

Palladium Books Presents® A Supplement for After the Bomb® RPG

Mutants in Xanadu



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The Mysterious East

By Laura "Tamara" Henson

SUITABLE FOR USE WITH THE AFTER THE BOMB® RPG

Also compatible with Teenage Mutant Ninja Turtles®, Heroes Unlimited™, & Rifts™

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Introduction to the Second Edition

In late 1989 I wrote a role playing game supplement for *Palladium Books*™ *After the Bomb*® role playing game based (very loosely) on the *Xanadu* comic books by Vicky Wyman. I did this because I had several players who enjoyed playing the original *After the Bomb* and they wanted magical beasts as well. Since Asia was not described in the game, Xanadu seemed the perfect fit. Years later I took my ragged old notebook, typed it up for prosperity, added some nice pictures, and converted it to a PDF which I shared on the net in case anyone else wished to use it.

In the 2001 Palladium wrote a second edition of *After the Bomb* that was much more adult in tone than the previous addition. This 2nd edition briefly described Asia, and to my surprise it was compatible with my Xanadu campaign. It has now been over eight years since the 2nd edition of *After the Bomb* was published and it seems that Palladium is not going to update its original sourcebooks or publish a book for those countries not covered in the first edition. I therefore believe a second edition of *Mutants in Xanadu* is needed: one that is compatible with the new rules and that complies with Palladium's Internet policy. In this way the entire world will be available to *After the Bomb* players.

This version of *Mutants in Xanadu* differs from its predecessor in several ways. First it adds over 50 new mutant animals to the 45 in the first edition, including two purebred horses, 24 prehistoric throwbacks (including many dinosaurs), several new nobles, the shark and the giraffe! It is also an independent setting from Vicky Wyman's comics, contains a table of contents, corrects some mistakes, adds all new illustrations, and brings the information contained within in line with the 2nd edition *After the Bomb*™ rules. I hope you enjoy this book, as I think it is a vast improvement over my first attempt and will make a valid addition to Palladium's Mutant Animal system.

What other Sourcebooks are needed to use this book:

Mutants in Xanadu needs at least three other books to be used to its full advantage. The first, and most important, is a copy of the 2nd edition of *After the Bomb*. This book gives all the rules necessary for creating animal characters, all the game rules, and a detailed history of the game world. If *After the Bomb* is unavailable the original *Teenage Mutant Ninja Turtles and Other Strangeness*® can be used in a pinch. In addition the 1st edition *After the Bomb*® supplement *Mutants in Avalon*® is necessary for creating a character in this setting as I will refer specifically to many of the rules published in that volume in order to avoid needless repetition. Both the druid rules from *Mutants in Avalon*™ and the magic rules from *Transdemensional Teenage Mutant Ninja Turtles*™ will add needed flavor to this setting and are recommended. If either TMNT book is unavailable I recommend finding a copy the newest edition of *Heroes Unlimited*™ for statistics for mutant Tiger characters and for a list of Wizard Spells. All of these books are published by Palladium Books® and are available in PDF form from most shops specializing in Role Playing Games.

Mutants in Xanadu is different from all other books in the *After the Bomb*® series in that it contains magical characters in addition to mutant animals. The Nobles, a group of humanoid unicorns, dragons, griffons, and other mythical beasts rule the main countries in this setting. While it is possible to use creatures from either *Rifts*™, or *Palladium Role-Playing Game*® I think it would be more appropriate to use the Noble rules from this paper in order to produce characters less disruptive to game balance. Unlike in the first edition, Noble Characters in this work are chimeras. This not only puts them in line with the 2nd edition rules but with history as well, for the very first modified animal was a bull surgically turned into a unicorn by Dr. Franklin Dove in 1933.

Laura "Tamara" Henson

Creating a Character: Xanadu Style!

While it is best to create a character from Asia, you can easily bring in characters from other After the Bomb ® settings. Two mutant hating human kingdoms border the two main mutant animal empires in Asia. In the west is the Societe A Eliminer les Creations Sauvages et Nuisibles (SAECSNs) which is detailed in *Mutants in Avalon*™. The government of Jakarta, described in *Mutants Down Under*™, on the other hand controls the south. It would thus be natural for characters from Britain or Australia to try to make an allegiance with Xanadu and/or Zhongguo to defeat these enemies.



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You start Mutants in Xanadu characters the same way as you would any other *Teenage Mutant Ninja Turtles and Other Strangeness* ® or *After the Bomb* ® characters. Start with the usual Steps detailed below.

Changes to the Basic Rules:

I have used certain house rules when designing the horses, aquatic animals, and prehistoric beasts in this book. The changes are easy to fix if you prefer the original rules but I used them because to me they made more sense than the rules in the core book. These changes are:

Revised Equine Human Feature Cost: The core rules state that horses have to pay 10 points for partial features and 15 for full. No other animal has this restriction, including the ponies in *Mutants in Avalon*™ and the donkeys in *Road hogs*™. To keep the rules consistent I recommend that the Bio-E cost for all equines should be a standard 5/10 as in all other mutant animals.

New Swim Skills: Hold Breath (5 Bio-E) and Natural Swimming Ability (10 Bio-E) should be available to the various sea mammals given in *Road Hogs*™.

Revised Size Chart After Size Level 20: Looking over the expanded size chart I noticed that the size levels given for certain animals did not match the weights given for the animals in question. The biggest oddities concerned animals past size level 18. For example Palladium points out that elephants commonly reach 5 tons (that's 10,000 lbs) and African Elephants can reach 16,000 lbs, yet they place them at size level 20 which is only 2,500 lbs. Indeed using Palladium's own expanded size chart an elephant should be Size Level 23. This is inconsistent and makes little sense and as a result I use this revised Expanded Size chart.

Growth Steps	Sample Animal	New Weight (in Pounds)	New Weight (in tons)	Bio-E	IQ	PS	PP	Spd	SDC
19	Buffalo	To 8,000	1-4	90	-	+13	+11	-9	75
20	Elephant	To 16,000	5-8	95	-	+14	+12	-10	80
21	Diplodocus	To 32,000	9-16	100	-2	+15	+13	-12	90
22	Titanosaurus	To 48,000	17-24	105	-4	+16	+14	-13	100
23	Apatosaurus	To 64,000	25-32	110	-6	+17	+15	-14	120
24	Brachiosaurus	To 100,000	33-50	115	-8	+18	+16	-15	150
25	Argentinosaurus	To 200,000	49-100	120	-10	+19	+17	-16	200
26	Blue Whale	To 400,000	To 200	125	-12	+20	+18	-17	220

Revised Damage rolls based on Size: No offense to the wonderful writers at Palladium Books but I think it is ridiculous that a size level 2 Chihuahua and a size level 6 Doberman would both do 1d6 points of damage with a bite. Common sense alone says that the larger dog would do more damage. To be fair Palladium does cover the additional damage caused by large creatures by adding a bonus to characters with exceptional strength attributes of 16 or more. However there is no corresponding chart for creatures with exceptionally low strength scores. As a result I have added the following column to the Physical Size Chart located on page 10 of TMNT® and page 21 of the 2nd edition of *After the Bomb*®. No matter the modifier a creature will always cause at least one point of damage if it successfully attacks an opponent.

Size Level	Damage Modifier	Size level	Damage Modifier	Size Level	Damage Modifier
1	-4	6-11	0	22-23	+4
2	-3	12-16	+1	24	+5
3	-2	17-19	+2	25	+6
4-5	-1	20-21	+3	26	+7



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Step 1: The Eight Attributes

See the core rulebook for details, there are no changes to the basic rules.

STEP 2: Animal Type

The following table should be used to generate new characters for adventures set in Asia. Animals described in this book are in **bold** Type. All others can be found in other Palladium products. To find the original source for already described animals the following symbols are used for first edition products, for second edition see the *After the Bomb* 2nd edition rulebook:

* *Teenage Mutant Ninja Turtles and Other Strangeness* ®

** Road Hogs ™ (see above for errata).

Mutants of the Yucatan ™

¥ Mutants Down Under ™

£ Mutants in Avalon ™

Asian Mammals (01-50)

- 1 **Anoa** (d)
- 2 **Antelope: Oryx or Saola** (b)
- 3 **Antelope: Nilgai** (b)
- 4 **Antelope: Chausinga** (c)
- 5 **Antelope: Blackbuck** (c)
- 6 **Antelope: Gazelle or Saiga** (c)
- 7 **Ape (Gibbon and Siamang)** (c)
- 8 Ape (orangutan) * (c)
- 9 Badger * (c)
- 10 Bat: common* (d)
- 11 Bat: False vampire # (c)
- 12 **Bat: Flying Fox** (c)
- 13 Beaver * (d)
- 14 Bear: Black * (d)
- 15 Bear: Brown* (c)
- 16 Bear: Polar * (c)
- 17 **Bear: Sun** (d)
- 18 Bighorn * or **Argali** (c)
- 19-20 Boar * (d)
- 21-22 Buffalo * (b)
- 23-24 Camel * (d)
- 25-26 Canine: Dog * (e)
- 27 Canine: Fox * (b)
- 28 Canine: Wolf * (c)
- 29 **Chevrotain** (b)
- 30 **Civet** (c)
- 31-32 Cow and Bull *(e)
- 33 Deer * (c)
- 34 **Dhole** (c)
- 35 Dolphin ** (b)
- 36-37 Donkey ** (e)
- 38 Dugong (see Manatee # (c))
- 39 Elephant * (b)
- 40 Elk * (b)
- 41-42 Feline: Cat (Domestic) * (e)
- 43 Feline: Cheetah * (d)

- 44 Feline: Clouded Leopard (use Puma*) (c)
- 45 Feline: Golden Cat (use Puma *) (c)
- 46 **Feline: Leopard** (c)
- 47 Feline: Leopard Cat (use Bobcat *) (c)
- 48 Feline: Lion * (b)
- 49 Feline: Lynx (see Cat: Wild, Lynx)* (c)
- 50 **Feline: Snow Leopard** (c)
- 51 Feline: Tiger * (b)
- 52 Ferret Badger (use Skunk *) (d)
- 53 **Flying Lemur** (c)
- 54 **Giraffe** (d)
- 55-56 Goat * (e)
- 57 **Goat Antelope** (c)
- 58 Hedgehog £ (e)
- 59 Horse
 - 01-25 **Horse, Purebred: Akhal-teke** (b)
 - 26-50 **Horse, Purebred: Arabian** (b)
 - 51-75 Horse: Common * (d)
 - 76-100 **Horse: Purebred: Takhi** (c)
- 60 **Hyena** (d)
- 61 **Ibex** (c)
- 62 **Jackal** (d)
- 63 **Loris** (d)
- 64 Marten* (c)
- 65 Mink * (d)
- 66 Mole * (d)
- 67 **Mongoose** (d)
- 68 Monkey * (d)
- 69 Moose* (c)
- 70 Muskrat * (d)
- 71 Onager or Kiang (use Donkey **) (c)
- 72 Otter * (c)
- 73 **Panda: Giant** (b)
- 74 **Panda: Red** (b)
- 75 Pangolin (use Armadillo * (d))
- 76-77 Pig * (e)
- 78 Pony £ (e)
- 79 Porcupine * (c)
- 80-81 Rabbit * (e)

82-83 **Raccoon Dog** (b)
84 Rhinoceros * (d)
85-86 Rodent: Mouse, Hamster, & Rat* (d)
87 Seal ** (c)
98 Sea Lion** (c)
89-90 Sheep * (e)
91 Squirrel * (d)
92 Tapir # (c)
93 **Tarsier** (c)
94 **Tree Shrew** (c)
95 Walrus ** (c)
96 Water-Vole £ (d)
97 Weasel * (d)
98 Whale ** (b)
100 Wolverine * (c)

Asian Birds (51-60)

01-05 Duck * (e)
06-10 Chicken * (e)
11-15 Coot £ (c)
16-20 Crow or Raven * (b)
21-25 Goose £ (e)
26-30 Gull £ (d)
31-35 Heron or Crane £ (d)
36-40 Magpie £ (c)
41-45 Owl * (b)
46-50 Parrot * (d)
51-55 Peacock *(b)
56-60 Pigeon * (e)
61-65 Sparrow * (e)
66-70 Swallow £ (b)
71-75 Swan £ (b)
76-80 Vulture ** (e)
81-85 Wild Birds * (c)
86-90 Wild Fowl * (d)
91 Wild Predatory Birds: Eagle* (b)
92-93 Wild Predatory Birds: Falcon* (b)
94-95 Wild Predatory Birds: Hawk *(c)
96-00 Woodpecker £ (d)

Reptiles, Amphibians, & Fish (61-70)

01-10 Amphisbaena (use Slow-worm £ (b))
11-20 Alligator/crocodile * (c)
21-30 Frog or Toad * (e)
31-40 **Giant Salamander** (e)
41-45 Komodo Dragon ¥ (b)
46-55 **Kubin** (b)
56-70 Lizard: Typical ** (e)
71-79 Lizard: Chameleon ** (d)
80-82 Newt £ (e)
83-84 Sea turtle ** (d)
85-86 **Shark** (b)
87-90 Snake: Boa Constrictor # (c)
91-93 Snake: Cobra ¥ (b)
94-96 Snake: Viper (as Rattlesnake #) (d)

97-00 Turtle * (c)

Throwback (71-80) all social class E

01-03 **Andrewsarchus**
04-07 **Ankylosaur**
08-11 Carnosaur (use Allosaurus from the 2nd edition of *After the Bomb*™)
12-14 **Ceratopsian**
15-19 **Coelurosaur**
20-23 **Glyptodont**
24-27 **Eohippus**
28-31 **Hadrosaur**
32-36 **Hypsilophodont**
37-40 **Iguanodont**
41-45 **Indricotherium**
46-48 **Mammoth**
49-52 **Megatherium**
51-56 **Ornithomimosaur**
55-61 **Pachycephalosaur**
62-65 **Saber-toothed cat**
66-69 **Deinonychosaur**
70-74 **Plesiosaur**
75-79 **Pterosaur**
80-83 **Sauropod**
84-87 **Stegosaur**
88-90 **Terror Bird**
91-95 **Thylacoleo**
96-100 **Tyrannosaur**

Zoo Animal (81-90)

01-10 Aardvark *(e)
11-20 Ape: Chimpanzee or Gorilla (d)
21-30 Hippopotamus* (e)
31-40 **Giraffe** (d)
41-50 Guinea Pig * (e)
51-60 Kangaroo ¥ (e)
61-70 Octopus ** (e)
71-80 Ostrich (use Emu ¥) (c)
81-90 Platypus ¥ (e)
91-00 Turkey* (e)

Noble (91-100) all social class A

01-02 **Alphyn**
03-04 **Amphisien**
05-06 **Anzu**
07-08 **Baku**
09-10 **Basilisk**
11-12 **Bixie (True Chimera)**
13-14 **Bonnacon**
15-16 **Caladrus**
17-18 **Catoblepas**
19-21 **Centaur**
22-24 **Conopini**
25-26 **Couatl**

27- 29 **Dragon**

- 01-50 Dragon: Typical
- 51-55 Dragon, Purebred: Faerie
- 56-70 Dragon, Purebred: Guivre
- 71-75 Dragon, Purebred: Knucker
- 76-80 Dragon, Purebred: Long
- 85-90 Dragon Purebred: Star
- 91-100 Dragon, Purebred: Wyvern

30-31 **Feng Hwang**

32-34 **Gargoyle**

35-38 **Griffin**

39-40 **Harpy**

41-42 **Hippocampus**

43-45 **Hippogriff**

46-48 **Hsaio**

49-51 **Human**

- 01-69 Human: Normal
- 70-75 **Human, Purebred: Dwarf**
- 76-80 **Human, Purebred: Elf**
- 81-85 **Human, Purebred: Gremlin**
- 86-90 **Human, Purebred: Rokuro-kubi**
- 91-95 **Human, Purebred: Satyr**

96-100 **Human, Purebred: Sprite**

- 52-53 **Kamaitachi**
- 54-55 **Kappa**
- 56-57 **Leocrota**
- 58-59 **Manticore**
- 60-62 **Mermaid**
- 63-64 **Oni**
- 65-66 **Opinicus**
- 67-68 **Panthalops**
- 69-71 **Pegasus**
- 72-73 **Peryton**
- 74-76 **Qi-lin**
- 77-79 **Shedu**
- 80-82 **Simurgh**
- 83-85 **Sphinx**
- 86-87 **Roc**
- 88-90 **Unicorn**
- 91-94 **Vampire**
- 95-96 **Wolpertinger**
- 97-98 **Yale**
- 99-00 **Yeti**

STEP 3: Mutation Background & Social Rating

The first edition of *Mutants in Xanadu* was written using the Backgrounds and Social Ratings found in *Mutants in Avalon*TM. However as I began to convert character's to 2nd Edition I realized that Avalon's skill system was incompatible with the new edition. This chapter is thus a complete rewrite of the social rating and profession rules tailored specifically for Asian campaigns

Most of the societies in Asia are divided into castes. Each caste has a social rating (S.R.) ranging from the lowest domestique slave (e) to the noble class (a) itself. The first thing one needs to realize is that the higher one's social rating the better your education and the more money you make. This is due to the influence of rank, status, and money in finding the best possible teachers. As a result of this unequal status each social rating gives a one time bonus to Primary and Secondary Skills as well as a number which is multiplied with the character's starting money from his profession to determine the actual amount of money in Bucks (note however that name of the standard coin varies by kingdom) the character has at the beginning of play.

Example: a Nomad gets 1d6 x 20 dollars at the start of the game. A snow leopard chieftain of a nomad tribe in the Himalayas (social rating c) would multiply 4 to this total so if he rolled a 3 he would have \$180 worth of goods or: $3 \times 20 = 60 \times 4 = 180$. This money may be in actual cash but it is more likely to consist of equipment. This chieftain will also have a 5% bonus on all his skills.

One big difference from *Mutants in Avalon*[®] is that in Asia ones accent does not place one's social rating. The way they dress is also not a good indicator for Asia is a vast continent with temperate woodland, streaming jungles, desert dunes and arctic tundra - often all in the same kingdom! For this reason species is the main indicator for S.R.

