. 12, P.P. 18, P.E. 12, P.B. 14, Spd. 10.
Sex: About 3/4 male and 1/4 female.
Hit Points: 25 average. **S.D.C.:** 30 average.
Disposition: Most of the gang are fairly humorous in a cruel, nasty sort of way. They are fond of the kind of practical jokes that result in the permanent disfigurement of the victim.
Human Features (for most): Hands: Partial. Biped: Full. Speech: Partial. Looks: None.
Powers: Most have Advanced Vision, Nightvision, Leaping: Feline and Righting Reflex.
Psionics: Generally, none. Only 15% have 1-3 psionic powers.
Level of Experience: Average 2nd Level.
Occupation: Bandit.
Skills of Note: Vary, but nearly all have Hand to Hand: Basic, W.P. Rifle, W.P. Automatic Pistol, W.P. Knife and 1D4+1 rogue skills. Most (95%) are totally illiterate, but half can count.
Attacks Per Melee: Four.
Bonuses: Typically +2 to strike, +4 to parry and dodge, +2 to roll with punch or fall and +2 to pull punch.
Special Weapons: Most feline guards carry knives, hunting rifles, and automatic pistols. Lately, they've taken to carrying around advanced military equipment that they're not trained to handle.
Personal Profile: This gang of cutthroats cares about nothing other than their own survival. They're already sick of Komani and would welcome his death. As soon as the Empire starts attacking, they'll try to escape in whatever vehicles are available.

The Rodent Plague

Note: This is a difficult adventure, but recommended for first time players. Any number and level of players could attempt it.

An interesting variation would be to have all the player characters be in the early stages of plague infection. Placing all the players under a death sentence if they failed to find the curative drug would add a certain urgency to the game.

Player Background

The players should be informed that some kind of plague is sweeping through the animal states. Either the players themselves or someone they are close to, should be displaying some of the first signs of infection (see the following description). They've been ordered to report to the Capitol Building of Cardania to receive an assignment dealing with the problem. In the briefing room are two senior officials, one of whom the group will recognize as Scout Commander Yeats, a mutated rat. Yeats will introduce the other, Cardania's Surgeon General, a mutated turtle named Doctor Ulmer, who will give the mission crew the following briefing. Incidentally, Yeats has visible signs of infection.

"This plague is no natural disease. From our research, it is obviously the result of some kind of bio-engineering, an artificial virus designed to kill certain kinds of mutated animals. From the disease vectors we have observed, we know that the Empire of Humanity is responsible for spreading the disease.

"It is beyond our technology to create something like this... or to find a cure for it. But we're not completely in the dark. Analysis indicates that there is some solution to this puzzle. Some enzyme or antigen, like a key, was designed to combat the disease, to unlock its protection, in case it ever got out of control among the wrong population.

"Saving the lives of the plague victims, possibly including your own lives, is only possible if someone can steal the secret from the research labs of the Empire of Humanity. A formula or the research notes would be best, but even a small sample of the curative drug would be enough to stop the plague.

"To help you, we've arranged for transport to the Empire's southwestern border. There you will rendezvous with one of the Rodent Cartel's primary agents. This smuggler will get you to the gates of the Empire's primary biological research lab. He'll also arrange to get you back.

"Unfortunately, we have no information on the layout or contents of this lab. Security is just too tight. The outside walls are concrete topped with electrified wire. Our agents will ar-

range for a city wide power black out that should allow you to get over the walls undetected. Once inside the lab you will be on your own. Good Luck!"

At this point, Yeats will take over again and answer any questions about the disease and the mission in general. When all general questions have been answered, the doctor will leave and Yeats will give the following talk on the exact mission plan:

"You will be leaving at midnight tomorrow night. Between now and then you'll be expected to gather any equipment and make any preparations that you may find necessary. We will make available any special weapons or equipment that you request (G.M.s, use discretion).

"A detachment of mutated bats will fly you directly to within two miles (3.2 km) of the Empire's border. According to our weather forecasts, a heavy storm front should prevent your interception by Empire aircraft.