(e) Lowborn Domestique: these mutant animals are descended from domesticated livestock or pets that had no wild representatives in Asia. Members of this class are usually uneducated serfs (or slaves). Lowlifes, outlaws and pirates are also considered to be this S.R. If possible, a noble will not even speak to a member of this S.R. This S.R. is also used for races that are outside Asian civilization, including foreigners

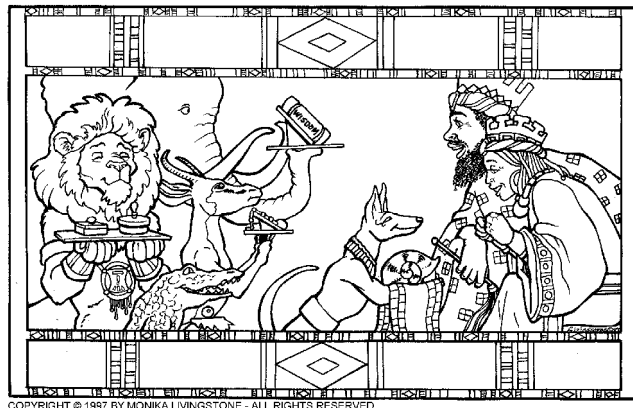
and the throwback Long-Ku of the Southern Sea. Members of this social rating get no bonuses to Primary skills, Secondary skills, or Money.

(d) Common Domesticque: mutant animals that were domesticated but had feral or semi-wild populations or are mainly small belong to this S.R. Most members of this S.R. are working class commoners who tend to be uneducated laborers, farmers, soldiers, or unskilled workers. Members of this social rating get a 5% bonuses to Primary skills, no bonus to Secondary skills, and an x 2 multiple to Money.

(c) Freeborn: this S.R. includes most mutant animals of wild stock. Their position in society is that of the “middle class” worker. Most are traders, crafters, innkeepers, and artisans. Members of this social rating get a 5% bonus to Primary skills, a 5% bonus to Secondary skills, and an x 4 multiple to Money.

(b) Highborn: this social class consists of animals that were considered sacred in Asia. Such animals as tigers, elephants, buffalo, and mouse deer belong to this S.R. Highborn characters will be upper class successful merchants, business people, army officers, skilled craftsmen, landowners and court attendants to the noble class. Members of this social rating get a 10% bonus to Primary skills, a 5% bonus to Secondary skills, and an x 6 multiple to Money.

(a) Nobles: only mutant chimera created to resemble mythical animals and a few mutant human purebreds belong to this S.R. To most of Asia’s people the Nobles are representatives of the spirits themselves, the kami made flesh and thus are born into a life of privilege. Most have so much money they have no need for jobs and just hang about the court. Others have duties in the palace as captains, generals, court advisers, jesters, ambassadors and as royal couriers. Members of this social rating get a 10% bonus to Primary skills, a 10% bonus to Secondary skills, and an x 10 multiple to Money.



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Professional and Educational Background

As in England one’s profession and education depends on the character’s Social Rating. To determine a character’s profession roll on the following table.

Social Rating e

- 00-10 Ashigaru (Soldier)
- 11-20 Shaman
- 21-30 Raised by Bandits
- 31-40 Feral Background
- 41-50 Laborer
- 51-60 Raised on the Frontier
- 61-70 Villager of Townie
- 71-80 Border Area
- 81-90 Nomad

91-00 Freed Slave

Social Rating d

- 01-07 Bard
- 08-14 Laborer
- 14-21 Scout
- 22-28 Ashigaru (Soldier)
- 29-35 Town Militia
- 36-42 Traveling Trader
- 43-49 Shaman

50-56 Feral Background
57-63 Raised on the Frontier
64-70 Villager or Townie
71-77 Border Area
78-84 Nomad
85-91 Bushi (Mercenary)
92-00 Monk

Social Rating c

01-07 Engineer
08-14 Laborer
14-21 Scout
22-28 Ashigaru (Soldier)
29-35 Town Militia
36-42 Traveling Trader
43-49 Shaman
50-56 Bard
57-63 Raised on the Frontier
64-70 Villager or Townie
71-77 Border Area
78-84 Nomad
85-91 Bushi (Mercenary)
92-00 Monk

Social Rating b

01-10 Samurai or Ronin (Army Officer)
11-20 Court Attendant
21-30 Land-owner
31-35 Bushi (Mercenary)
36-45 Dragon Knight
46-50 Villager or Townie
51-60 Town Militia
61-70 Border Area
70-75 Sorcerer
76-80 Shaman
81-90 Monk
91-00 Engineer

Social Rating a

01-10 Royalty
11-20 Idle Rich
21-30 Dragon Knight
31-40 Courtier
41-50 Samurai or Ronin (Army Officer)
51-60 Land Owner
61-70 Sorcerer
71-80 Shaman
81-90 Monk
91-00 Town Militia

Professions from After the Bomb™ 2nd edition

Border Area
Feral background
Freed Slave
Raised By Bandits
Raised on the Frontier
Villager of Townie

New Professions

Ashigaru (Soldier)
Bard
Bushi (Mercenary)
Court Attendant
Courtier
Dragon Knight
Engineer
Idle Rich
Laborer
Land Owner
Monk
Nomad
Royalty
Samurai or Ronin (Army Officer)
Scout
Shaman
Sorcerer
Town Militia
Travelling Trader

Forbidden Skills

As in Britain, the Crash destroyed most of the technology that made man dominant. In addition to an electromagnetic pulse that destroyed nearly all communications equipment there was the release of the Anti-metal Virus (actually a nanotechnological weapon that has by now ran amuck reducing any ferrous metal it infects to rusty slag within days of infection). Even gasoline and oil, once the main export of the east, is gone thanks to an oil eating bacterium. This bacterium, originally released into the sea to prevent oil spills, mutated after the Crash to live on land and as a result petrol is now worth its weight in gold. The result of all this devastation is that several of the skills given in the core rulebook are unavailable in this setting.

Unavailable skills:

Clinical Genetics (replace with the new skill Genealogy), Computer Operation, Computer Repair, Helicopter, Jet, Military Vehicle, Laser Systems, Radio Communications, Radio: Satellite Relay, and Radio Scramblers.

Modified Skills:

Airplane and Aircraft Mechanics: Aircraft is very rare in this setting and is limited to simple plastic and fiberglass biplanes whose engines run on electricity or steam. Only the richest people (social rating a) in Ganesh or Mechanics (see below) have such items and characters from any other country or social rating must choose the new skill Ride Flying Beast instead.

Automobile, Automobile Mechanics, Motorcycle, and Truck: Same as in Airplane above except Ride Bouncer or Ride Dray instead.

Optic systems and Surveillance Systems: simple alarms and lenses using cameras do exist, only systems that used computerized circuitry (like modern cell phones and digital cameras) are useless. Basically any surveillance system that existed before the mid 1960's can be used in Xanadu but all metal parts must be iron or nonferrous metals.

Television and Video Systems: Television (especially the digital TV that existed after 2009) does not exist in this setting but old fashioned moving pictures using reels and cell animation are still being made and shown at local theaters.

New Skills:

On the other hand several new skills (or rather variations on old skills) have developed in Asia. Some of these new skills are detailed in *Mutants in Avalon*®, these are: Dialect, Folklore, Heraldry, History, Leadership, Ride Mutant Insects, Steam Mechanics, Tactics, W.P. Axe, and W.P. Lance. In addition add these four skills to the game.

Genealogy: Because of the electromagnetic pulse and the lack of computers, knowledge of genetics is limited to carefully documented family trees. Someone with this skill is thus skilled at tracing obscure documents in order to verify someone's bloodline and in proscribing herbal supplements to promote fertility. (35% +5% per level)

Ride Bouncer. This is the ability to ride most types of two legged riding animal. In Xanadu this is the bouncer, a huge kangaroo-like unintelligent rodent. Bouncers are the thoroughbred horses of Xanadu and are known for their nervous temperament, quick movements, and high jumps. With this skill you can stay in the saddle no matter how spirited your steed becomes. Anyone with the Animal Husbandry skill gets a one-time 20% bonus to this skill. **Base Skill:** 25% + 5% per level of experience.

Ride Dray. This is the ability to ride most types of four legged riding animal. In Xanadu this is usually the dray, a huge unintelligent agama lizard. Dray are the oxen and donkeys of Xanadu and those with this skill also know how to hitch the animals up to carts, plows, and wagons for use as beasts of burden. Dray are strong, placid, stupid and stubborn animals that may be hard to control by those without this skill. Anyone with the Animal Husbandry skill gets a one-time 20% bonus to this skill. **Base Skill:** 30% + 5% per level of experience.

Ride Flying Beast. This is the ability to ride most types of winged creature. In Xanadu this could be a giant silk moth or other insect but it also applies to staying aboard a flying dragon, Pegasus, or other winged noble who resolve to give one a ride. With this skill you can stay in the saddle no matter the strength of the wind or how your steed dips and dives, Anyone with the Animal Husbandry skill gets a one-time 20% bonus to this skill. **Base Skill:** 20% + 5% per level of experience

New Professions

Ashigaru (Soldier)

The character is a member of the royal army, air force, or navy. Standards of training differ among the various kingdoms and empires but usually involve basic weapon use and stealth. Soldiers range from untried farm kids given weapons to well trained seasoned warriors – and if the former lives long enough he may become the later.

Apprenticeship: Choose from Farrier, Mariner, Weaponsmith, or Teamster

Primary Skills: Camouflage (+10%), Hand-to-Hand: Expert, Swimming (+10%), Ride Bounder, and 4 Weapon Proficiencies.

Secondary Skills: Select 8

Special Bonuses: + 2 P.S., +2 to P.E. and +10 S.D.C.

Money: \$60 – 240 (3D4 times 20).

Equipment: Full set of clothing, traveling equipment, 3 ancient weapons, one riding animal and its tack, a weeks rations, and a suit of quilted armor.

Relatives & Connections: The character will have a 10% chance of recognizing an old friend or military buddy when visiting the residence of a noble.



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Bard

The bard is a traveling musician or performer whose knowledge of history, current events, and literature is unparalleled. More than just a wandering minstrel, the bard is responsible for bringing news and carrying messages throughout the kingdoms. Towns and villages always welcome a bard and offer free food and lodging in exchange for news, entertainment, and teaching of the young. Often a bard will carry messages for a small fee and are usually allowed free passage across the boundaries between provinces and even across the borders of the Empire.

Apprenticeship: Select one from Artisan, Farrier, or Teamster.

Primary Skills: Dance (+10%), First Aid (+10%), History (+20%), 2 Languages (+10%), Literacy (+20%), Musical Instrument (+20%), Public Speaking (+20%), one Physical skill (at +15%), Read Music (+15%), Sing (+20%), and Writing (+20%).

Secondary Skills: Select any 6 domestic Skills, 4 Technical Skills, 2 Scientific/Scholastic skills, and 4 Rouge Skills.

Special Bonuses: + 2 M.A., +1 to I.Q., +1 to P.B. and +5 S.D.C.

Money: \$60 – 240 (3D4 times 20).

Equipment: Full set of clothing, traveling equipment, 1 firearm, 1 ancient weapon, one musical instrument, one artist case (contains paper, pen, India ink, a selection of brushes and a tray of watercolor cakes), and one suit of fancy performing clothing.

Relatives & Connections: The character will have a 15% chance of recognizing a friend or acquaintance whenever visiting any town, village, or palace.



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Bushi (Mercenary)

The bushi is a masterless warrior who wanders the land offering his services to the highest bidder. Both respected and feared the bushi can be found assisting bandits one day and protecting the king the next.

Bushi can also be found working as bounty hunters, spies, assassins, and as army grunts under the command of a samurai. Bushi may be nobles or highborn who have fallen upon hard times but the majority are of low birth who have chosen the way of the warrior.

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

Primary Skills: Camouflage (+20%), General Repair and Maintenance (+10%), First Aid (+20%), land navigation (+20%), Tailing (+15%), Tracking (+20%), Wilderness Survival (+10%), 2 physical skills, 2 ancient weapon proficiencies and 2 modern weapon proficiencies.

Secondary Skills: Select any Ride skill, 3 domestic Skills, 2 Technical Skills, and 5 Rouge Skills, and 3 skills of your choice from any category.

Special Bonuses: + 2 P.S., +1 to P.E., +1 to P.P. and +10 S.D.C.
Money: \$10 – 1,000 (10d10)

Equipment: Full set of clothing, traveling equipment, 1 firearm, 2 ancient weapons, rations for a week.

Relatives & Connections: The character will have a 10% chance of recognizing a buddy or former employer whenever visiting any town, village, or palace.



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Court Attendant

The court attendant is the person who assists a noble in carrying out the duties of the court. The responsibilities of this profession include tax collecting, negotiating with other kingdoms, inspecting goods and services to ensure they are up to standard, and solving minor problems in the kingdom. Like most bureaucrats the court attendant tends to be knowledgeable, quick-witted, and sneaky.

Apprenticeship: Select any one: this will be the character's area of expertise.

Primary Skills: Identify Plants & Fruits (+15%), Intelligence (+20%), 3 Languages (+20%), Photography (+10%), Writing (+20%), one science skill of your choice (+10%), and 1 weapon proficiency.

Secondary Skills: Select any Ride skill, 5 domestic Skills, 4 Technical Skills, and 5 skills of your choice from any category.

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

Money: \$30 – 180 (3d6 x 10)

Equipment: Full set of clothing, traveling equipment, 1 weapon, rations for a week, official robes, official stationary (paper, ink, pens, and brushes), official papers and seal.

Relatives & Connections: The character will have a 10% chance of recognizing a friend or business partner whenever visiting any town, village, or palace.



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Courtier

Courtiers are the people who like to hang around the throne room of a king or other royal figure. Sometimes courtiers have a purpose for their position as tasters, advisors, jesters, attendants such as ladies

in waiting, royal chefs, and governors. Others may simply be nobles attracted to the high society and political intrigues that always surrounds royalty.

Apprenticeship: Select from any one to reflect the real job the courtier once did before coming to court.

Primary Skills: Dance (+15%), 3 Languages (+20%), Writing (+20%), 4 skill of your choice (+10%), 2 physical skills, and 1 weapon proficiency.

Secondary Skills: Select any Ride skill and 10 skills of your choice from any category but Physical.

Special Bonuses: + 2 M.A., +2 to M.E., and + 5 to Spd.

Money: \$4,000– 40,000 (4d10 x 1000)

Equipment: Full set of fancy clothing, best jewelry or expensive accessories, 1 weapon, stationary case (paper, ink, pens, and brushes), official flag or medallion to identify home province or country.

Relatives & Connections: The character will have a 20% chance of recognizing a friend or enemy at court.



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Dragon Knight

The elite dragon knights are the winged defenders of Zhongguo. They are always a partnership between a human or mutant animal and a dragon. The dragons chosen for knighthood are usually Star Dragons but any dragon with fire breath, wings, and no human features except speech may be chosen. The partner is always of a small enough size level to ride upon his dragons back where he defends his partner with bow, lance, or sword.

The knight's main purpose is to use their great flying speed and fiery breath to combat Jakatan air ships. In inland areas they deliver messages and news as well as protect the borders of the provinces.

A dragon knight is similar to the Messenger Knights of *Mutants in Avalon*™. The rider however is given a Field Radio or Walkie-talkie and his dragon partner. The knights are also given a special saddle, which both keeps the rider in place and has two weapon mounts, one for a lance and another to brace a crossbow or other firearm.

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

Primary Skills: Ride Flying Beast (for the Rider at +30%) or Athletics (for the Dragon), First Aid, Radio-Basic Communications, General Repair and Maintenance, three Weapon Proficiencies, and 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 (2D6 times 100).

Equipment: Full set of clothing and traveling equipment including your dragon saddle and harness, a two way field radio (or Walkie-Talkie) to talk with other knights in your unit or your superiors, one firearm or bow and one ancient weapon.

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



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Engineer

The Crash destroyed most of the machines in Asia but some made of plastic and nonferrous metals survived as have various manuals on how to manufacture certain items. Today the engineers are the only ones who know how these old machines work or who can repair them. Mechanics of the highest order, a good engineer can convert a gas car into one that runs on steam or electricity and (if his skill rating in mechanical engineering is over 70%) he can even build a new machine from scratch.

Apprenticeship: Select from Electrician or Mechanic with a 5% bonus in all skills!

Primary Skills: Carpentry (+5%), General Repair and Maintenance (+30%), Literacy (+15%), Optic Systems (+10%), Recognize Weapon Quality (+10%), Automotive or Aircraft Mechanics (choose one at +30%), Steam Mechanics (see Mutants in Avalon™ +30%), one Science skill of your choice at +15%), 1 Physical skill, and 1 weapon proficiency.

Secondary Skills: Select any 5

Special Bonuses: + 2 I.Q., +2 to M.E., and + 5 to S.D.C.

Money: \$80 – 480 (4d6 x 20)

Equipment: Full set of ordinary clothing, toolbox (containing hammers, wrenches, screwdrivers, nuts and bolts, soldering iron etc.), 1 weapon, stationary case (paper, ink, pens, and brushes), and larger tools such as jacks and sledgehammers which can be kept in a vehicle or a garage.

Relatives & Connections: The character will have a 5% chance of recognizing a friend at any new town or village where he has done work before.



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Idle Rich

Usually the children of “old money” (very wealthy land owners, the sons of dukes and cousins of the royal family) the idle rich have enough money in their inheritance that they need no job, though they may be forced to get one in order to prove their worth to their parents. The idle rich spend most of their time hanging about the court, attending parties, going to the theatre, and shopping for fancy clothes. They tend to believe that money solves all their problems.

Apprenticeship: none (work is for poor people!) but may have an interest in some skill. Choose one apprenticeship at -15% to all skills.

Primary Skills: Dance (+10%), Heraldry (+5%), 2 Languages (+10%),

Literacy (+5%), Musical Instrument (+10%), writing (+15%), one physical skill, and one weapon proficiency.

Secondary Skills: Select any 8

Special Bonuses: + 2 P.E., +2 to M.A., and + 5 to Spd.

Money: \$4000 – 16,000 (4d4 x 1000)

Equipment: Full set of fancy clothing, best jewelry, expensive purse or other accessories, 1 weapon in a fancy scabbard, stationary case (paper, ink, pens, and brushes), and a wallet full of cash.

Relatives & Connections: The character will have a 20% chance of recognizing a friend at any shopping center, place of business, bank, or royal court.



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Laborer

The majority of the domestiques belong to the laborer profession. They are the backbone of society who are able and willing to do almost any unskilled or semi-skilled job from stocking store shelves to cleaning sewers. Most have never held a formal education but the various jobs have given them a wide variety of skills.

Apprenticeship: none

Primary Skills: Carpentry (+5%), Construction and Farming Equipment (+10%), General Repair and Maintenance (+20%), Masonry (+5%), Plumbing (+20%), Hand-to-Hand: Basic, and one weapon proficiency.

Secondary Skills: Select 8 from any category except Medical, Military, and Scientific Scholastic.

Special Bonuses: + 2 P.E., +2 to P.S., and + 5 to S.D.C.

Money: \$40 – 240 (4d6 x 10)

Equipment: Full set of clothing, toolbox with basic tools (wrench, screwdriver, pliers, hammer, screws and nails), and one ancient weapon (a knife).

Relatives & Connections: The character will have a 20% chance of recognizing a friend or relative whenever he is in his home town



Land Owner

More than just simple farmers, land owners control large estates and plantations covering hundreds of acres of land. This land grows expensive crops such as silk (a lot of land is needed for the amount of mulberry trees needed to feed giant silkworms), grapes (for wine), and huge herds of meat animals. Land owners must ensure that the business and property is managed correctly and to do so he usually hires an overseer to keep the workers in line while the owner spends time at court hawking his wares to the nobility.

Apprenticeship: Choose Farrier or Teamster

Primary Skills: Animal Husbandry (+20%), Breed and Control Insects (+20%), Farming and Gardening (+20%), Hand-to-Hand: Basic, 2 Languages (+10%), Mathematics: Basic (+15%), Writing (+15%), Veterinary Medicine (+10%), any one Ride skill (+20%), and one weapon proficiency.

Secondary Skills: Select 8 from any category except Medical, Military, and Scientific Scholastic.

Special Bonuses: + 2 P.E., +1 to P.S. +1 to I.Q., and + 10 to S.D.C.

Money: Money: \$4000 – 16,000 (4d4 x 1000)

Equipment: Full set of fancy clothing, Full set of work clothing, one riding animal, expensive purse or other accessories, 1 weapon, stationary case (paper, ink, pens, and brushes), and a wallet full of cash.

Relatives & Connections: The character will have a 15% chance of recognizing a friend at any place of business, bank, or royal court.



Monk

Monks are ascetics who received their spiritual training from a Master in one of the many monastic enclaves found throughout the Himalayan Mountains and Japanese Alps. Trained to master both the body

and the mind the monk is taught discipline through the art of Kung-Fu and the contemplation of spiritual matters in order to reach enlightenment. The fully trained monk can perform incredible martial art feats and perform almost magical feats by focusing their minds and bodies. Unlike priests, monks do not preach religion but show by example the gifts the gods naturally give to all who study the ways of the Universe.



Apprenticeship: Select one from Artisan, Healer, or Farrier.

Primary Skills: Athletics (+30%), Hand-to-Hand Martial Arts or Assassin (pick one), First Aid (+20 %), three Ancient Weapon Proficiencies, and three Military/Espionage Skills (+10%).

Secondary Skills: Select any ten.

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

Money: \$ 300 to 1,800 (3D6 times 100).

Equipment: Full set of clothing, traveling equipment, and two ancient weapons.

Relatives & Connections: The character will have a 5% chance of recognizing a fellow student or Master in any monastery.

Nomad

Nomadic Tribes have existed in Asia since time began. After the Crash the people ride bounders and dray instead of horses and camels (and herd jackalope with nezumi instead of sheep with dogs) but the lifestyle is much the same. The Nomad travels throughout the wilderness with no permanent home save a tent that he erects every night and no crops except what is found on their endless wandering.



Often considered barbarians by the civilizations of the great Empires Nomads have strict customs and laws that cannot be violated without great loss of status or even banishment from the tribe. One of their most cherished beliefs is that anyone seeking shelter from the desert (even a hated enemy) will be given aid and treated like a member of the family for three days. The Nomad profession covers the barbarians of the borderlands, the horse nomads of Mongolia, and the Ainu of Japan.

Apprenticeship: Select one from Artisan, Farrier, or Weaponsmith.

Primary Skills: Ride Bounder (+20, First Aid (+20 %), Wilderness Survival (+20 %), Hunting, Trapping, Tracking, Land Navigation (=15%), three Ancient Weapon Proficiencies, and two Physical Skills.

Secondary Skills: Select any 10 domestic Skills and 4 Technical Skills.

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

Money: \$ 20 to 120 (1D6 times 20).

Equipment: Full set of clothing, traveling equipment, one firearm, one ancient weapon, 1d4 domestic animals (bounder, dray, jackalope, or tame nezumi) and tack for the animals. The character will also have 2d6 more livestock with his native tribal group.

Relatives & Connections: The character will have a 10% chance of recognizing an old friend or trading partner when encountering another group of Nomads.

Royalty

The character is a minor member of one of the royal families of Asia. He may be a prince or princess, a close cousin, an uncle, an immediate family member of the Emperor/Empress, or one of the Kings of a provincial territory of the Empire. While probably not in line for the throne anyone around a member of royalty will treat them with respect and courtesy. Members of the royal family are easily recognized by the public – which may end up being more trouble than it is worth. Members of the royal family usually stay in court but may often go on missions of goodwill for their superiors.

Apprenticeship: Choose from Artisan, Healer, or Weaponsmith.
Primary Skills: Art (+20%), Dance (+30%), Fencing, Intelligence (+10%), Interrogation (+20%), 3 Languages (+10%), Leadership (see Mutants in Avalon™), Literacy (+30%), Mathematics: Basic (+15%), Ride (choose any Ride Skill), Writing (+20%), and any 2 weapon proficiencies.
Secondary Skills: Select 6, Heraldry and Tactics (see Mutants in Avalon™).

Special Bonuses: + 1 I.Q., +1 to M.A. +1 to M.E., and + 10 to S.D.C.

Money: Money: \$10,000 – 100,000 (10d10 x 1000)

Equipment: Full set of fancy clothing, one riding animal, expensive purse or other accessories, 2 weapons, stationary case (paper, ink, pens, and brushes), and a wallet full of cash.

Relatives & Connections: The character will have a 50% chance of recognizing a friend or relative at any royal court.



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Samurai or Ronin (Army Officer)

This is a warrior whose prime duty is to serve and protect his lord, usually a noble. By serving his master to the best of his ability a Samurai gains honor and experience and may eventually be rewarded with a rise in Social Rating. In many ways they are like the knights of England and even follow a code (called Bushido) which is similar to the Chivalry of western legend. Because of their reputation as the best of warriors samurai are often put in charge of the royal armies.

Some Samurai have had the misfortune of losing their lord due to the extinction of the family line or the lord being removed from office and his lands confiscated due to some crime. These samurai are called Ronin and many will rather commit seppuku rather than live with the disgrace of being ronin.

Apprenticeship: Select one from Armorer, Artisan, or Weaponsmith.

Primary Skills: Ride (choose any Ride Skill at +20), Literacy (+20 %), Writing (+20 %), Art: Drawing (Calligraphy and Painting +10%), Tactics (see Mutants in Avalon™ +15%), 5



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Weapon Proficiencies (four are always Katana, Wakizashi, Daisho, and Daikyu Bow) and two Physical Skills of your choice.

Secondary Skills: Select any 6 Domestic Skills, 4 Technical Skills, 3 Military skills, and 2 Rouge Skills.

Special Bonuses: + 2 P.S., +2 to P.E. and +10 S.D.C.

Money: \$120 – 720 (6D6 times 20).

Equipment: Full set of clothing, traveling equipment, 3 ancient weapons, one riding animal and its tack, a weeks rations, and a suit of quilted armor.

Relatives & Connections: The character will have a 10% chance of recognizing an old friend or military buddy when visiting the residence of a noble.

Scout

Scouts vary from explorers seeking new lands for their country to conquer to people sent to sneak in and out of enemy kingdoms (or strongholds) to discover information on troop numbers and movement. Others are simply spies sent to infiltrate and gain the confidence of an enemy in order to learn his plans. Being a scout is a dangerous job that often involves working in disguise as a traveling merchant, blacksmith, or bard.

Apprenticeship: Choose from Artisan, Farrier, Mariner, or Teamster.

Primary Skills: Disguise (+30%), Escape Artist (+20%), Intelligence (+30%), Heraldry (+15%), Impersonation (+25%), Interrogation (+20%), 3 Languages (+30%), Literacy (+20%), Mathematics: Basic (+15%), Prowl (+20%), Ride (choose any Ride Skill), tailing (+20%), Writing (+20%), Hand-to-Hand: Assassin, and any 2 weapon proficiencies.

Secondary Skills: Select 6

Special Bonuses: + 1 I.Q., +1 to M.A. +1 to M.E., +1 to P.P. , +5 to Spd, and + 5 to S.D.C.

Money: Money: \$300– 1,200 (3d4 x 100)

Equipment: Full set of fancy clothing, one set of traveling clothing, a chest containing various items for disguise and impersonation (makeup, wigs, and various accessories), 2 weapons, vial of poison, and a stationary case (paper, ink, pens, and brushes).

Relatives & Connections: The character will have a 20% chance of recognizing a friend or enemy at any royal court.



Shaman

The Shaman is the religious head of the old tribal religion of the nomadic tribes of Asia. Shamanism is very similar to (and possibly has a common origin with) both British Druidism and Native American Animism. Like many ancient religions it sees spirits in everything and magic can be created by calling upon those spirits for aid. Shamans are seen as minor priests with backwards ways by followers of the newer faiths but they respect shamanism as a valid way to communicate with the spirits. Unlike druids Shamans may be of either sex.

Apprenticeship: Select one from Artisan, Healer, or Farrier.

Primary Skills: Tribal History (the shamans of the tribe are expected to memorize the tribes history and lore 45% + 5% per level of experience), Knowledge Sacred Sites (Sacred sites in Asia vary from famous shrines to unusual rock formations or sacred lakes, certain rituals can only be done at particular sacred sites so knowing where they are is important to the tribe. 35% +5% per level of experience),



Druidic Magic Powers (same as in *Mutants in Avalon™*, 1st level characters start out with Mind Block and See Aura which work just like the psionic powers of the same name found in the core rulebooks)
Secondary Skills: 3 Domestic Skills, 3 Technical Skills, Land Navigation (+15%), Wilderness Survival (+15%), First Aid (+5%), 5 Physical Skills, Ride Bounder, Ride Dray, and 3 Ancient Weapon Proficiencies.

Special Bonuses: + 5 Bio-E, + 1 P.E., +3 to Spd. and +10 S.D.C.

Money: \$ 30 to 130 (1D6 times 30).

Equipment: Full set of clothing, traveling equipment, Medicine Bag, one firearm, one ancient weapon, Riding Animal (bounder or dray) and tack for the animals.

Relatives & Connections: The character will have a 20% chance of recognizing an old patient or another Shaman when encountering another group of Nomads.

Sorcerer

The Sorcerer is a master in focusing his mind in order to command the particles of matter and energies that make up the Universe. They are true magic users who weave the mystic energies of the world into a useful force which is then activated by a spoken incantation and hand gestures backed by force of will. A sorcerer is trained from childhood in a special apprenticeship with another sorcerer and those with this talent are both feared and loved for their power.

Apprenticeship: Sorcery (at least 10 years spent learning 14 Wizard spells, a first level sorcerer can cast eight spells per day. Literacy (+30%), Writing (+30%), 1 Ancient Language (+10%), and Folklore (+30%, see *Mutants in Avalon™*).
Primary Skills: 6 Domestic skills (+5%), Drawing and Painting (+10%), 4 Scientific/Scholastic Skills (+10%)
Secondary Skills: Land Navigation, Wilderness Survival, First Aid, Recognize Enchantment (60% +4% per level), Sense Magic (24% + 4% per level), Ride (bounder, dray, or flying), 4 Rouge Skills, 1 physical skill, and 2 Ancient Weapon Proficiencies.

Special Bonuses: + 5 Bio-E, + 3 M.A., +3 M.E.

Money: \$ 100 to 600 (1D6 times 100).

Equipment: Full set of clothing, traveling equipment, Spell Book, one ancient weapon, Pouches and Pockets containing spell components, Wand, Pointy Hat (optional).

Relatives & Connections: The character will have a 5% chance of recognizing an old friend, fellow student, or teacher whenever he meets another sorcerer.



Town Militia

Almost every town or city has a small force of militia who act as the police and security guards for the town. These guards spend their time investigating crimes, quelling disturbances, directing traffic, and keeping the peace. While not as well trained as soldiers in the art of combat, the town militia sees its share of battle.

Apprenticeship: Choose from Farrier, Mechanic, Weaponsmith, or Teamster
Primary Skills: Tracking (+15%), First Aid (+10%), Intelligence (+10%), 2 Languages (+20%), Literacy (+20%), any 3 Physical skills, (+15%), Ride (choose any at +15%), and one ancient and one modern weapon proficiency.

Secondary Skills: Select 3 domestic skills, 2 science skills, 3 Rouge or thief skills and 2 Technical skills.

Special Bonuses: +1 I.Q., + 1 P.S., +2 to P.E. and +10 S.D.C.



Money: \$60 – 360 (3D6 times 20).

Equipment: Full set of clothing, traveling equipment, 1 ancient weapon, 1 firearm, and a badge.

Relatives & Connections: The character will have a 20% chance of recognizing another cop or a known criminal while on the beat.

Travelling Trader

The travelling trader is an ubiquitous throughout the four empires. They buy silk, jewelry, and rare spices and loading them up on a team of dray (or ships) they form caravans that bring these luxuries to the farthest outposts of the empire. Many regions depend on these caravans for goods and materials and are willing to pay large sums for items that will get only a small price in more populated areas. In addition the traveling trader roams hundreds of miles so often finds adventure.

Apprenticeship: Choose from Artisan, Farrier, Mariner, or Teamster

Primary Skills: Animal Husbandry (+10%), First Aid (+15%), General Repair and Maintenance (+20%), Land Navigation or Sailing (choose one at +30%), 3 Languages (+20%), Literacy (+15%), Preserve Food (+20%), Ride Dray (+30%), Wilderness Survival (+10%), Teamster/Wagoner (+30%), and one weapon proficiency.

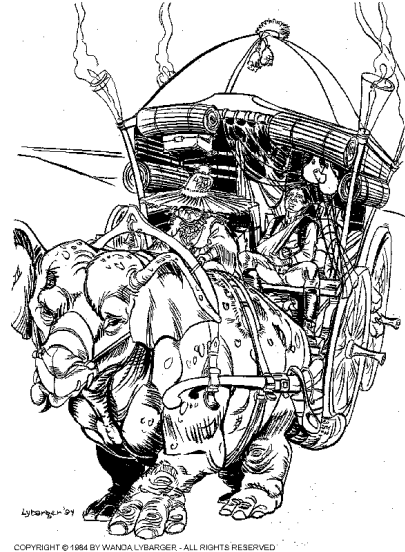
Secondary Skills: Select any 6

Special Bonuses: +2 I.Q., +2 to P.E. and +10 S.D.C.

Money: \$500 – 3,000 (5D6 times 100).

Equipment: Full set of clothing, traveling equipment, 2 ancient weapons (one must be a whip), 1 firearm, a dray with wagon and harness, food and tack for the dray, and enough preserved food and water to last a week of strict rations.

Relatives & Connections: The character will have a 10% chance of recognizing a friend whenever he stops at any village, town, or city.



New Animal Descriptions

Common Animals

There are many animals unique to Asia and Eastern Europe, from the famous Panda bear to the little known Mouse Deer. In this chapter are the most common species native to this vast continent. In addition I am including one non-native animal: the Giraffe.

ANOA

ORIGINAL ANIMAL CHARACTERISTICS

Description: Anoa are the smallest of all wild cattle and are native only to the islands of southern Asia. In appearance, they resemble miniature water buffalos with small horns and deer-like faces.

Size Level: 14

Length: 4-8 'long

Weight: 330-660 lbs.

Build: medium

Social Rating: d



MUTANT CHANGES AND COSTS

Total Bio-E: 20

Attribute Bonuses: none

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: 5 Bio-E for partial, 10 Bio-E for full

Natural Weapons: 5 Bio-E for 1d6 horns

Powers:

5 Bio-E for Advanced Hearing

10 Bio-E for 10 S.D.C

Vestigial Disadvantages: Color Blindness (-5 Bio-E), Diet: Herbivore (-5 Bio-E), Diet: Ruminant (-10 Bio-E), Ears (-5 Bio-E), Hooves (-5 Bio-E), Prey Eyes (-10 Bio-E), Reptile Brain: Prey (-10 Bio-E).

ANTELOPE

ORIGINAL ANIMAL CHARACTERISTICS

Description: there are many species of Antelope in the world ranging from smaller than a cat to as large as a horse. All resemble deer with spiraled horns like a goat and tails like a cow. India is home to four types of antelope: the regal blackbuck, the four-horned chausinga, and the nilgai or "blue bull" in which the males have blue fur and the females are tawny. Arabia and western Asia are home to the regal white furred Oryx and the graceful gazelle, Laos has the saola, Tibet has the chiru, while Mongolia and Siberia is home to the trunk nosed saiga.

Size Level: Blackbuck - 6, Chousinga - 5, Gazelle, Chiru, and Saiga - 7, Nilgai - 16, Saola and Oryx - 13.

Length: 32" to 7' depending on species

Weight: 26 to 660 lbs depending on species

Build: medium

Social Rating: b (Chiru, Saola, Oryx & Nilgai) or c (Chausinga, Blackbuck, Gazelle, and Saiga)

MUTANT CHANGES AND COSTS

Total Bio-E: Blackbuck - 45, Chousinga - 50, Gazelle, Chiru & Saiga - 40, Nilgai - 0, Saola and Oryx - 10.

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: 5 Bio-E for partial, 10 Bio-E for full

Natural Weapons:

5 Bio-E for small horns 1d6

10 Bio-E for medium horns 1d8

15 Bio-E for long horns 1d10

20 Bio-E for four horns (two small and two medium) that do 2d6 points of damage. Only Chousingas may take this type of horn.

Powers:

5 Bio-E for Advanced Smell

5 Bio-E for Advanced Hearing

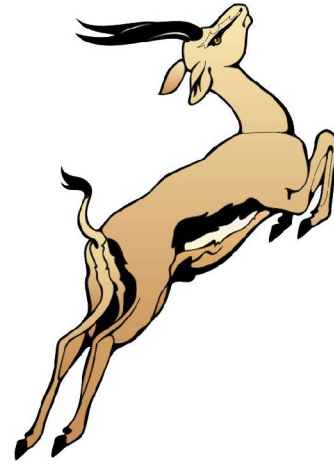
5 Bio-E for Standard Leaping Ability

10 Bio-E for Rodent Leaping Ability

5 Bio-E for Extraordinary Speed (adds 2d6+15)

10 Bio-E for Extraordinary Speed (adds 3d6+30)

Vestigial Disadvantages: Color Blindness (-5 Bio-E), Diet: Herbivore (-5 Bio-E), Diet: Ruminant (-10 Bio-E), Ears (-5 bio-E), Hooves (-5 bio-E), Prey Eyes (-10 Bio-E), Reptile Brain: Prey (-10Bio-E).