"Waiting for you there will be a contact that you will address only by his code-name, Smuggler. About all I can tell you about Smuggler is that he is highly skilled at getting things in and out of Empire territory. He has been instructed to take you through a series of underground tunnels and caves to a point just outside of what we suspect is the Empire's main bio-lab. The trip below ground should take no more than three full days.

"Six days from today, at exactly 1:15 a.m., the power to that laboratory will be cut. We have reason to believe that the emergency generators will also be disabled. That will be your opportunity to go over the wall and get whatever it takes to fight this disease.

"We want you in and out of that compound as quickly as possible. Once out, you should immediately get back into the tunnels and start heading for your entry point. Every night, between 2 and 3 in the morning, we hope to have airborne patrols available for your return trip.

"If, for some reason, that doesn't work out, we want you to head due south on foot. The area between the tunnel and our units in the area is thick forest. If you travel at night and stay away from Empire patrols, you should be able to get back all right."

After the speech, Yeats will answer questions to the best of his ability. One thing that should be made clear is that any equipment that the group takes along will have to be carried for a couple of days through confined tunnels. Large items are simply impractical and the group should travel as light as possible.

Game Master Information

Of course, this is not a natural plague. The disease was created and spread by the Empire of Humanity. Fortunately, the Empire was not so foolish as to unleash a plague without a cure stashed away in at least five of their vaults. They can't afford to lose human beings to the disease.

Ulmer confident that just a sample of the cure would be enough. That Cardania's scientists would be able to duplicate it. Ulmer is wrong. Cardania cannot produce the curative without the formula itself, and there are only three ways to get it. There are notebooks in the vault of the laboratory compound and in the office of the Emperor (the latter is ridiculously well protected). A second possibility is to get the computer disk that holds the formula. Unfortunately, the disk is just numbered (#143432, in case you were wondering) and hidden among thousands of oth-

ers. The last possibility is to kidnap one of the scientists who developed the viral organism.

After the initial briefing, the group will be allowed plenty of time to make plans and arrange for equipment. They will be issued any reasonable weapons and equipment. The bat flight to the tunnel system will be wet and dangerous, but uneventful.

The way into the tunnels is led by Smuggler, a mutated mole who's engaged in regular contraband traffic. This is one nervous character! He's much more concerned with the state of his personal economy and safety (and health) than about helping anyone else. He knows the tunnels better than anyone and has booby-trapped them extensively. In three days of walking, crawling and climbing, the group should experience plenty of discomforts, but no real danger.

Once outside the walls of the laboratory compound, the group will wait for the power outage. At 1:13 the lights will go out; right after that they'll hear gunfire, explosions and screams from inside the compound. By 1:18, when the group should make it over the barbed wire at the top of the wall, everything will be relatively quiet. If anyone enters before that they'll be witness to (and possibly participate in) the carnage of the security robots.

Anyone watching from the wall will be able to clearly see the robots on patrol. One possible way of avoiding a direct confrontation is by attaching a line from the top of the wall to a high point on the research building and climbing across.

Rampage of the Security Robots

Part of the overall plan involves knocking out both the local power lines as well as the emergency generator within the research compound.

Unfortunately for the humans inside, the power disruptions have some unforeseen side effects. Three recently installed security robots have evaluated the situation and decided that saboteurs are responsible. Without guidance from their normal computer controllers, they are indiscriminately blasting everyone in sight as possible subversives.

By the time the player characters get over the gate, the three robots will have massacred all the humans in the place. That is, all the humans except one. Rodney, the lucky survivor, is in an absolute panic; he will do anything, reveal anything, so long as he is protected from the berserk robots. Since he knows the formula for the antigen, he's the perfect solution. Otherwise the group will need to spend time trying to get into the main security vault of the compound. The information is also on a disk stored next to the laboratory computer, but the disk index is stored on the computer itself. Inaccessible as long as the power remains off. The problem will be getting to Rodney and then getting him out safely.

The compound itself is arranged into four buildings. In the open area there are two security robots on continuous patrol. Observers on the walls will notice that several trees have been blown to bits. Also in the courtyard are the remnants of eight laboratory workers who attempted to escape the robots.

Next to the gate is the smallest building, a combination guardhouse and armory. One of the robots will remain in the main entry area of this building at all times. It will open fire on anyone who attempts entry. Inside the building are five dead guards, (6) .45 caliber sub-machineguns, three cases of .45 am-

munition clips and two cases of plastic explosive (12 detonators and 35 kg each). There are also two offices, a bunk room and a security monitoring room filled with electronics (heavily damaged by the robots).

The next largest building houses the furnace, forced air blowers, back-up power generator, electrical circuits, and the water and sewage pipes. The building is all locked up. Everything inside was damaged by a bomb that went off at 1:13. Leaking water, gas and liquid oxygen are contributing to the mess.

The third building is a two-story barracks. The lower floor contains lockers, bunks and two bathrooms with toilets and showers. Eighteen people were killed here by the robots' heat-seeking missiles. The second floor is used for document and equipment storage, just dusty boxes filled with old papers and test tubes.

In the center of the compound is the five-story research building. A freight elevator, a passenger elevator (neither work without power) and an emergency stairway are the only access ways to the other floors. The main floor has a single central corridor, 8 administrative offices (each thoroughly destroyed by the robots) and 2 bathrooms. One of the offices contains a vault door with a time lock (which won't open with the power off). Inside are the labs' credit cards, main research lab books (including one with the Rodent Plague Cure) and administrative paperwork. The door has a Natural A.R. of 17 and an S.D.C. of 3,600.

The basement houses the main computer and is undamaged. There are three large locked metal cabinets filled with computer manuals and numbered disks. Desks, tables and eight computer terminals are the only other contents of the basement.

The second, third and fourth floors are filled with laboratory equipment. Microscopes, electron microscopes, refrigerators and a variety of confusing equipment. All these floors are undamaged. Stored in various places are extremely dangerous disease viruses. Characters who start destroying the equipment run a 30% chance of picking up something fatal.

Hiding in the library that takes up the entire top floor is Rodney. He will beg and plead for his own life. When he finds out what the characters are looking for he will claim to be the only one still living who knows how to make the Plague cure.

By 1:45, Empire of Humanity troops will start arriving on the scene. The first unit will be 20 men in *2xd Robotic Armor* (exoskeletons). They will immediately restore a computer radio connection for the robots and order their deactivation. Further reinforcements will start showing up five minutes later.

Characters who have not left by 1:55 will find their exit cut off and guarded by a unit of Empire troops using assault rifles and grenades.

Escape Tunnels

If Smuggler hasn't survived then the group is in big, big trouble. Without him to cut off the pursuers, there will be a swarm of well-armed human and canine troops entering the tunnels after them. Assume that at least 50 men in the 2xd Robotic Armor and over 300 canine troops will be following the group (the giant Type 1 Robot can not fit in small, confined areas such as tunnels). Even if they manage to fight off the attackers, their escape route will definitely be cut off. That will inevitably result

in their being trapped between two heavily armed Empire units. If they don't surrender they will either be buried alive or shot to death.

So long as *Smuggler* is still alive there will be no real pursuit. Smuggler will set off a variety of booby-traps and cave-ins to slow down any pursuers. It's when they get out of the caves that things start getting dangerous again.

Canine Rangers

By the time the group gets to the tunnel exit, there will already be large rewards posted for them. One group particularly interested in taking advantage of the reward is the Canine Rangers. They've already ambushed the mutant bat rescuers and are waiting in ambush for the group to show up.

This unit is one of many consisting of a human officer and seven mutant dogs. They are used for controlling smugglers and patrolling the more remote parts of the borders. This particular unit stumbled on the bats just the previous night. Those who escaped know better than to return to Empire air space; it's certain death if the air force has been tipped off.

Positioned all around the tunnel exit are the seven rangers. They have been ordered not to fire until the group moves out of the tunnel and into the clearing. Fortunately for the group, one of the canines will disobey orders and 'accidentally' open fire when the first animal starts out (missing his target).