APE (GIBBON)

ORIGINAL ANIMAL CHARACTERISTICS

Description: Gibbons and their larger cousin the Siamang are small, very long armed apes that spend most of their lives in trees. They differ from the great apes in being completely bipedal, monogamous and in being the only primate besides man that can sing using true tones.

Size Level: 4

Length: 16-36" tall

Weight: 10-33 lbs.

Build: medium

Social Rating: c

MUTANT CHANGES AND COSTS

Total Bio-E: 25

Attribute Bonuses: I.Q.: +5 ME.: +2 M.A.: +2 P.P.: +4 P.E.: +2

HUMAN FEATURES

Hands: Partial automatic, 5 Bio-E for Full

Biped: Full Automatic

Speech: 5 Bio-E for Partial, 10 for Full

Looks: Partial automatic, 5 Bio-E for Full

Natural Weapons: none

Powers: 5 Bio-E for +30% to Sing Skill.

10 Bio-E for feet as partial hands

Vestigial Disadvantages: Diet: Herbivore (-5 Bio-E).

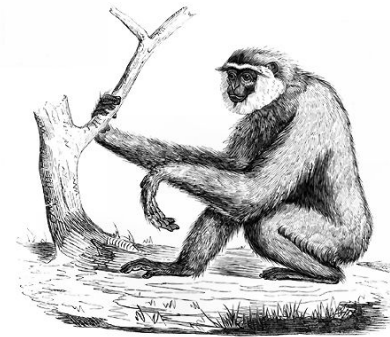


Fig. 50. — Gibbon agile.

ARGALI

ORIGINAL ANIMAL CHARACTERISTICS

Description: The Argali or Marco Polo's Sheep is the largest sheep in the world and is famous for its huge spiraled horns which have made it a rare prize for sportsmen ever since its discovery. Like the Bighorns (which are also found in Asia), they have fur instead of wool.

Size Level: 11
Length: to 5 ½ 'long
Weight: 250 lbs.
Build: medium
Social Rating: c

MUTANT CHANGES AND COSTS

Total Bio-E: 25

Attribute Bonuses: P.S. +3, P.E. +3, P.P. +4, Spd +24

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: 5 Bio-E for partial, 10 Bio-E for full

Natural Weapons:

5 Bio-E for 2d8 horns

10 Bio-E for 2d10 horns

5 Bio-E for 2d6 hooves

Powers:

5 Bio-E for Advanced Hearing

5 Bio-E for Advanced Smell

5 Bio-E for: *Perfect Balance*, Just like bighorns, argali 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 Bestly Strength.

15 Bio-E for Extra Physical Prowess.

5 Bio-E for Leaping: Standard.

10 Bio-E for Leaping: Rodent.

Vestigial Disadvantages: Color Blindness (-5 Bio-E), Diet: Herbivore (-5 Bio-E), Diet: Ruminant (-10 Bio-E), Ears (-5 Bio-E), Hooves (-5 Bio-E), Prey Eyes (-10 Bio-E), Reptile Brain: Prey (-10 Bio-E).



BAT: FLYING FOX

ORIGINAL ANIMAL CHARACTERISTICS

Description: Flying foxes are the largest bats in the world and get their name because they really do look like a short tailed winged vulpine. Unlike most bats, flying foxes have no sonar and depend on their owl-like eyes and keen sense of smell to detect the overripe fruit that they eat.

Size Level: 2

Length: 2-6 foot wingspan

Weight: to 3 lbs.

Build: medium

Social Rating: c

MUTANT CHANGES AND COSTS

Total Bio-E: 55

Attribute Bonuses:

I.Q. +1 M.E. +1 M.A. +1 P.B. +2 Spd. +2

HUMAN FEATURES

Hands:

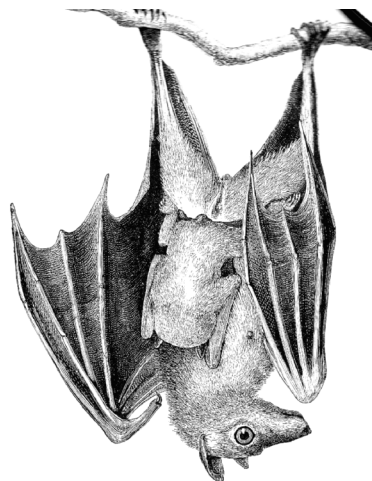
5 Bio-E for partial hands at the end of wings

10 Bio-E for full hands at the end of wings

20 Bio-E for extra limbs

Biped: 5 Bio-E for partial, 10 Bio-E for full

Speech: 5 Bio-E for partial, 10 Bio-E for full



Looks: None, fox like face with long snout and pointed ears, membranous wings attached to the arms, and thick reddish brown, golden or yellow fur.

5 Bio-E for partial, 10 Bio-E for full

Natural Weapons: 5 Bio-E for 1d6 teeth

Powers:

5 Bio-E for Glide

10 Bio-E for Flight

5 Bio-E for Night vision (60')

Vestigial Disadvantages: Diet: Herbivore (-5 Bio-E), Nocturnal (-10 Bio-E), and Wings (-10 Bio-E).

BEAR: SUN

ORIGINAL ANIMAL CHARACTERISTICS

Description: The sun or honey bear resemble s a small American black bear with very short fur, long claws and a yellow-orange V on the chest. These tropical bears inhabit the jungles of southern Asia where they are famous for using their very long tongues for licking honey out of tree crevices and for their intelligence.

Size Level: 7

Length: 3 ½ to 4 ½' tall.

Weight: 110-145 lbs.

Build: short

Social Rating: d

MUTANT CHANGES AND COSTS

Total Bio-E: 30

Attribute Bonuses: I.Q.: +3, P.S.: +4, P.P.: +3, P.E. +4

HUMAN FEATURES

Hands: 5 Bio-E for Partial, 10 Bio-E for Full

Biped: Partial automatic, 5 Bio-E for Full

Speech: 5 Bio-E for Partial, 10 Bio-E for Full

Looks: 5 Bio-E for Partial, 10 Bio-E for Full

Natural Weapons:

5 Bio-E for 1d6 bite

5 Bio-E for 1d8 claws (climbing)

10 Bio-E for 2d6 claw (climbing)

Powers:

5 Bio-E for Advanced Hearing

15 Bio-E for Advanced Smell

5 Bio-E for prehensile tongue (as partial hand)

Vestigial Disadvantages: Nearsighted (-5 Bio-E)



CHEVROTAIN & MUSK DEER

ORIGINAL ANIMAL CHARACTERISTICS

Description: Chevrotain or mouse deer are tiny deer-like mammals from Asia and Africa. Unlike true deer, chevrotains lack a ruminating stomach. Instead of antlers mouse deer have long “saber-tooth” canine teeth that resemble the fangs of movie vampires. Musk deer are similar and have the same statistics.

Size Level: 4

Length: To 23” - Chevrotain

To 39” musk deer

Weight: 4-29 lbs - Chevrotain

15-37 lbs - Musk Deer

Build: short

Social Rating: b

MUTANT CHANGES AND COSTS

Total Bio-E: 55

Attribute Bonuses: I.Q.: +2, M.E.: +3, Spd: +2

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: 5 Bio-E for partial, 10 Bio-E for full

Natural Weapons:

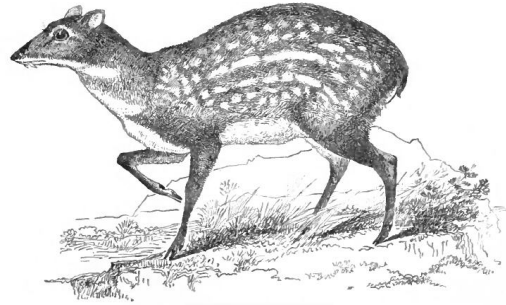
5 Bio-E for 1d6 teeth

Powers:

5 Bio-E for Advanced Hearing

Vestigial Disadvantages: Diet: Herbivore (-5 Bio-E),

Musk Glands (musk deer only -5 Bio-E), Nocturnal (-10 Bio-E), and Reptile Brain: Prey (-10 Bio-E).



Tragulus memina.

CIVET

ORIGINAL ANIMAL CHARACTERISTICS

Description: Civets are spotted or striped nocturnal mammals resembling cats with long muzzles. There are several species of civet but all are ring-tailed tree climbing omnivores that have the same ecological niche in Asia and Africa that the raccoon family does in the Americas.

Size Level: 4

Length: 14-38"

Weight: 29-44 lbs.

Build: medium

Social Rating: c

MUTANT CHANGES AND COSTS

Total Bio-E: 55

Attribute Bonuses:

M.A.: +2

M.E.: +1

P.P.: +3

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: 5 Bio-E for Partial, 10 Bio-E for Full

Natural Weapons:

5 Bio-E for 1d6 teeth

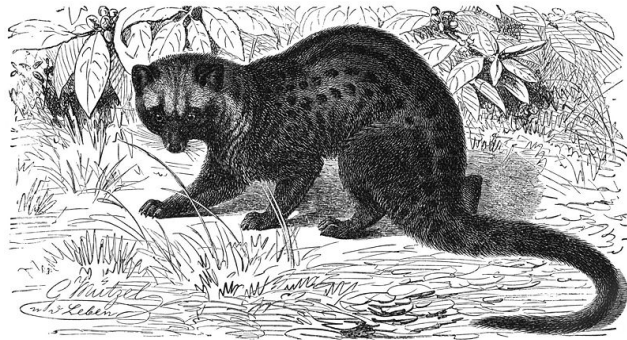
10 Bio-E for retractable 1d8 climbing claws

Powers:

5 Bio-E for Night vision (50')

10 Bio-E for Prehensile Tail (as partial hand, binturong only)

Vestigial Disadvantages: Musk Glands (-5 Bio-E) and Nocturnal (-10 Bio-E).



DHOLE

ORIGINAL ANIMAL CHARACTERISTICS

Description: The red furred dholes are Asia's version of the African wild dog and like it; they have large round ears, live in large packs and are famous for eating their prey alive.

Size Level: 5

Length: 38" long with an additional 18" of tail.

Weight: to 37 lbs.

Build: medium

Social Rating: c

MUTANT CHANGES AND COSTS

Total Bio-E: 50

Attribute Bonuses: I.Q.: +3 P.E.: +2 Spd: +3

HUMAN FEATURES

Hands: 5 Bio-E for Partial, 10 for Full

Biped: 5 Bio-E for Partial, 10 for Full

Speech: 5 Bio-E for Partial, 10 for Full

Looks: 5 Bio-E for Partial, 10 for Full

Natural Weapons:

5 Bio-E for 1d8 teeth

10 Bio-E for 2d6 teeth

Powers:

5 Bio-E for Advanced smell

15 Bio-E for Extraordinary Speed (2d6 +15 to Speed rating)

15 Bio-E for reputation bonus: dholes are feared, so much so that even tigers will flee a hunting dhole. In game terms this power gives a + 30 % bonus to Interrogation skills.

Vestigial Disadvantages: Diet: Carnivore (-10 Bio-E) and Reptile Brain: Predator (-10 Bio-E).



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FLYING LEMUR

ORIGINAL ANIMAL CHARACTERISTICS

Description: Flying Lemurs or colugos are related to both bats and primates and resemble a flying squirrel with the head of a fruit bat. Colugos hang upside down from trees like a sloth and feed upon flowers and leaves.

Size Level: 2

Length: 13-16 1/2" with a wingspan of 26-30"

Weight: 2-4 lbs.

Build: medium

Social Rating: c

MUTANT CHANGES AND COSTS

Total Bio-E: 75

Attribute Bonuses: P.P.: +2

HUMAN FEATURES

Hands: 5 Bio-E for Partial, 10 for Full

Biped: 5 Bio-E for Partial, 10 for Full

Speech: 5 Bio-E for Partial, 10 for Full

Looks: 5 Bio-E for Partial, 10 for Full

Natural Weapons:

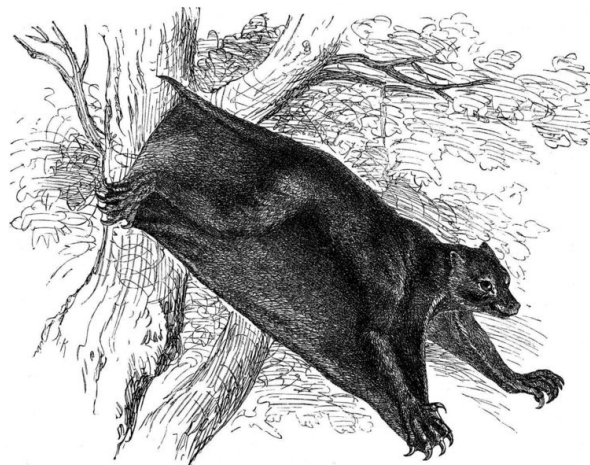
5 Bio-E for 1d4 climbing claws

Powers:

5 Bio-E for Advanced Smell

10 Bio-E for natural acrobatics 45%

10 Bio-E for Glide



Vestigial Disadvantages: Diet: Herbivore (-5 Bio-E) and Wings (-10 Bio-E).

GIANT SALAMANDER

ORIGINAL ANIMAL CHARACTERISTICS

Description: the Chinese and Japanese giant salamander is a larger relative of the American hellbender. They are giant newts with spotted pinkish gold or bluish grey skin and crocodilian habits.

Size Level: 6

Length: up to 5 feet long

Weight: 50 lbs

Build: long

Social Rating: e

MUTANT CHANGES AND COSTS

Total Bio-E: 50

Attribute Bonuses: P.S.: +2 P.E.: +2

HUMAN FEATURES

Hands: 5 Bio-E for Partial, 10 for Full

Biped: 5 Bio-E for Partial, 10 for Full

Speech: 5 Bio-E for Partial, 10 for Full

Looks: 5 Bio-E for Partial, 10 for Full

Natural Weapons:

5 Bio-E for 1d6 bite

Powers:

5 Bio-E for Night vision (25')

5 Bio-E for Advanced Smell

10 Bio-E for swim skill 90% with double endurance while swimming.

10 Bio-E for Hold Breath

10 Bio-E for Cold Resistance. Unlike reptiles, giant salamanders prefer cold water and can even tolerate runoff from glaciers: + 6 to P.E. when saving against cold weather or freeze attacks.

Vestigial Disadvantages: Nearsighted (-5 Bio-E), Tail (-5 Bio-E), Webbed hands and feet (-10 Bio-E).



GIRAFFE

ORIGINAL ANIMAL CHARACTERISTICS

Description: The Giraffe or Camel-leopard is the tallest mammal on earth. Giraffe's are famous for their extremely long neck that is used to reach the leaves of thorny trees. They also have long purple tongues, skin-covered horns, and a cream to orange hide with darker spots. Giraffes were found in prehistoric Asia but during the time of man they were found only in Africa. Any Asian mutants will be descended from zoo animals or will be foreigners.

Size Level: 19

Length: 11-16 'long, including 5-8 feet of neck.

Weight: 992-4254 lbs.

Build: long

Social Rating: d

MUTANT CHANGES AND COSTS

Total Bio-E: 0

Attribute Bonuses: P.S:+4, M.A: +3, P.B: +3, Spd: +1

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: 5 Bio-E for partial, 10 bio-e for full

Natural Weapons: 5 Bio-E for 1d4 horns

Powers:

5 Bio-E for long neck, will have a neck 1/3 the character's height. This adds to height and gives a +2 bonus to any roll to notice anything in the distance.

10 Bio-E for very long neck, will have a neck 1/2 the character's height. This adds to height and gives a +3 bonus to any roll to notice anything in the distance.

5 Bio-E for Advanced Hearing

5 Bio-E for Extra Physical Beauty

15 Bio-E for Extra Physical Endurance

15 Bio-E for Extraordinary Speed (2d6 +15 to Speed rating)

20 Bio-E for Extraordinary Speed (3d6+30 to Speed rating)

Vestigial Disadvantages: Color Blindness (-5 Bio-E), Diet: Herbivore (-5 Bio-E),

Diet: Ruminant (-10 Bio-E), Ears (-5 Bio-E), Hooves (-5 Bio-E), Prey Eyes (-10

Bio-E), Reptile Brain: Prey (-10 Bio-E).



GOAT ANTELOPE

ORIGINAL ANIMAL CHARACTERISTICS

Description: Goat antelopes are a group of ungulates related to both antelopes and sheep. They include the rocky mountain goat of North America, the chamois of Europe, and the serow, takin and tahr of Asia. They are all characterized by having thick fur and nimble hooves.

Size Level: 7

Length: 3-4 1/2 feet

Weight: 53-300 lbs.

Build: Short

Social Rating: c

MUTANT CHANGES AND COSTS

Total Bio-E: 40

Attribute Bonuses:

I.Q.: +1 P.P.: +4 Spd: +1

HUMAN FEATURES

Hands: 5 Bio-E for Partial, 10 for Full

Biped: 5 Bio-E for Partial, 10 for Full

Speech: 5 Bio-E for Partial, 10 for Full

Looks: 5 Bio-E for Partial, 10 for Full

Natural Weapons:

5 Bio-E for 1d6 horns

Powers:

5 Bio-E for Advanced Hearing

5 Bio-E for: *Perfect Balance (Special)*. Goat Antelopes 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.

15 Bio-E for Extra Physical Prowess.

5 Bio-E for Leaping: Standard.

10 Bio-E for Leaping: Rodent.

15 Bio-E for Extraordinary Speed (2d6 +15 to Speed rating)

Vestigial Disadvantages: Color Blindness (-5 Bio-E), Diet: Herbivore (-5 Bio-E), Diet: Ruminant (-10 Bio-E), Ears (-5 Bio-E), Hooves (-5 Bio-E), Prey Eyes (-10 Bio-E), Reptile Brain: Prey (-10 Bio-E).



HORSE: AKHAL-TEKE (PUREBRED)

Description: The Akhal-teke (once known as the Turkmene) is the oldest known breed of horse, said to be descended from the man eating mares of Diomedes. Because grass only grows for a few months each year in the Turkish steppes the nomads fed their horses on mutton, camel's meat and milk. In ancient China this breed was called the Celestial Horse and described as having the body of a dog. Indeed the stomach of this breed is as thin as a greyhound, completely unlike the big bellies found in other equines. In addition to diet the Akhal-teke is known for its unusual coloring (metallic gold, red, silver, or blue black) and its incredible speed and endurance. An Akhal-teke can cross 900 miles of desert without water and can travel 225 miles in three days. The modern mutant Akhal-teke resembles the kelpies and pookas of European myth, a thin horse-like creature able to walk on two or four legs, with hand-like hooves, sharp fang-like teeth, and fiery red eyes.