A back-up tunnel, three hundred feet (91 m) north, will provide a less dangerous escape route. That will still leave the group to contend with Major Stanwik and his force of Canine Rangers in hot pursuit. Since the rangers are equipped with cross-country motorcycles, they'll be difficult to outrun. 1-4 motorcycle rangers, armed with assault rifles, will be encountered every 15 minutes and it is likely to result in a full-fledged manhunt with hundreds.

The Last Minute Rescue

If the characters manage to get out of the tunnels alive, and if they manage to travel two hours south, they'll run into a large unit of Animal Militia. Roughly 1,200 armed mutant animals will drive off the Canine Rangers and hold off any Empire reinforcements long enough for the group to get started back to Cardania and safety.

Rodent Plague Notes

The Plague: This is a tailored disease that kills roughly 99% of the infected victims. Designed specifically for rats and mice, it will also affect hamsters and guinea pigs. Badgers, martens, moles, muskrats, otters, porcupines, raccoons, skunks, weasels and wolverines also have a 95% chance of contracting the disease. It has several stages, most of them benign, but ultimately fatal.

Stage One: 3 to 4 weeks of small purple sores and very little other symptoms; just headaches, low fever, and a sluggish feeling at first.

Stage Two: Debilitating pneumonia. There is a 01-50% chance of death every day during this stage. After a week of this, there is a 10% chance of complete recovery every day. For player characters that means rolling once to see if they have recovered, if not then they roll again for the 50% chance of death.

Stage Three: Survivors will be marked with small purplish scabs and will remain contagious for another two weeks but recover. Half will be permanently immune to future exposure.

Rodney

Real Name: Rodney Saxon; human.
Alignment: Unprincipled.
Attributes: I.Q. 20, M.E. 11, M.A. 10, P.S. 8, P.P. 11, P.E. 9, P.B. 8, Spd. 12.
Age: 34. **Sex:** Male. **Size Level:** 10.
Weight: 154 lbs (69.3 kg). **Height:** 5 feet, 11 inches (1.8 m).
Hit Points: 12. **S.D.C.:** 15.
Disposition: A sniveling coward who is interested only in his own safety and security.
Powers: None.
Psionics: None.
Level of Experience: 3rd Level.
Level of Education: Post-Graduate Studies in Bio-Genetics.
Occupation: Empire of Humanity Researcher.
Skills of Note: Include scholastic bonuses, special training and I.Q. bonus. Literate in English 98%, Basic Math 96%, Advanced Math 82%, Chemistry 88%, Computer Operation 70%, Computer Programming 60%, Pathology 65%, Genetics 88% (his area of specialty), Biology 92% (another area of specialization), Lock Picking 50%, Read Sensory Equipment 50%, and Surveillance Systems 60%.
Secondary Skills of Note: Electronics: Basic 60%, Photography 70%, Pilot Automobile 89%, and First Aid 70%.
Attacks Per Melee: One, has two melee actions per round.
Bonuses: None to speak of.
Special Weapons: None.
Personal Profile: Rodney is one of the principle architects of the Rodent Plague. He understands completely the systems and methods used by Empire biological warfare laboratories. If captured, he will attempt to escape, but not at the cost of his own safety.

Smuggler

Real Name: Eustice Mole; mutant mole.
Alignment: Unprincipled.
Attributes: I.Q. 12, M.E. 15, M.A. 11, P.S. 18, P.P. 5, P.E. 10, P.B. 8, Spd. 11.
Age: 32. **Sex:** Male. **Size Level:** 8.
Weight: 165 lbs (74.25 kg). **Height:** 3 feet, 10 inches (1.17 m).
Hit Points: 41. **S.D.C.:** 58.
Disposition: Paranoid, jumpy, and touchy about his own personal safety.
Human Features: Hands: Partial. Biped: Partial. Speech: Full. Looks: None.
Powers: Digging, Tunneling, Excavation and Nightvision.
Psionics: None.
Natural Weapons: 2D4 damage Digging Claws.
Vestigial Disadvantage: Nearsightedness.
Level of Experience: 8th Level.
Level of Education: High School Graduate.
Occupation: None.
Skills of Note: Literate in English 70%, Basic Math 88%, Antiquarian 80%, Escape Artist 85%, Demolitions 84%, Pick Locks 55%, Locate Secret compartments/Doors 55%, Prowl 89%, W.P. Revolver and W.P. Shotgun.