Size Level: 11

Build: Medium

Social Rating: b

Mutant Changes & Cost Total BIO-E: 5 for whatever

Attribute bonus: +3 P.S., +2 P.E., +27, and (+2d6) Spd.

Human Features: Hands: Partial (5 Bio-E), Biped: Partial (5 Bio-E), Speech: Partial (5 Bio-E), Looks: none: a skeletally thin horse with metallic fur and hands instead of front hooves. The mane and tail is thin with no forelock while the canine teeth are pointed like those of a carnivore (0 Bio-E).

Natural Weapons: Hoofed Feet 2d6+2 (5 Bio-E)

Powers: Automatically gets Extra Physical Endurance (15 Bio-E) and Extraordinary speed (5 bio-E), both already calculated in the attribute bonuses given above.

Vestigial Disadvantage: All mutant Akhal-teke have hooves (-5 Bio-E). Other possible disadvantages are: Diet: Carnivore (-10 Bio-E), Prey Eyes (-10 Bio-E), Tail (-5 Bio-E), and Domestication (-10 Bio-E).

HORSE: ARABIAN (PUREBRED)

Description: The second oldest horse breed, the Arab was the horse of the Bedouin tribes of Arabia. In the 14th century the breed was widely exported and crossed with native horses to make other breeds. However the original asil (pure) line was kept untouched by the Bedouin tribes to which the Arab was a treasure. The Bedouin's considered these horses family; they ate with his children, slept in his tent, and carried him in times of war. No mere beast of burden (that was the camel) the Arab was one of the tribe. When the crash came these horses resemblance to the "elven steeds" of legend was noted and many of them became the personal steeds and advisors of the elven nobles. The mutant Arab looks like the most perfect representatives of the breed, differing only in their ability to speak, extraordinary abilities, and psionic powers. All Arabians have a dished face, delicate muzzle, graceful long legs, and a mane and tail that flow nearly to the ground. The skin is dark and the fur is a solid color. Common colors are grey, black, chestnut, and roan. Purple roan (a color unique to the Arabian and created by a mixture of blue and red hairs) occurred in pre-crash Arabians but the color always faded to grey upon maturity. Mutant Arabians may retain this color for their entire life.

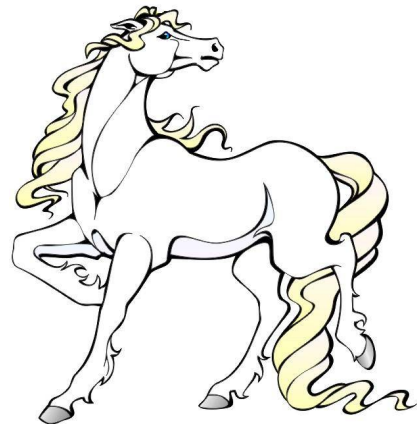
Size Level: 15

Build: Medium

Social Rating: b

Mutant Changes & Cost Total BIO-E: 20 Can be used to purchase up to 3 points of size (to level 18), for leaping: normal (10 Bio-E), Leaping: Rodent (20 Bio-E), Extra Intelligence (10 Bio-E), Extra Mental Affinity (10 Bio-E), Extra Mental Endurance (10 Bio-E), Extra speed 2 (15 Bio-E), or Animal Psionics only.

Attribute bonus: +3 P.S., +4 (+1d4) P.B., and +27, and (+2d6) Spd.



Human Features: Hands: None (0 Bio-E), Biped: None (0 Bio-E), Speech: Full (10 Bio-E), Looks: None the mutant Arabian looks like an amazingly beautiful pre-crash horse (0 Bio-E).

Natural Weapons: Hoofed Hands 2d4 +2 (5 Bio-E) and Hoofed Feet 2d6+2 (5 Bio-E).

Powers: Automatically gets Extraordinary Physical Beauty (5 Bio-E) and Extraordinary speed (5 Bio-E):both already calculated in the attribute bonuses given above), as well as Brute Strength (5 Bio-E).

Vestigial Disadvantage: All mutant Arabians have Hooves (-5 Bio-E), Domestication (-10 Bio-E), Tail (5 Bio-E), Prey Eyes -10 Bio-E), and Diet: Herbivore (-5Bio-E).

HORSE: TAKHI (PUREBRED)

Description: The Takhi or Przewalski's horse of Mongolia was the last truly wild horse in the world. Never domesticated it has roamed the steppe and deserts of Asia since the Ice Age. Takhi are smaller than domesticated riding horses and have upright, Mohawk-like manes. Takhi are always golden dun in color and both sexes have goat-like beards in the winter. African zebras are about the same size so can share the same statistics. Most Takhi live in nomadic barbarian tribes who roam the deserts of Mongolia.

Size Level: 15 (7-8 ½ feet long and 440-660 lbs)

Build: Medium

Social Rating: c

Mutant Changes & Cost Total BIO-E: 5 but may sell off size levels to gain points.

Attribute bonus: +2 P.S., +2 P.E., +5 Spd.

Human Features: Hands: full (10 Bio-E), Biped: Partial (5 Bio-E), Speech: full (10 Bio-E), Looks: none: a stocky yellow dun pony with an upright Mohawk-like mane. Will have a goat-like beard in the winter (0 Bio-E).

Natural Weapons: Hoofed Feet 2d6+2 (5 Bio-E)

Powers: none

Vestigial Disadvantage: All mutant takhi have hooves (-5 Bio-E), Diet: herbivore (-5 Bio-E), Prey Eyes (-10 Bio-E), and Tail (5 Bio-E).



HYENA

ORIGINAL ANIMAL CHARACTERISTICS

Description: Hyenas are dog-like animals with a sloping back, short tail and jaws powerful enough to crack bone. There are four species; the spotted, the striped, the brown, and the aardwolf. Only the striped is found in Asia, all the rest are African. While usually thought of as scavengers hyenas are good hunters and live in large clans led by a dominant female "queen" and her sisters.

Size Level: 9

Length: 3 ½ - 4 ½ '

Weight: to 176 lbs.

Build: short

Social Rating: d

MUTANT CHANGES AND COSTS

Total Bio-E: 30

Attribute Bonuses:



I.Q.: +2 P.S.: +2 P.E.: +4

HUMAN FEATURES

Hands: 5 Bio-E for Partial, 10 for Full

Biped: 5 Bio-E for Partial, 10 for Full

Speech: 5 Bio-E for Partial, 10 for Full

Looks: 5 Bio-E for Partial, 10 for Full

Natural Weapons:

5 Bio-E for 2d6 bite

10 Bio-E for 2d8 bite

Powers:

5 Bio-E for Advanced Hearing

5 Bio-E for Advanced Smell

10 Bio-E for Toxin Resistance, +5 vs. poisons and +3 to drugs.

Vestigial Disadvantage: Diet: Carnivore (-10 Bio-E), Ears (-5 Bio-E), Reptile Brain: Predator), and Tail (-5 Bio-E).

IBEX

ORIGINAL ANIMAL CHARACTERISTICS

Description: Ibex and Markhors are large wild goats native to the mountains of Europe and Central Asia. They differ from domestic goats by having Mohawk-like manes on the neck (often much longer than in the image below) and truly massive horns; hook shaped in Ibex and corkscrew shaped in markhors.

Size Level: 10

Length: to 6'

Weight: 70-330 lbs.

Build: medium

Social Rating: c

MUTANT CHANGES AND COSTS

Total Bio-E: 20

Attribute Bonuses:

I.Q.: +2 P.E.: +4 P.P.: +2 Spd: +1

HUMAN FEATURES

Hands: 5 Bio-E for Partial, 10 for Full

Biped: 5 Bio-E for Partial, 10 for Full

Speech: 5 Bio-E for Partial, 10 for Full

Looks: 5 Bio-E for Partial, 10 for Full

Natural Weapons:

5 Bio-E for 1d10 horns

10 Bio-E for 2d6 horns

Powers:

5 Bio-E for Advanced Hearing

15 Bio-E for Extra Physical Prowess.

5 Bio-E for Leaping: Standard.

10 Bio-E for Leaping: Rodent.

10 Bio-E for Toxin Resistance (see Hyena, above)

Vestigial Disadvantage: Diet: Herbivore (-5 Bio-E), Horns (-5 Bio-E), Diet: Ruminant (-10 Bio-E), Prey Eyes (-10 Bio-E), Tail (-5 Bio-E), and Reptile Brain: Prey (-10 Bio-E).



JACKAL

ORIGINAL ANIMAL CHARACTERISTICS

Description: Jackals are coyote-like canines, slightly larger than a fox, found in Africa and Asia. They are known for their cowardly disposition and scavenging diet.

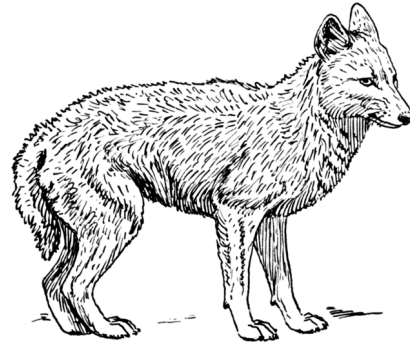
Size Level: 4
Length: 23 ½ to 43”
Weight: 15-33 lbs.
Build: medium
Social Rating: d

MUTANT CHANGES AND COSTS

Total Bio-E: 50
Attribute Bonuses:
I.Q.: +4 M.E.: +2 M.A.: +2 P.P.: +2

HUMAN FEATURES

Hands: 5 Bio-E for Partial, 10 for Full
Biped: 5 Bio-E for Partial, 10 for Full
Speech: 5 Bio-E for Partial, 10 for Full
Looks: 5 Bio-E for Partial, 10 for Full
Natural Weapons:
5 Bio-E for 1d8 teeth
Powers:
5 Bio-E for Advanced Smell
Vestigial Disadvantage: Diet: Carnivore (-10 Bio-E) and Ears (5 Bio-E).



KUBIN

ORIGINAL ANIMAL CHARACTERISTICS

Description: The Kubin (*Draco volens*) is the most common of a wide variety of brightly colored flying lizards native to Southeast Asia. They are insect eaters whose ribs form colorful bat-like wings for gliding. Tree dwellers, these lizards sit still with folded wings until startled. They then leap into the air to escape and are often mistaken for poisonous butterflies by predators.

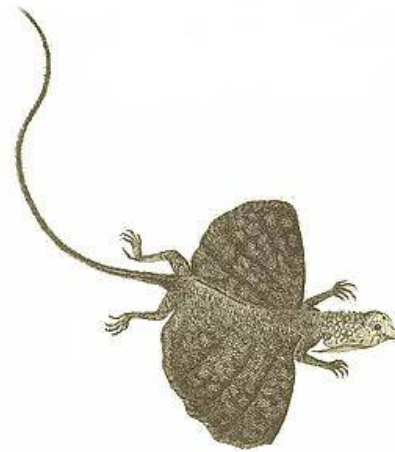
Size Level: 1
Length: to 6 inches
Weight: to 8 oz.
Build: long
Social Rating: b

MUTANT CHANGES AND COSTS

Total Bio-E: 70
Attribute Bonuses: P.P.: +3 Spd: +3

HUMAN FEATURES

Hands: Extra limbs with full hands automatic
Biped: 5 Bio-E for Partial, 10 Bio-E for Full
Speech: 5 Bio-E for Partial, 10 Bio-E for Full
Looks: 5 Bio-E for Partial, 10 Bio-E for Full
Natural Weapons:
5 Bio-E for 1d6 bite
5 Bio-E for 1d4 claws (climbing)
Powers:
15 Bio-e for Light Natural Body Armor, A.R.: 9 and S.D.C; +20
30 Bio-E for Medium Natural Body Armor; A.R.: 13 and S.D.C.: +35
25 Bio-E for Accelerated Dodge: +4 to Dodge and +6 to speed.
10 Bio-E for Glide
Vestigial Disadvantages: Diet: Insectivore (-5 Bio-E), Tail (-5 Bio-E), and Wings (-10 Bio-E).



LORIS

ORIGINAL ANIMAL CHARACTERISTICS

Description: Lorises are small slow-moving nocturnal primates related to lemurs that are native to tropical Asia and Africa. Lorises have large eyes and dense wooly fur. The Asian slow loris has no tail but the African Potto has a short busy tail and spikes under the fur on its neck. All lorises extrude a poisonous secretion with a foul odor from their armpits that they use to coat their fur in order to deter predators.

Size Level: 2

Length: 7-16 inches

Weight: to 2 ½ lbs.

Build: Short

Social Rating: d

MUTANT CHANGES AND COSTS

Total Bio-E: 55

Attribute Bonuses:

I.Q.: +2 M.E.: +1 P.P.: +1 P.E.: +1

HUMAN FEATURES

Hands: Partial automatic, 5 for Full

Biped: 5 Bio-E for Partial, 10 for Full

Speech: 5 Bio-E for Partial, 10 for Full

Looks: 5 Bio-E for Partial, 10 for Full

Natural Weapons: none

Powers:

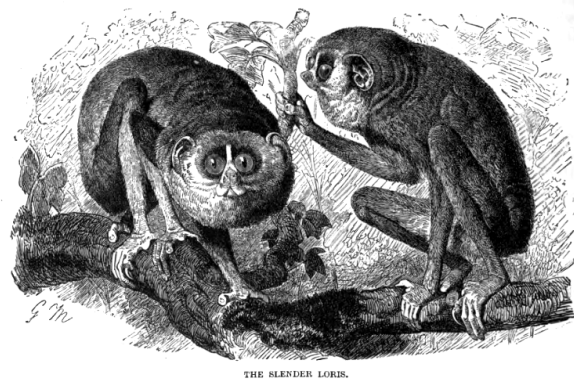
5 Bio-E for Night Vision (60") eyes glow in the dark as if they were flashlights with this power.

15 Bio-E for prehensile feet (as partial hand)

10 Bio-E for Quill Defense: a kind of natural body armor (A.R.: 6) that results in anyone striking at the back of the character to come into contact with the quills and taking 3d4 points of damage. Unlike porcupine quills, potto quills are extensions of the vertebrae and cannot be removed for throwing.

20 Bio-E for poison glands: when the liquid from these glands is rubbed onto an object (or person) than any creature that tries to eat or bite that object must save vs. poison or take 2d6 points of damage.

Vestigial Disadvantage: None



MONGOOSE

ORIGINAL ANIMAL CHARACTERISTICS

Description: Mongooses are weasel-like animals with lightning fast reflexes that are famous for attacking snakes though they are omnivorous and will actually eat a wide variety of foods. There are many species native to Africa and Eurasia. The Indian species was imported to South America in the 1800's to control snakes but as mongooses hunt cobras instead of vipers, they became pests by eating the eggs of the local birds instead.

Size Level: 3

Length: 7-18", with an additional 5-12" tail

Weight: 11 lbs.

Build: long

Social Rating: d

MUTANT CHANGES AND COSTS

Total Bio-E: 60

Attribute Bonuses:



I.Q.: +1 P.P.: +4 Spd: +5

HUMAN FEATURES

Hands: 5 Bio-E for Partial, 10 for Full

Biped: 5 Bio-E for Partial, 10 for Full

Speech: 5 Bio-E for Partial, 10 for Full

Looks: 5 Bio-E for Partial, 10 for Full

Natural Weapons:

5 Bio-E for 1d6 climbing claws

5 Bio-E for 1d8 teeth

Powers:

5 Bio-E for Advanced Hearing

20 Bio-E for Increased metabolic Rate (see weasel in the basic rulebook)

Vestigial Disadvantage: Color Blindness (-5 Bio-E) and Tail (-5 Bio-E).

PANDA, GIANT

ORIGINAL ANIMAL CHARACTERISTICS

Description: Giant pandas are the famous black and white bears from China. They have six digits on their forepaws, five fingers and an opposable “thumb” made from a modified wrist bone. They have extremely powerful jaws used to crush bamboo, their favorite food.

Size Level: 10

Length: 5 ½ to 6 ½ feet tall

Weight: 150-330 lbs.

Build: Short

Social Rating: b

MUTANT CHANGES AND COSTS

Total Bio-E: 0

Attribute Bonuses:

P.S.: +5 P.P.: +2 P.E.: +4

HUMAN FEATURES

Hands: Partial automatic

5 for Full (two thumbs)

Biped: Partial automatic, 5 for Full

Speech: 5 Bio-E for Partial, 10 for Full

Looks: 5 Bio-E for Partial, 10 for Full

Natural Weapons:

5 Bio-E for 1d10 bite

5 Bio-E for 1d8 claw (climbing)

Powers:

5 Bio-E for Advanced Hearing

15 Bio-E for Advanced Smell

Vestigial Disadvantage: -5 BIO-E for Color Blindness (-5 Bio-E), Nearsightedness (-5 Bio-E), Diet:

Herbivore (-5 Bio-E), BIO-E for Diet: Bamboo (-15 Bio-E: Giant pandas depend almost exclusively on bamboo as a food source, however, the panda's digestive system cannot easily break down the cellulose in bamboo, so pandas must eat huge amounts - as much as 83 pounds or about 40 kg, and for up to 14 hours, each day), Crippled "pseudo thumb" (-10 Bio-E: Your sixth finger just gets in the way and reduces your manual dexterity by -10%).



PANDA, RED

ORIGINAL ANIMAL CHARACTERISTICS

Description: The red panda (also known as the Cat-bear or Wah) is a long tailed relative of the giant panda found throughout Asia. Because of its appearance, it was once thought to be raccoon but it is actually the last surviving “dog-bear” (family Ursidae, subfamily Amphicyoninae). Red pandas have the same six fingered paws and massive bamboo cracking teeth of the giant panda but the fur is fiery red with black limbs. It also has red eye markings on a white face, and with a long tail ringed in darker red or black.

Size Level: 4

Length: 20-25” with another 11-20” of tail

Weight: to 12 lbs.