Secondary Skills: Imitate Voices 30%, Pilot Motor Boat 55%, Wilderness Survival 90%.

Attacks Per Melee: One.

Bonuses: +3 to damage due to P.S. attribute.

Special Weapons: Smuggler carries a double-barreled sawed-off shotgun and a belt of shells.

Personal Profile: Smuggler has lived his entire life in fear. If he weren't so greedy he'd make a good hermit. He has carved (literally) a huge black market network through tunnels under New Kennel and the Empire of Humanity. Other than a few mutant rodent helpers (all of them are now diseased), he usually works alone.

He's not happy about helping the expedition. Since he hasn't yet contracted the disease himself, he will be loathe to come in close physical contact with anyone for any reason. He is being pressured by Cardania's government to cooperate, but he doesn't like it one little bit.

Smuggler's plan is to move the group quickly through the tunnels, wait exactly 15 minutes after they exit, and then leave. He'll retreat at least a mile (1.6 km) down the tunnel and wait there. If the group shows up on time he'll point them in the right direction and stay behind to collapse the tunnels on top of any pursuers. In either case, the group will not see him again.

Criminal Record: Known and wanted as a smuggler just about everywhere. The Empire and New Kennel have arrested at least five other mutant moles thought to be Smuggler. All have been imprisoned or executed. This just makes him all the more nervous.

Canine Ranger Unit

Real Names: Rolf, Terry, Spots, Vernon, Jonesy, Baker, and Fitz; mutant dogs.

Alignments: Scrupulous, Unprincipled or Anarchist.

Age: Average 23. **Sex**: 5 male and 2 female. **Size Level**: Mostly 8.

Hit Points: Average 30. **S.D.C.**: Average 44.

Dispositions: Most are easy going, but skeptical of government claims.

Human Features (for most): Hands: Full. Biped: Full. Speech: Partial. Looks: Partial.

Powers: All have Advanced Smell.

Psionics: None.

Level of Experience: Generally 3rd or 4th.

Level of Education: 6th Grade.

Occupation: Canine Ranger Corps.

Skills of Note: Hand to Hand: Basic, Running, Prowl 85%, W.P. Assault Rifle, W.P. Automatic Pistol, W.P. Knife.

Secondary Skills of Note: Wilderness Survival 75%, Hunting 89%, Pilot Motorcycle 85%.

Attacks Per Melee: Four.

Bonuses: +2 to strike, parry, dodge, and damage; +2 to roll with punch or fall; +2 to pull punch.

Special Weapons: Each Canine Ranger is armed with an assault rifle with 6 clips (36 rounds each), an automatic pistol with an extra clip (9 rounds) and a combat knife.

Personal Profile: Most of the Canine Rangers are hardened veterans who have learned to avoid combat in order to prolong their life spans. They are excellent soldiers, but will not throw their lives away in hopeless fights.

Spots and **Jonesy** are the two mutant dogs who are actually sympathetic to the other mutant animals. Given the chance, they'll arrange for some way to let the party get away. They will *not* change sides and will only help if it will not endanger their own positions.

Note: See page 175 for complete information on the K-9 Rangers.

Major Stanwik

Real Name: Major George Stanwik; human.

Alignment: Unprincipled.

Attributes: I.Q. 10, M.E. 14, M.A. 10, P.S. 14, P.E. 13, P.P. 13, P.B. 12, Spd. 10.

Age: 39. **Sex**: Male. **Size Level**: 11.

Weight: 205 lbs (92.25 kg). **Height**: 6 feet, 2 inches (1.8 m).

Hit Points: 28. **S.D.C.**: 30.

Disposition: Pushy, macho and loud.

Powers: None.

Psionics: None.

Level of Experience: 5th Level.

Level of Education: 4th Grade.

Occupation: Major in Empire of Humanity Military.

Skills of Note: Literate in English 65%, Basic Math 84%, Intelligence 52%, Interrogation 65%, Hand to Hand: Expert, Body Building, Baseball 80%, Prowl 80%, W.P. Assault Rifle, W.P. Sub-Machinegun, W.P. Automatic Pistol, W.P. Sword, and W.P. Knife.

Secondary Skills of Note: Wilderness Survival 80%, Trapping 50%, Skin and Prepare Animal Hides 55%, and Pilot Motorcycle 80%.

Attacks Per Melee: Five.

Bonuses: +2 on initiative, +2 to strike, +3 to parry and dodge and damage; +2 to roll with punch or fall; +2 to pull punch, 2D4 damage on kick attack.

Special Weapons: .45 Sub-Machinegun, two .45 Automatic Pistols, G-9A Energy Assault Rifle (5D6 damage) and an ancient (although serviceable; 2D4 damage) cavalry saber.

Personal Profile: The Major is a frustrated career officer. By this point in his career, he thinks he should be commanding *human* troops. His attitude is that he has been stuck out among a bunch of *animals* because of political pressure.

In reality, he is a terrible officer, a poor soldier and not much of a human being. The mutant dogs in his command let him take the credit for all their ideas and try not to get too mad at his racist curses and uppity attitude.

The opportunity to capture the characters is a dream come true for Stanwik. Over the protests of his canine troops, he has refused to call for reinforcements after they discovered the bats and the tunnel. Basically, he figures that the reward (which he doesn't plan on sharing) and the prestige behind a heroic single-handed capture of animal terrorists is just what he deserves.

The Three Security Robots

Note: See page 179 for complete details on these types of Robots.

Real Names: Q15-Abbie, Q16-Hero, Q17-Grace.

Alignment: Effectively Miscreant where mutants are concerned.

Disposition: Formal and precise.

After the Bomb® Sourcebooks

All available simultaneous with the release of the RPG. Actually in stock now, because these are the old *After the Bomb®* sourcebooks that still work with the new RPG.

Road Hogs: 20 new mutant animals, vehicle combat and creation rules, four adventures. $7.95 – 48 pages.

Mutants Down Under: Nearly 30 new mutant animals from Australia. Plus giant insects, Dream Time magic, psionic powers, airship construction, new villains, and adventures. $7.95 – 48 pages.

Mutants of the Yucatan: Over 20 new mutant animals, more trouble from the Empire of Humanity, and adventures. $7.95 – 48 pages.

Mutants in Avalon: King Arthur is back, but as a mutant animal! More mutant animals, mutant insects, druids, druid magic, invasion and adventure. $9.95 – 80 pages.

Mutants in Orbit: Killer satellites, space stations, moon base, new villains, monstrous insects, adventure ideas and more. Half this book is for *After the Bomb®* and half is for *Rifts®*. $11.95 — 112 pages.

For Heroes Unlimited™:

- **Hardware Unlimited™** sourcebook by Bill Coffin and Brent Lein – 2002
- **Mutant Underground™** by Kevin Siembieda – 2002
- **Cascade City™**; adventure sourcebook by Erick Wujcik – 2002
- Sourcebooks for After the Bomb and more.

RIFTS

There is so much to tell about **Rifts**® that we don't know where to begin.

Earth has been torn apart and reshaped. It is as alien as some distant planet, yet strangely familiar. Humankind has risen from the ashes of armageddon to reclaim their planet, only this time there are other creatures who claim it as well.

Rifts® is science fiction

It is high-tech science fiction with Mega-Damage rules, cybernetics, bionics, robotics, energy weapons, rail guns, power armor, giant robot vehicles, and fantastic cities. Cities where character classes like the *City Rat, Cyber-Doc, Operators, Body Fixers, and other rogues* call home. Cities controlled by the empire known as the Coalition States; a nazi-like government who controls the minds and hearts of its people and where books are forbidden. Places where men of magic, psychics, and scholars are hunted by the *Coalition Dog Packs* and *Psi-Stalkers*.