Build: Short

Social Rating: b

MUTANT CHANGES AND COSTS

Total Bio-E: 40

Attribute Bonuses:

P.S.: +3 P.P.: +3 P.E.: +3

HUMAN FEATURES

Hands: Partial automatic

5 for Full (two thumbs)

Biped: Partial automatic, 5 for Full

Speech: 5 Bio-E for Partial, 10 for Full

Looks: 5 Bio-E for Partial, 10 for Full

Natural Weapons:

5 Bio-E for 1d8 bite

5 Bio-E for 1d6 claw (climbing)

Powers:

5 Bio-E for Advanced Hearing

15 Bio-E for Advanced Smell

Vestigial Disadvantage: -5 BIO-E for Color Blindness (-5 Bio-E), Nearsightedness (-5 Bio-E), Diet:

Herbivore (-5 Bio-E), BIO-E for Diet: Bamboo (-15 Bio-E: Giant pandas depend almost exclusively on bamboo as a food source, however, the panda's digestive system cannot easily break down the cellulose in bamboo, so pandas must eat huge amounts - as much as 83 pounds or about 40 kg, and for up to 14 hours, each day), Crippled "pseudo thumb" (-10 Bio-E: Your sixth finger just gets in the way and reduces your manual dexterity by -10%), and Tail (-5 Bio-E).



RACCOON DOG

ORIGINAL ANIMAL CHARACTERISTICS

Description: the raccoon dog (or tanuki) is an Asian canine that ranges from western Russia to Japan. It is a not a raccoon but rather a relative of the South American Bush Dog and North American Grey Fox and, like the later, is one of the few foxes that climbs trees. It is a playful and omnivorous little canine that gets its name from the mask of dark fur over its eyes and dark ringed tail.

Size Level: 4

Length: 20-32 inches with a 7-inch tail.

Weight: 16 ½ lbs.

Build: short

Social Rating: b



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MUTANT CHANGES AND COSTS

Total Bio-E: 60

Attribute Bonuses:

I.Q.: +2 M.E.: +4 P.P.: +4 Spd: +2

HUMAN FEATURES

Hands: 5 Bio-E for Partial, 10 for Full

Biped: 5 Bio-E for Partial, 10 for Full

Speech: 5 Bio-E for Partial, 10 for Full

Looks: 5 Bio-E for Partial, 10 for Full

Natural Weapons:

5 Bio-E for 1d6 teeth

10 Bio-E for 1d8 teeth

Powers:

5 Bio-E for Advanced Hearing

5 Bio-E for Advanced Smell.

Vestigial Disadvantage: Color Blind (-5 Bio-E), Ears (-5 Bio-E), Tail (-5 Bio-E).

SHARK

ORIGINAL ANIMAL CHARACTERISTICS

Description: Dolphin-like fish with huge jaws full of several rows of teeth, sharks are the oceans apex predators. Ranging in size from only a few feet to the sixty foot whale shark these fish are a variable group that only rarely mutates into a land form. The statistics below are for the Mako shark, an average sized species known for its fast swimming speed, intelligence (they are as smart as many mammals), and warm blooded metabolism. Hammerheads are the same size and have the same characteristics.

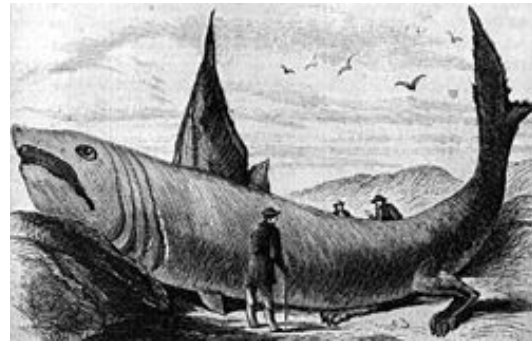
Size Level: 12

Length: 12 feet

Weight: to 300 lbs.

Build: Medium

Social Rating: b



MUTANT CHANGES AND COSTS

Total Bio-E: 75

Attribute Bonuses: none

HUMAN FEATURES

Hands: 5 Bio-E for Partial, 10 for Full

Biped: none (a fluked tail), 5 Bio-E for Partial (flippers like a sea lion), 10 for Full

Speech: 5 Bio-E for Partial, 10 for Full

Looks: None: Triangular face dominated by a fang filled maw, no ears, small eyes, and only holes for a nose. The muscular body has no neck and is covered with sandpaper-like scales and a triangular dorsal fin protrudes from the back. The arms and legs are short and end in large flat hands and feet.

5 Bio-E for Partial: A muscular, short necked humanoid covered in scales, a fin runs down the back, and the earless head is round with a large mouth filled with sharp teeth: looks a bit like the creature from the black lagoon.

10 for Full: A muscular man with tiny ears and hardly any nose, rough skin, and no body hair.

Natural Weapons:

5 Bio-E for 2d6 teeth

10 Bio-E for 2d10 teeth

15 Bio-E for 3d10 teeth

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

15 Bio-E for Extra Physical Prowess

15 Bio-E for Extra Physical Endurance

10 Bio-E for Natural Swimming Ability
 5 Bio-E Extra Speed (2d6 +15) when swimming only
 10 Bio-E for Gills (can breathe under water)
 15 Bio-E for Predator Burst
 15 Bio-E for Light Natural body armor; A.R: 6 and S.D.C: +20
Vestigial Disadvantage: Color Blindness (-5 Bio-E), Diet: Carnivore (-10 Bio-E), Nearsighted (-5 Bio-E), Reptile Brain: Predator (-10 Bio-E), Tail (-5 Bio-E), Webbed Hands & Feet (-10 Bio-E).

SNOW LEOPARD

ORIGINAL ANIMAL CHARACTERISTICS

Description: The Snow leopard (or ounce) is a feline predator from the Himalayan mountains of Asia. Though it looks like a long haired white leopard fossils show that its closest relatives are the African cheetah and American Puma. It is a beautiful cat with silvery white fur marked with charcoal-colored spots that is famed for its extraordinary leaping abilities.

Size Level: 11

Length: 3-4 feet long, not counting a 3-4 foot tail.

Weight: to 200-300 lbs

Build: medium

Social Rating: c

MUTANT CHANGES AND COSTS

Total Bio-E: 20

Attribute Bonuses:

P.S: +2, P.P: +4, P.B: +3

HUMAN FEATURES

Hands: 5 for partial, 10 for full

Biped: 5 for partial, 10 for full

Speech: 5 for partial, 10 for full

Looks: 5 for partial, 10 for full

Natural Weapons:

5 Bio-E for 1d8 Retractable climbing claws

10 Bio-E for 2d6 Retractable climbing claws

5 Bio-E for 1d8 teeth

10 bio-E for 2d6 teeth

Powers:

5 Bio-E for Night vision (60')

5 Bio-E for Advanced Smell

5 Bio-E for Advanced Hearing

5 Bio-E for Leaping Ability (Feline)

10 Bio-E for Leaping Ability (standard)

15 for Leaping Ability (Rodent)

5 Bio-E for Brute Strength

10 Bio-E for Bestly Strength

15 Bio-E for Extra Physical Prowess

15 Bio-E for Extra Physical Endurance

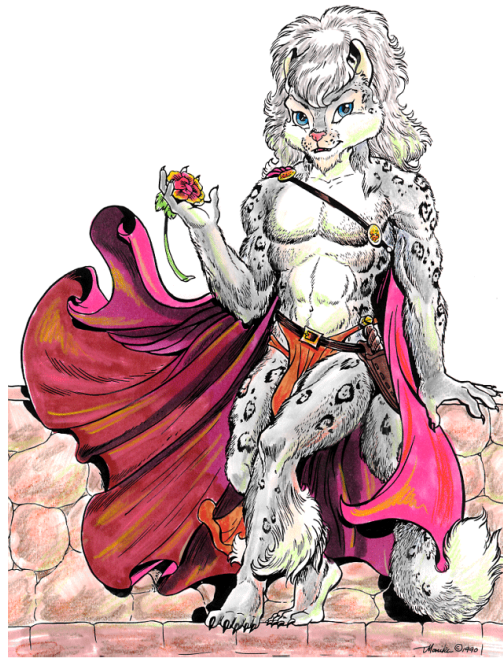
5 Bio-E for Extra Physical Beauty

5 Bio-E Extra Speed (2d6 +15)

15 Bio-E for Predator Burst

15 Bio-E for Insulating Fur: Cold does ½ damage; +10 S.D.C.

Vestigial Disadvantage: Diet: Carnivore (-10 Bio-E), Reptile brain: Predator, and Tail (-5 Bio-E).



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TARSIER

ORIGINAL ANIMAL CHARACTERISTICS

Description: Tarsiers (called Ink Monkeys in Chinese and Yara-ma-yha-whos in Australian myth) are tiny nocturnal primates with large eyes, long feet and fingers and toes ending in suction pads. Tarsiers are carnivorous and have the unusual owl-like ability to swivel their heads around almost 360 degrees.

Size Level: 1

Length: 4-6 inches tall

Weight: to 4 oz.

Build: short

Social Rating: c

MUTANT CHANGES AND COSTS

Total Bio-E: 45

Attribute Bonuses:

I.Q.: +4 M.E.: +2 M.A.: +2 P.P.: +6

HUMAN FEATURES

Hands: Partial automatic, 5 for full

Biped: Full automatic

Speech: 5 for partial, 10 for full

Looks: Partial automatic, 5 for full

Natural Weapons: 5 Bio-E for 1d6 teeth

Powers:

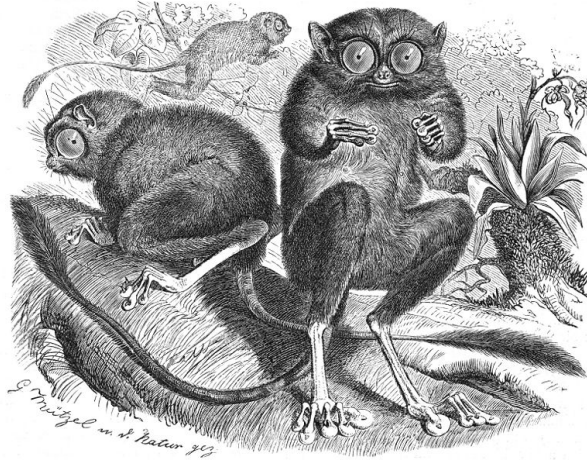
5 Bio-E for Night vision (60')

5 Bio-E for Leaping Ability (standard)

10 Bio-E for Leaping Ability (Rodent)

10 Bio-E for suction cups on fingers and toes (see Disk-Winged Bat in *Mutants of the Yucatan* for details on this power).

Vestigial Disadvantage: Diet: Insectivore (-5 Bio-E), Nocturnal (-10 Bio-E), and Tail (-5 Bio-E).



TREE SHREW

ORIGINAL ANIMAL CHARACTERISTICS

Description: Tree Shrews (also known as pen-tails) are omnivorous tree-dwellers with long bushy tails that look like long nosed squirrels but are actually primates related to *Purgatorius* of the Cretaceous period.

Size Level: 1

Length: 4-8 inches long (+ a 5-7" tail)

Weight: to 5 ½ oz.

Build: long

Social Rating: c

MUTANT CHANGES AND COSTS

Total Bio-E: 75

Attribute Bonuses:

I.Q.: +2 P.P.: +3

HUMAN FEATURES

Hands: 5 Bio-E for Partial, 10 for Full

Biped: 5 Bio-E for Partial, 10 for Full

Speech: 5 Bio-E for Partial, 10 for Full

Looks: 5 Bio-E for Partial, 10 for Full

Natural Weapons:

5 Bio-E for 1d4 climbing claws

Powers:

5 Bio-E for advanced hearing

Vestigial Disadvantage: Diet: Insectivore (-5 Bio-E), Nocturnal (-10 Bio-E), and Tail (-5 Bio-E).



The Long-ku: A Society of Throwbacks

The Long-ku are a race that inhabits a large island located in the Southern Sea south of the Empire of Zhongguo. This Island is the one referred to on pre-crash maps as Taiwan and it is considered to be its own nation. Long-ku means “dragon-bones” an ancient Chinese term for fossil bones so it is a surprisingly apt name for this group which has no other feature in common. The Long-ku race doesn’t have much to do with the other nations other than to protect their island from pirates and intruders. They are best known for their huge wooden ships. These ships are without masts; instead they are pulled by mutant plesiosaurs.

The Long-ku all look like prehistoric animals so most believe that before the crash the island had contained a park for genetically engineered dinosaurs, similar to the one created in Cuba. This theory is supported by the discovery of an ancient book dating to 2009 that gave specific instructions on how to modify chicken eggs to produce a baby dinosaur. (No Joke, see the bibliography). Because they are outside Asian society the Long-ku all have a social rating of e when interacting with characters from the other kingdoms of Asia.



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Note: Palladium once had a game supplement called *Transdemensional Teenage Mutant Ninja Turtles* by Erick Wujcik that contained many prehistoric mutants. Unfortunately this book is both out of print and inaccurate. Many of the animals are given the wrong name or size level. Part of the reason for this inaccuracy was the time period; we know a lot more about dinosaurs now in the year 2009 than we did back in 1989. As a result here are some revised prehistoric mutants for *After the Bomb*™. I am giving the statistics in the normal instead of the throwback format for most entries so the player has maximum choice of species.

ANDREWSARCHUS

ORIGINAL ANIMAL CHARACTERISTICS

Description: Andrewsarchus was the largest meat eating mammal to ever live. While often mistaken for the creodont *Hyenadon*, Andrewsarchus was actually closest related to modern whales and hippos. In appearance Andrewsarchus resembled a gigantic hyena with a huge head, crocodilian jaws, hoofed feet, and a long tail. It lived during the Eocene period in Asia.

Size Level: 19

Length: 12' not including another three feet of tail.

Weight: to 8,000 lbs.

Build: medium

MUTANT CHANGES AND COSTS

Total Bio-E: 0

Attribute Bonuses:

M.A: +1, P.S: +2, P.E: +2, Spd: +1

HUMAN FEATURES

Hands: 5 for partial, 10 for full

Biped: 5 for Partial, 10 for Full

Speech: 5 for partial, 10 for full

Looks: None: Hyena-like with a huge head dominated by large rounded ears and a long muzzle filled with sharp teeth. The body is covered in fur, the nails are thick and hoof-like, and a long, thin, tail lashes the air behind.

5 Bio-E for partial: Huge head with a short muzzle, slanted eyes, and rounded ears. The neck is thick, while the humped back tapers to a narrow chest. The arms are longer than the legs and end in thick nails. A short tail extends from the rear.

10 Bio-E for full: Large head with prominent nose, slanted eyes, and large ears. Long arms and broad shoulders contrast with the narrow hips and short legs.

Natural Weapons:

5 Bio-E for 1d6 hoof-claws

5 Bio-E for 1d10 teeth

5 Bio-E for 2d10 teeth

Powers:

5 Bio-E for Advanced Smell

5 Bio-E for Advanced Hearing

5 Bio-E for Beastly Strength

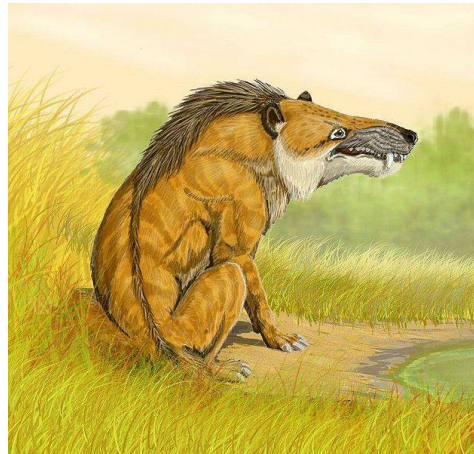
10 Bio-E for Brute Strength

15 Bio-E for Crushing Strength

10 Bio-E for Extra Physical Endurance

15 Bio-E for Extraordinary Speed (2d6 +15 to Speed rating)

Vestigial Disadvantage: Diet: carnivore (-10 Bio-E), Ears (-5 Bio-E), Hooves (-5 Bio-E), Tail (-5 Bio-E), Reptile Brain: Predator



ANKYLOSAUR

ORIGINAL ANIMAL CHARACTERISTICS

Description: Ankylosaurs were “reptilian tanks”, short, squat, dinosaurs covered with bony armor plating that bristled with spikes and horns. The armor was so extensive it was found even on the eyelids! Slow moving plant eaters, ankylosaurs came in two major families: the nodosaurids and the ankylosaurids. The two families differed in diet and method of defense. Nodosaurids had narrow snouts, large shoulder spikes, and a long tail; they browsed on leaves and would thrash their bodies from side to side when a predator appeared in order to stab them with its spikes. In contrast ankylosaurs were grazers with tails that ended in heavy clubs of bone, when confronted they would hunker down to protect their underside while lashing their tails about to strike the attacker. Ankylosaurs lived worldwide throughout the Cretaceous period.

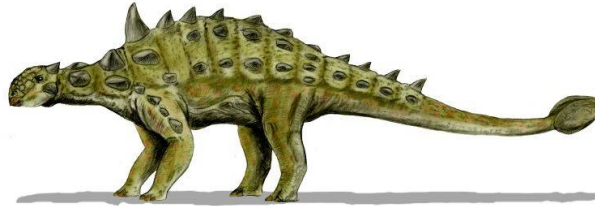
Ankylosaurs ranged in size from the 6' long *Dracopelta* and 13' long *Polacanthus* all the way up to the 30' long *Ankylosaurus*.

Size Level: 20

Length: 30' including the tail

Weight: 16,000 lbs.

Build: short



MUTANT CHANGES AND COSTS

Total Bio-E: 0

Attribute Bonuses:

P.E: +7

HUMAN FEATURES

Hands: 5 for partial, 10 for full

Biped: 5 for Partial, 10 for Full

Speech: 5 for partial, 10 for full

Looks: None: Triangular head with tiny eyes opposite a broad, flat nose ending in a horny beak. The body is wide and flat, like a turtles with massive arms and legs. A tail as long as the body snakes along behind and armored flesh decorates the back.

5 for partial: A triangular face featuring lumpy bone projections and widely spaced eyes and nostrils. The stout body is powerfully built with thick skin and a short, thick tail protrudes from the rump.

10 for full: Wide flat face covered with pockmarks. The eyes and ears are small contrasting with a large, flat nose and mouth. A wide neck connects the head with a chunky, but powerfully built body.

Natural Weapons:

5 Bio-E for 1d6 beak

5 Bio-E for 1d8 horns

5 Bio-E for armored forehead: does 1d6 damage in a head butt and acts as a natural helmet with an A.R of 14 and S.D.C. of +25.

10 Bio-E for 1d8 Small Tail Mace, provides an extra attack per melee round to the rear of the character.

15 Bio-E for 2d10 Large Tail Mace, as above just more damage.

20 Bio-E for Horny Spikes: this represents the large spines found along the sides and backs of some ankylosaurs. The horns are a type of natural body armor that has an A.R. of 12 and an S.D.C. of +45. Any physical attack directed at the character with a strike roll of 12 or less means that the attacker will hit one of the spikes. The spikes can also be used in a bash or body block to inflict 1d10 points of damage.