Rifts® is fantasy

The "science of magic" is as developed and powerful as robotics. Ley lines and their mystic energies are tapped to open doorways to other worlds and used to create technological marvels like TK-Guns (fire telekinetic bolts instead of bullets) and Wing Boards (surfboard like platforms that sail along ley lines). A world where creatures of legend walk among men. A world where character classes like the *Line Walker, Techno-Wizard, Shifter, and Mystic* are just beginning to master the power that ancient man called magic.

Rifts® is horror

Where ley lines meet, they are called junctions or "nexus" points. These are the places where portals or "Rifts" tear open the fabric of space and time. Sometimes the Rifts can be controlled, but all too often they tear open like an erupting volcano of mystic and psychic energy. From the eruption, hordes of creatures emerge. Some are monstrous flesh and blood creatures, others are alien intelligences, but the worst are supernatural beings that even future man calls *demons*.
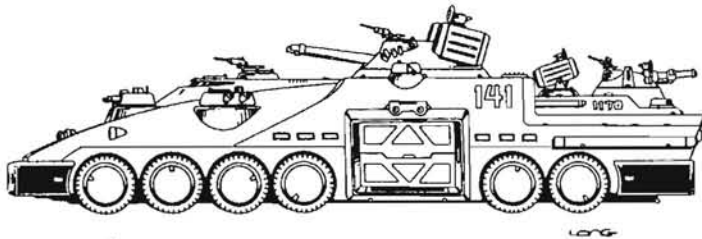
Rifts® is post-holocaust adventure

The world is a vast wilderness, a new frontier with many wonders waiting to be explored, and just as many horrors barring the path. Player characters are the brave, idealistic, adventurous explorers of this new world. The men and women who dare to carve their place in a world gone mad. Occupational Character Classes include the *Cyber-Knight, Bursters, Juicers, Borgs, Crazies, Mind Melters, Coalition Elite, and many, many others.*

Rifts® is great artwork

The cover by *Keith Parkinson* is only a hint at what awaits you inside. Incredible new robots, bionics, weapons, vehicles, characters and more are breathtakingly illustrated by *Kevin Long* and others. Plus a 12 page center spread of paintings by Long and Parkinson that brings the world of **Rifts**® to life. Written by *Kevin Siembieda*. $24.95 plus $3.00 postage and handling. 256 pages — Complete role-playing game.
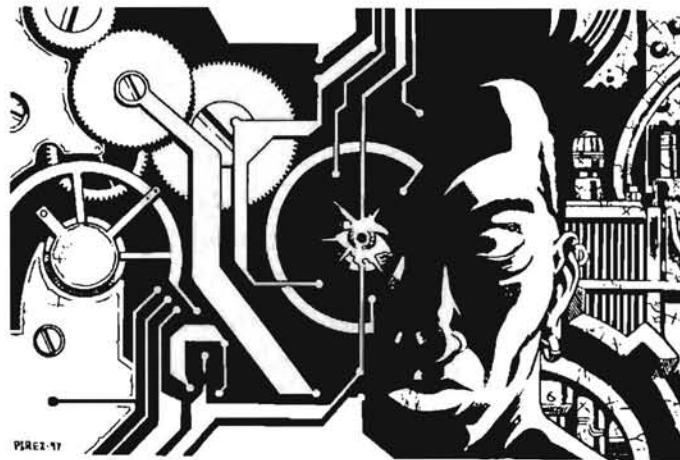
Rifts®, your source to the Megaverse®

The original game took three years to design, write and illustrate. It has been a smash hit since the day of its release.

The sourcebooks that have followed continue the tradition of great art, dynamic characters, strong story, and high-concept. But we go beyond the boundaries of Earth. Dimension Books carry the reader to alien galaxies and strange, new worlds. Better yet, **Rifts**® is compatible with Palladium's entire Megaverse® of games, from *Heroes Unlimited*™ and *Robotech*® to *Palladium Fantasy*® and *Nightbane*®. Available at stores everywhere.

Visit Palladium's Web Site to see our complete catalog, the latest news, talk to fans in our chat rooms, access special sourcebooks and data, and join in all the fun and excitement! Moderated by V.P. Maryann Siembieda. **www.palladiumbooks.com**

Palladium Books Inc.
Dept. D

12455 Universal Drive
Taylor, MI 48180

Your doorway to the Megaverse®
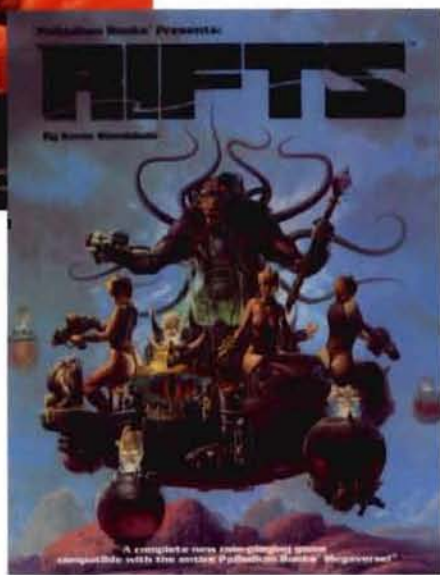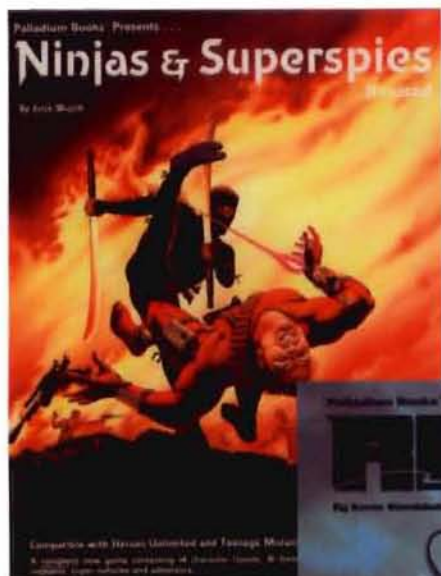
Other Palladium Games

Ninjas & Superspies™ RPG
- 41 different martial arts.
- Dozens of Mystic powers.
- Superspies and secret organizations.
- Gimmicks, cyborg agents and more.
- Written by Erick Wujcik.

Palladium Fantasy RPG®
- Hundreds of magic spells, plus circles and wards.
- Heroic warriors, knights and paladins.
- Human and nonhuman player characters.
- Subhuman monsters, demons and sorcery.
- Epic adventure in a unique world of fantasy.
- Written by Kevin Siembieda.

Rifts® RPG
- Characters of incredible power.
- Portals to countless worlds.
- The infinite Megaverse® at your fingertips.
- Limited only by your imagination™.
- Written by Kevin Siembieda.

Available at stores everywhere

After the Bomb®
Role-Playing Game

A complete new role-playing game of post-apocalyptic insanity, where *intelligent mutant animals* have inherited a devastated Earth and humankind teeters on the brink of disaster.

- **Over 100 mutant animals.**
- **Create, design and build your own mutant animals.**
- **Optional Human Mutants, who sacrifice their humanity for mutant powers.**
- **The evil Empire of Humanity and their canine henchmen.**
- **The free state of Cardania and other refuges for mutant animals.**
- **The world turned upside down by genetics and madness.**
- **World overview and history.**
- **Six adventures to get you started, plus random encounters and tons of ideas.**
- **Equipment, weapons, skills and everything you need to play, right here.**
- **A complete game. Suitable for use with *Heroes Unlimited*™.**
- **Unleash your imagination!**
- **Over 200 pages.**

$22.95

Cat. No. 503-2
I.S.B.N. 0-916211-15-0

ISBN 0-916211-15-0

9 780916 211158