Powers:

5 Bio-E for Advanced Smell

5 Bio-E for Bestly Strength

10 Bio-E for Brute Strength

15 Bio-E for Crushing Strength

10 Bio-E for Extra Physical Endurance

15 Bio-E for Light Natural Body Armor; A.R: 8 and S.D.C: +40

30 Bio-E for Medium Natural Body Armor; A.R: 12 and S.D.C: +60

45 Bio-E for Heavy Natural Body Armor; A.R: 15 and S.D.C: +75

60 Bio-E for Extra-heavy Natural Body Armor; A.R: 17 and S.D.C: +120

Vestigial Disadvantage: Diet: herbivore (-5 Bio-E), Diet, Ruminant (-10 Bio-E), Tail (-5 Bio-E, cannot purchase with Small or large tail Mace), Horns (-5 Bio-E), and Nearsighted (-5 Bio-E).

CERATOPSIAN

ORIGINAL ANIMAL CHARACTERISTICS

Description: Ceratopsians are the horned dinosaurs.

Ceratopsians were a mostly a Cretaceous North American group of dinosaurs similar in form to modern rhinos. The best known (and largest) member of the group is *Triceratops* with its massive beak, neck frill, and three horns: one on the nose and two above the brows. However this was a diverse group that included species with no horns (*Psittacosaurus*), species with one nose horn (most species of *Protoceratops*), two nose horns (the recently discovered *Protoceratops hellenikorhinus*), species with only two brow horns (*Zuniceratops*), and various combinations in the size and shape of the nose and brow horns (most other genera). Ceratopsians also came in a wide variety of sizes and shapes, from the bipedal and turkey-sized *Chaoyangosaurus* to the quadrupedal and elephant-sized *Triceratops*.

Long thought to have long scaled tails, recent finds show that ceratopsians had short tails with a ridge of quill-like feathers along the top. Scientists are uncertain if these quills were used to brush away flies, were poisonous, were sharp like those of a porcupine, or all three.

Size Level: 20

Length: 30' including the tail

Weight: 5-8 tons (to 15,000 lbs.)

Build: short

MUTANT CHANGES AND COSTS

Total Bio-E: 0

Attribute Bonuses:

M.A: +2, P.S: +2, P.E: +4

HUMAN FEATURES

Hands: 5 for partial, 10 for full

Biped: 5 for Partial, 10 for Full

Speech: 5 for partial, 10 for full

Looks: None: Enormous beaked head with bumps on the snout and eyebrows and a frill that extends over the neck. There is thick scaled skin and a tail that is about half as long as the body. A Mohawk of bristly hair grows along the spine and thick tail. The limbs are muscular with stubby hands and feet

5 Bony features with tiny eyes under overhanging brows and above a wide, beaked, mouth. Thick powerful body with short arms and legs and a thick, short, tail.

10 for full: Wide face with a pronounced overbite and stout build.

Natural Weapons:

5 Bio-E for 1d8 beak

5 Bio-E for 1d6 single nose horn

10 Bio-E for 2d4 double nose horn

5 Bio-E for 1d8 short forehead horns

10 bio-E for 1d10 long forehead horns

15 Bio-E for solid neck frill, adds +2 to butting/horn damage and acts as a natural helmet protecting the head with A.R: 17 and +45 S.D.C.

Powers:

5 Bio-E for Advanced Smell

5 Bio-E for Advanced Hearing

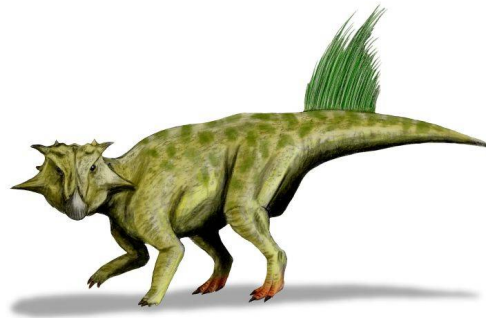
5Bio-E for Beastly Strength

10 Bio-E for Brute Strength

15 Bio-E for Crushing Strength

10 Bio-E for Extra Physical Endurance

15 Bio-E for Quill Defense: The character has a ridge of porcupine-like quills along the back that give A.R:10 towards any blow from behind and which do 3d6 points of damage to anyone who rolls 10 or less on a strike to the character's back. These quills may be pulled out and used as a dagger for 1d4 points of damage but cannot be used in a grapple attack because of their location.



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30 Bio-E: Poisonous Quills: the character has quills as in the above power but in this case the quills also carry a mild toxin. Anyone injured by the quills must make a saving throw of 14 or better or take an additional 1d4 points of hit point (not S.C.D.) damage.

15 Bio-E for Light Natural Body Armor; A.R: 7 and S.D.C: +40

30 Bio-E for Medium Natural Body Armor; A.R: 10 and S.D.C: +60

45 Bio-E for Heavy Natural Body Armor; A.R: 12 and S.D.C: +75

60 Bio-E for Extra-heavy Natural Body Armor; A.R: 14 and S.D.C: +120

Vestigial Disadvantage: Diet: herbivore (-5 Bio-E), Diet, Ruminant (-10 Bio-E), Tail, Horns (-5 Bio-E), and Nearsighted (-5 Bio-E).

COELUROSAUR

ORIGINAL ANIMAL CHARACTERISTICS

Description: I am going to use this entry in the old sense of the word as any small, unspecialized theropod that is not an ornithomimid, tyrannosaur, or direct bird ancestor that takes the ecological niche of a jackal or fox in the Mesozoic. In this sense it includes a varied assemblage of bipedal carnivorous dinosaurs with long necks and tails, long legs, and four to three fingered paws that lacked fully opposable thumbs. This includes the ceratosaurs *Coelophysis* (size level 6) and *Dilophosaurus* (size level 16), compsognathids like *Sinosauroptryx* (size-level 3) and the ornitholestians *Ornitholestes* (size level 6) and *Proceratosaurus* (size level 7). A fluffy coat of proto-feathers covered the body and tail of compsognathids and ornitholestids, *Proceratosaurus* had a small horn on the nose and some coelophysids had paired crests. All had arms that were shorter than the legs and sharp toothed snouts.

Size Level: 7

Length: 2-6 feet long not including an equal length of tail

Weight: to 100 lbs.

Build: long

MUTANT CHANGES AND COSTS

Total Bio-E: 40

Attribute Bonuses:

I.Q: +1, P.P: +2, Spd: +1

HUMAN FEATURES

Hands: 5 for partial, 10 for full

Biped: 5 for Partial, 10 for Full

Speech: 5 for partial, 10 for full

Looks: None: Flattened head with a narrow snout and large eyes. A long neck grades into a rounded body with long legs ending in three toed feet. Narrow shoulders with short arms tipped with three clawed hands and a long tail the same length as the body.

5 for partial: Triangular head with large eyes and prominent snout, a flexible neck, narrow shoulders, long legs and short arms. A short tail hangs from the rear.

10 for full: triangular face with big eyes and a wide mouth, narrow shoulders, large hips, arms noticeably shorter than the legs.

Natural Weapons:

5 Bio-E for 1d4 claws

5 Bio-E for 1d 6 teeth

10 Bio-E for 2d4 teeth

Powers:

5 Bio-E for Advanced Smell

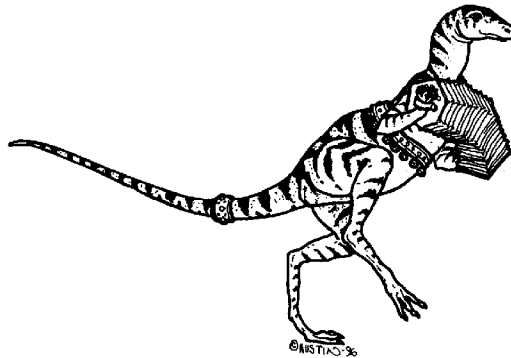
5 Bio-E for Advanced Hearing

5Bio-E for Bestly Strength

10 Bio-E for Brute Strength

15 Bio-E for Extraordinary Speed (2d6 +15 to Speed rating)

5 Bio-E for Extra Physical Beauty (fluffy proto-feathers)



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15 Bio-E for Insulating Feathers: Cold does ½ damage; +10 S.D.C.

Vestigial Disadvantage: Diet: carnivore (-10 Bio-E), Tail (-5 Bio-E), Reptile Brain: Predator

DEINONYCHOSAUR

ORIGINAL ANIMAL CHARACTERISTICS

Description: Deinonychosaurs are a group of bird relatives from the Late Jurassic and Cretaceous with a distinctive second toe that carried a huge retractable claw. Once thought to be carnosaurs, new finds suggest that deinonychosaurs were actually early birds with perching feet, beaked (but toothed) jaws, and bodies covered in feathers.

While all deinonychosaurs had retractable claws, details varied according to species. The early genera *Archaeopteryx* (size level 4), *Microraptor* (size level 5), and *Rahonavis* (size level 3) are all believed to have been able to glide, if not actually fly, and use their claws for climbing as they searched for insects among the branches of trees. *Epidendrosaurus* (size level 2) was similar but flightless. Larger flightless forms with the straight claws of a climber were *Unenlagia* (size level 5) and *Troodon* (size level 7) both of which may have eaten fruit as well as meat. More familiar is the pack hunting forms with slashing claws; *Velociraptor* (size level 5), *Deinonychus* (size level 6), *Achillobator* (size level 14) and *Utahraptor* (size level 16).

Size Level: 7 (average)

Length: 6 inches to 14 feet (average 6 feet) not including a tail about as long as the body.

Weight: to 100 lbs. (average)

Build: Medium

MUTANT CHANGES AND COSTS

Total Bio-E: 35

Attribute Bonuses:

I.Q: +2, P.P: +2, M.E: +1, M.A: +1, Spd: +2

HUMAN FEATURES

Hands: Partial automatic (hands at end of wings), 5 for full (hands at end of wings), 10 for extra limbs with full hands.

Biped: Full automatic

Speech: 5 for partial, 10 for full

Looks: None: Large head with beaked snout full of sharp teeth, slim upper body with long arms, and the legs are powerful and a long stiff tail extends from behind.

5 for partial: Triangular head with a prominent snout, long arms and short, stiff tail.

10 for full: triangular face with widely spaced eyes and a wide mouth, narrow shoulders, large hips, and arms the same length as the legs.

Natural Weapons:

5 Bio-E for 1d6 climbing claws on hand

10 Bio-E for 1d8 hand claws

15 Bio-E for 2d6 hand claws

5 Bio-E for 1d 10 teeth

5 Bio-E for 1d8 climbing claws on feet (does damage during kicks)

10 Bio-E for 2d6 scythe claw on feet (does damage during kicks)

15 Bio-E for 2d10 scythe claw on feet (does damage during kicks)

Powers:

5 Bio-E for Advanced Smell

5 Bio-E for Advanced Hearing



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5 Bio-E for Standard Leaping Ability
10 Bio-E for Rodent Leaping Ability
15 Bio-E for feline Leaping Ability

15 Bio-E for Extraordinary Speed
(2d6 +15 to Speed rating)

20 Bio-E for Extraordinary Speed
(3d6+30 to Speed rating)

5Bio-E for Bestly Strength

10 Bio-E for Brute Strength

5 Bio-E for Stiffened tail; character has a tail as long as he is tall that can be lowered or raised but not bent from side to side, this tail allows the character to perform rapid turns when running . +6 to Dodge while running and +4 to Dodge, +1 to Strike and +1 to Parry when in hand to hand combat.

15 Bio-E for Predator Burst

5 Bio-E for Extra Physical Beauty (colorful feathers)

15 Bio-E for Insulating Feathers: Cold does ½ damage; +10 S.D.C.

10 Bio-E for Glide (large arm and leg feathers)

20 Bio-E for Flight (very long arm feathers)



Vestigial Disadvantage: Diet: carnivore (-10 Bio-E), Nocturnal (-10 Bio-E), Tail (-5 Bio-E, cannot take with Stiffened Tail), Reptile Brain: Predator (-10 Bio-E), Predatory Bloodlust (- 10 bio-E; this character has a problem with the smell of blood; The scent of blood makes the character anxious and aggressive while the scent of blood in combat drives the mutant into a frenzy with + 1 on initiative and + 1 to strike, a roll to save vs. insanity of 15 or higher is required to get the character to stop attacking, in addition, once an opponent has been defeated, the character will have to roll a save vs. insanity to keep from eating his victim), and Wings (-10 bio-E).

GLYPTODONT

ORIGINAL ANIMAL CHARACTERISTICS

Description: During the Ice Age several mammals mimicked the shape possessed by the long extinct dinosaurs and none are so obvious than the animals of family Glyptodontidae. Looking like a furry turtle, glyptodonts were the mammalian equivalent of ankylosaurs. Not only did this monstrous armadillo have a shell of spiked bone on its head and back but the tail was also armored with rings of bone; and in some species a spiked mace of bone tipped the end of the tail for use as a club.

Size Level: 19

Length: 18' including 8 feet of tail

Weight: 8,000 lbs

Build: short

MUTANT CHANGES AND COSTS

Total Bio-E: 0

Attribute Bonuses:

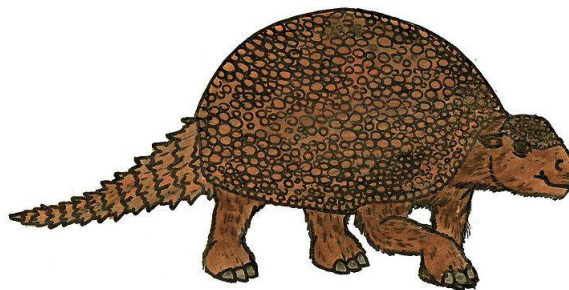
P.E: +3

HUMAN FEATURES

Hands: 5 for partial, 10 for full

Biped: 5 for Partial, 10 for Full

Speech: 5 for partial, 10 for full



Looks: None: Wide head with large cheeks, tiny eyes, a broad, flat nose and a horny cap between two donkey-like ears. The body is wide and the back is rounded like a turtle's shell, with massive arms and legs ending in stubby hoofed feet. A tail as long as the protrudes to the rear.

5 for partial: wide, turtle-like head with large jowls and ears, the stout body is powerfully built with thick skin and a short, thick tail.

10 for full: Wide round face with protruding forehead and wide features. The eyes are small while the ears are large. A wide neck connects the head with rounded body with short limbs that end in stubby fingers and toes.

Natural Weapons:

5 Bio-E for Horny cap; does 1d6 damage with a head butt.

5 Bio-E for 1d8 armored tail provides an additional tail attack to the rear during melee.

10 Bio-E for 1d10 spiked tail mace; as above just more damage

Powers:

5 Bio-E for Advanced Smell

5 Bio-E for Bestly Strength

10 Bio-E for Brute Strength

15 Bio-E for Crushing Strength

10 Bio-E for Extra Physical Endurance

10 Bio-E for Light Natural Body Armor; A.R: 6 and S.D.C: +25

20 Bio-E for Medium Natural Body Armor; A.R: 8 and S.D.C: +50

30 Bio-E for Heavy Natural Body Armor; A.R: 12 and S.D.C: +75

40 Bio-E for Extra-heavy Natural Body Armor; A.R: 14 and S.D.C: +100

Vestigial Disadvantage: Diet: herbivore (-5 Bio-E), Tail (-5 Bio-E, cannot purchase with armored tail or tail mace), and Nearsighted (-5 Bio-E).

HADROSAUR

ORIGINAL ANIMAL CHARACTERISTICS

Description: The Cretaceous Hadrosaurs were the most advanced herbivores of the Mesozoic era. Often called duckbills, in life they looked more like a large moose than a duck. These animals roamed in vast herds across the fern prairies of the northern hemisphere, walking on all fours when grazing or running full out on their hind legs when alarmed. Once thought to be aquatic we now know that they were land living animals (though like moose and elephants they would not turn down a bath if they found one) that migrated hundreds of miles to their nesting grounds. Once there the various crests sported by the males were used to amplify their musical calls and roars in order to impress the females. The females then guarded their nest and cared for their coke-can sized helpless hatchlings for the month or so it took them to become strong enough to migrate with the herd.

Dozens of hadrosaur species are known including *Claosaurus* (size level 14), *Parasaurolophus* (size-level 19), *Anatotitan* (AKA: "Trachodon" at size level 20), and *Lambaeosaurus* (size level 21).

Size Level: 21

Length: to 50' including the tail

Weight: 18,000 lbs.

Build: medium

MUTANT CHANGES AND COSTS

Total Bio-E: 0

Attribute Bonuses:

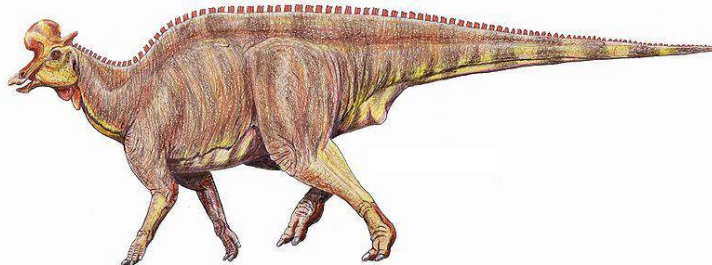
M.A: +1

HUMAN FEATURES

Hands: 5 for partial, 10 for full

Biped: Partial automatic, 5 for Full

Speech: 5 for partial, 10 for full



Looks: None: Large deer or moose-like head with the lips covered with a horny beak (the duck-like snout bones are covered with muscle and horn in the living animal), flexible neck grading into a rounded body with short front legs and long hind legs. The feet have three hoofed toes while the hands look as if they are wearing mittens with a tiny thumb and padded camel-like hoof. A long tail extends stiffly from the rear and a mane of flesh (like a rooster's comb) runs down the neck and back. May had a decorative crest on the skull whose shape depends on the species.

5 for partial: Long face with a duck-like flattened muzzle, thin neck and shoulders on a massive body ending in a short, thick tail. The arms are noticeably shorter than the legs and end in webbed fingers.

10 for full: Large nose and eyes, with small ears and delicate arms that contrast with large legs and feet.

Natural Weapons:

5 Bio-E for 1d4 beak

Powers:

5 Bio-E for Advanced Smell

5 Bio-E for Advanced Hearing

20 Bio-E for Echoing Call: a hadrosaur may channel its voice through its crest creating a musical bellow that may carry for miles. In close contact (within 15 feet) this roar can be literally deafening and all within the radius of the call (except the hadrosaur) make a saving throw of 16 or better or automatically lose imitative and be - 3 to all attempts to parry or dodge (- 6 to attacks from behind) for the next 5 minutes.

5 Bio-E for Beastly Strength

10 Bio-E for Brute Strength

15 Bio-E for Crushing Strength

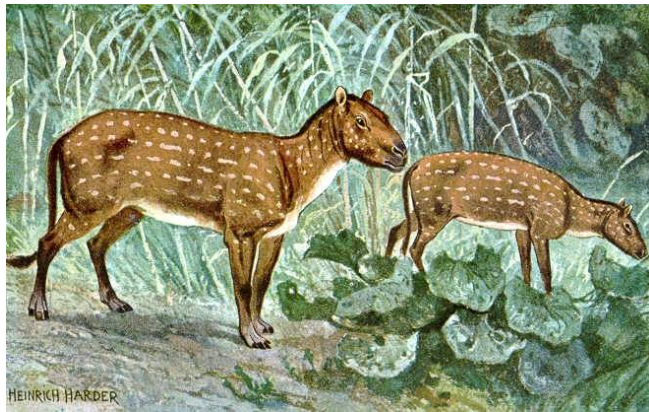
15 Bio-E for Extraordinary Speed (2d6 +15 to Speed rating)

10 Bio-E for Light Natural body armor; A.R: 6 and S.D.C: +20

Vestigial Disadvantage: Diet: herbivore (-5 Bio-E), Diet, Ruminant (-10 Bio-E), Tail (-5 Bio-E), Horns (-5 Bio-E), and Nearsighted (-5 Bio-E).

HORSE: EOHIPPUS (THROWBACK)

Description: Seventy million years ago the first horses appeared on the Earth. These horses differed from those of modern times by being much smaller and in having paws instead of hooves. Even in modern times a horse would occasionally be born with the pawed feet of this ancestral horse (for example the steed of Julius Caesar had three toed feet) and sometime before the crash someone decided to recreate the eohippus for the pet trade. Today the neo-eohippus have mutated as much as the other horses have and the result have become part of Long-ku society (see page 27), where they are considered first class Sorcerers and Psychics.



Size Level: 5

Build: Medium

Mutant Changes & Cost Total BIO-E: 45 for anything but size and natural weapons.

Attribute bonus: +4 M.A., +2 P.S., +2 P.E., + 5 Spd.

Human Features: Hands: full (10 Bio-E), Biped: Full (10 Bio-E), Speech: Full (10 Bio-E), Looks: none: a tiny horse with a spotted coat, upright mane, deer-like face and with hands that have four fingers and feet with three toes (0 Bio-E).

Natural Weapons: 0

Powers: All Mutant Eohippus have 10 Bio-E for Advanced Hearing and 10 Bio-E for Extra M.A. (included above).

Vestigial Disadvantage: All mutant eohippus have Diet: Herbivore, Hooves (-5 Bio-E), Prey Eyes (-10 Bio-E), Tail (-5 Bio-E), and Domestication (-10 Bio-E).

HYSILOPHODONT

ORIGINAL ANIMAL CHARACTERISTICS

Description: These primitive ornithopods were the antelope of the dinosaur world, fast, nimble herbivores that relied on speed to avoid predators. In appearance hypsilophodonts resembled ear-less kangaroos with beaked snouts and eagle-like eyes. There are many species in this category, some closer related to the Iguanodonts, some to the pachycephalosaurs, and still others belonging to their own lineage. All closely resemble one another, differing mainly in skeletal details not appearance (much like African Antelope and Pronghorns do in our time). At least some, especially arctic species, had furry protofeathers. Dinosaurs of this general type could be found throughout the Mesozoic.

Examples of hypsilophodonts include *Gasparinosaurus* (size level 3), *Leaellynasauria* (size level 5), *Hypsilophodon* (size level 6), and *Dryosaurus* (size level 7).

Size Level: 5 (average)

Length: 1 to 6 feet (3 feet average) not including a tail as long as the body

Weight: 40 pounds (average).

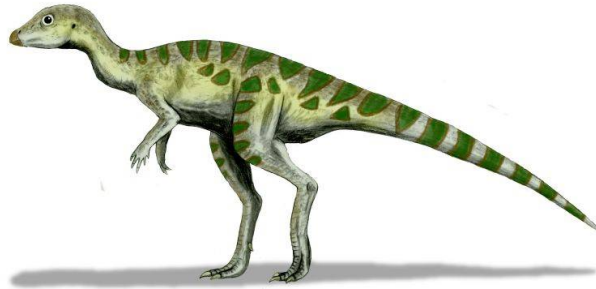
Build: medium

MUTANT CHANGES AND COSTS

Total Bio-E: 50

Attribute Bonuses:

Spd: +6



HUMAN FEATURES

Hands: 5 for partial, 10 for full

Biped: Full automatic

Speech: 5 for partial, 10 for full

Looks: None: Narrow bird-like head with a toothy beak, large slanted eyes under ridges of bone, slim body with short arms, five fingered hands, and long legs ending in three toed feet. A long tail extends from the rear and “fur” may be present.

5 for partial: triangular head with pointed snout and beaked mouth, eyes inset under bony ridges, flexible neck, big belly, wide hips, and muscular legs.

10 for full: Narrow face with bony features, long neck, athletic body, and well developed arms and legs.

Natural Weapons:

5 Bio-E for 1d4 beak

5 Bio-E for 1d4 hand claws

5 Bio-E for 1d8 foot claws (used in kick attacks)

Powers:

5 Bio-E for Advanced Hearing

5Bio-E for Beastly Strength

5 Bio-E for Standard Leaping Ability

10 Bio-E for Rodent Leaping Ability

15 Bio-E for Extraordinary Speed (2d6 +15 to Speed rating)

20 Bio-E for Extraordinary Speed (3d6+30 to Speed rating)

5 Bio-E for Stiffened tail; character has a tail as long as he is tall that can be lowered or raised but not bent from side to side, this tail allows the character to perform rapid turns when running . +6 to Dodge while running and +4 to Dodge, +1 to Strike and +1 to Parry when in hand to hand combat.

15 Bio-E for Light Natural body armor; A.R: 8 and S.D.C: +20

Vestigial Disadvantage: Diet: herbivore (-5 Bio-E), Diet, Ruminant (-10 Bio-E), and Tail (-5 Bio-E).

IGUANODONT

ORIGINAL ANIMAL CHARACTERISTICS

Description: Iguanodonts are a variety of large Jurassic and Cretaceous herbivores intermediate between hypsilophodonts and hadrosaurs. In appearance they resembled hadrosaurs but had horse-like heads (albeit with beaks) and unusual five fingered hands in which the little finger was opposable like a thumb, the three middle fingers formed hooves to walk on, and the thumb was a stiffened dagger used to dig up roots and stab predators. Iguanodonts include such dinosaurs as *Valdosaurus* (size level 7), *Tenontosaurus* (size level 18), *Camptosaurus* (size level 8-19), *Ouranosaurus* size level 19), and *Iguanodon* (size level 20).

Size Level: 20

Length: to 42' including a tail as long as the body

Weight: to 16,000 lbs.

Build: medium

MUTANT CHANGES AND COSTS

Total Bio-E: 0

Attribute Bonuses: none

HUMAN FEATURES

Hands: Partial automatic, 5 for full

Biped: Partial automatic, 5 for Full

Speech: 5 for partial, 10 for full

Looks: None: Large horse-like head with the lips covered with a horny beak, flexible neck grading into a muscular body with short front legs and long hind legs. The feet have three hoofed toes while the hands have tree hooves, a gripping pinkie and a dagger-like thumb claw. A long tail extends stiffly from the rear.

5 for partial: Long face with a rounded muzzle, thin neck and shoulders on a massive body ending in a short, thick tail. The arms are noticeably shorter than the legs and end in three hoofed fingers, a prehensile pinkie, and a stiffened thumb.

10 for full: Large nose and eyes, with small ears and delicate arms that contrast with large legs and feet. The hands have two opposable digits, the thumb and the pinkie.

Natural Weapons:

5 Bio-E for 1d4 beak

5 Bio-E for 2d8 thumb dagger

Powers:

5 Bio-E for Advanced Smell

5 Bio-E for Advanced Hearing

5Bio-E for Bestly Strength

10 Bio-E for Brute Strength

15 Bio-E for Crushing Strength

15 Bio-E for Extraordinary Speed (2d6 +15 to Speed rating)

10 Bio-E for Light Natural body armor; A.R: 6 and S.D.C: +20

Vestigial Disadvantage: Diet: herbivore (-5 Bio-E), Diet, Ruminant (-10 Bio-E), Tail (-5 Bio-E), and Nearsighted (-5 Bio-E).



INDRICOTHERIUM

ORIGINAL ANIMAL CHARACTERISTICS

Description: The largest mammal that has ever lived, Indricotherium (also known as Baluchitherium and Paraceratherium) was an immense, long necked, hornless rhinoceros 26 feet tall from head to hoof. It was the only attempt by the mammals to occupy the niche abandoned by the Mesozoic Sauropods.

Size Level: 24
Length: 20' tall at the shoulder
Weight: 30 tons (60,000 lbs)
Build: long

MUTANT CHANGES AND COSTS

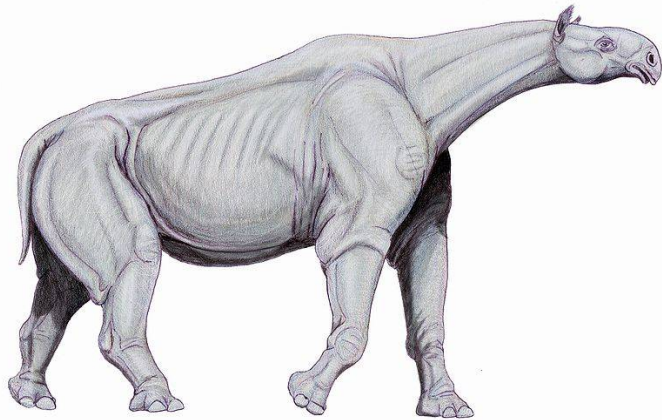
Total Bio-E: 0
Attribute Bonuses: P.S: +4, P.E: +2

HUMAN FEATURES

Hands: 5 for partial, 10 for full
Biped: 5 for Partial, 10 for Full
Speech: 5 for partial, 10 for full
Looks: 5 for partial, 10 for Full
Natural Weapons:
5 Bio-E for 1d6 bite
10 Bio-E for 1d10 bite

Powers:

5 Bio-E for Advanced Smell
5 BIO-E for Advanced Hearing.
15 BIO-E for Light Natural Armor: A.R. 7, +30 S.D.C.
30 BIO-E for Medium Natural Armor: A.R. 10, +60 S.D.C.
45 BIO-E for Heavy Natural Armor: A.R. 12, +90 S.D.C.
60 BIO-E for Extra Heavy Natural Armor: A.R. 14, +120 S.D.C.
5Bio-E for Beastly Strength
10 Bio-E for Brute Strength
15 Bio-E for Crushing Strength
10 Bio-E for very long neck will have a neck $\frac{1}{2}$ the character's height. This adds height and gives a +3 bonus to any roll to notice anything in the distance.
Vestigial Disadvantages: Nearsightedness (-5 BIO-E), Color Blindness (-5 Bio-E), and Diet: Herbivore (-5 Bio-E).



MAMMOTH

ORIGINAL ANIMAL CHARACTERISTICS

Description: Elephants were once much more diverse than they are today, starting as hippo-like animals in the Eocene they quickly developed the great size, tusks, and trunks they are best known for. By the Pliocene elephants could be found all around the world (except for Australia, and even it had a marsupial version: *Palorchestes*), and in every climate from tropical jungles to freezing tundra. Some of the most famous were the mastodons that fed on the leaves of trees and the great Mammoths (*Mammuthus*) that fed upon grass. Both these genera ranged in size from that of a pig (the dwarf mammoths of Catalina Island) to as larger than an African elephant. The most famous species, the woolly Mammoth (*Mammuthus primigenius*) lived until only 400 years ago and was the same size as its close cousin, the living Indian elephant.

Size Level: 20
Length: 13' tall at the shoulder
Weight: 10,000 lbs
Build: short

MUTANT CHANGES AND COSTS

Total Bio-E: 0
Attribute Bonuses: P.S: +1, P.E: +2

HUMAN FEATURES

Hands: 5 for partial, 10 for full

Biped: 5 for Partial, 10 for Full

Speech: 5 for partial, 10 for full

Looks: 5 for partial, 10 for Full

Natural Weapons:

5 Bio-E for 2d6 tusks

10 Bio-E for 3d6 tusks

15 Bio-E for 5d6 tusks

Powers:

5 Bio-E for Advanced Smell

5 Bio-E for Advanced Hearing.

5 Bio-E for Advanced Touch.

10 Bio-E for Prehensile Trunk; Prehensile

Trunk; serves as an additional partial hand long enough for the character to touch the ground with the tip of the trunk without bending over.

P.S. is that of the character

15 Bio-E for Extra Limb: Advanced Prehensile Trunk. At the end of the trunk are the equivalent of two fingers, on top and a single thumb on the bottom. The end of the trunk thus works as a full Hand at full Strength.

5 Bio-E for Padded Feet: The feet of elephants are padded with fat: nature's version of gel-filled running shoes. These feet 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: Specialized pads in the Trunk, Fingers or 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 away.

5 Bio-E for Natural Armor (Thick Skin): A.R. 8, +25 S.D.C.

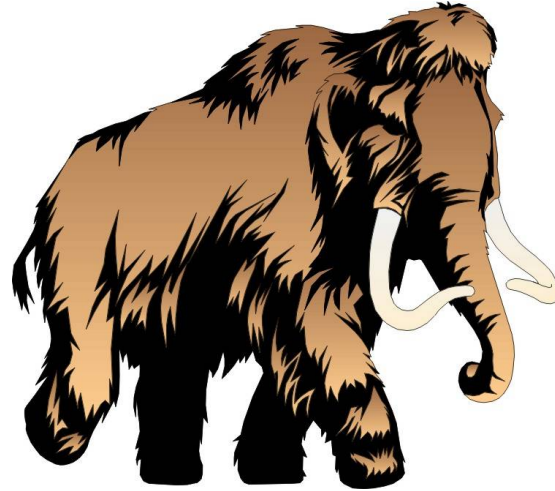
5 Bio-E for Beastly Strength

10 Bio-E for Brute Strength

15 Bio-E for Crushing Strength

15 Bio-E for Insulating Fur: Cold does ½ damage; +10 S.D.C.

Vestigial Disadvantages: Nearsightedness (-5 Bio-E), Color Blindness (-5 Bio-E), Vestigial Tail (-5 Bio-E), Musk Glands (-5 Bio-E, special: see Elephant in After the Bomb 2nd edition), Diet: Herbivore (-5 Bio-E), and Horns (-10 Bio-E or in this case, Tusks).



MEGATHERIUM

ORIGINAL ANIMAL CHARACTERISTICS

Description: Megatherium was a South American Ground Sloth. A herbivorous xenanthran that resembled a long tailed bear with shaggy greenish fur. At a full 20 feet long Megatherium was the largest of its kind. Smaller ground sloths included Hapalops (2 feet tall and size level 4) of South America and Glossotherium of California (10 feet tall and Size level: 19).

Size Level: 20

Length: 17' tall plus a three foot tail

Weight: 10,000 lbs

Build: Medium

MUTANT CHANGES AND COSTS

Total Bio-E: 0

Attribute Bonuses: P.S: +2, P.E: +4

HUMAN FEATURES

Hands: 5 for partial, 10 for full

Biped: 5 for Partial, 10 for Full

Speech: 5 for partial, 10 for full

Looks: 5 for partial, 10 for Full

Natural Weapons:

5 Bio-E for 1d6 climbing Claws

10 Bio-E for 2d6 claws

Powers:

5 Bio-E for Advanced Smell

5 BIO-E for Natural Armor (Thick fur): +15 S.D.C.

5Bio-E for Beastly Strength

10 Bio-E for Brute Strength

15 Bio-E for Crushing Strength

Vestigial Disadvantages: Nearsightedness (-5 BIO-E), Color

Blindness (-5 Bio-E), Vestigial Tail (-5 Bio-E), Diet:

Herbivore (-5 Bio-E).



ORNITHOMIMOSAURS & ENIGMOSAURS

ORIGINAL ANIMAL CHARACTERISTICS

Description: the ornithomimosaurs were the dinosaur equivalents of ostriches and other flightless birds. They had long necks, long legs, a rounded body, and proto-feathers covering their bodies. Most species were toothless or had tiny teeth suited for snatching up lizards, eating fruit, picking leaves and straining waterweeds from ponds. True ornithomimids (such as *Ornithomimus* and *Struthiomimus*) averaged size level 9 and 13 feet long. These statistics may also be used for the similar omnivorous therizinosaurs (size level 3 to 20) and the Oviraptors (size levels 3-6) but reduce the speed bonus to +1.

Size Level: 9

Length: 6 feet long not including an equal length of tail

Weight: to 175 lbs.

Build: medium

MUTANT CHANGES AND COSTS

Total Bio-E: 40

Attribute Bonuses:

I.Q: +1, P.P: +2, Spd: +2

HUMAN FEATURES

Hands: 5 for partial, 10 for full

Biped: 5 for Partial, 10 for Full

Speech: 5 for partial, 10 for full

Looks: None: Flattened head with a narrow snout and large eyes. A long neck grades into a rounded body with long legs ending in three toed feet. Narrow shoulders with long arms tipped with hook-shaped three clawed hands and a long tail the same length as the body.

5 for partial: Triangular head with large eyes and prominent snout, a flexible neck, narrow shoulders, long legs and long arms. A short tail hangs from the rear.

10 for full: triangular face with big eyes and a wide mouth, narrow shoulders, large hips, arms noticeably long but not as long as the legs.



Natural Weapons:

- 5 Bio-E for 1d6 claws
- 10 Bio-E for 1d8 claws
- 15 Bio-E for 2d6 claws (therizinosaurs only)
- 5 Bio-E for 1d4 bite
- 10 Bio-E for 1d6 bite

Powers:

- 5 Bio-E for Advanced Hearing
- 5 Bio-E for Nightvision
- 15 Bio-E for Extraordinary Speed (2d6 +15 to Speed rating, Ornithomimids or Oviraptors only)
- 20 Bio-E for Extraordinary Speed (3d6+30 to Speed rating, Ornithomimids only)
- 5Bio-E for Bestly Strength
- 10 Bio-E for Brute Strength

Vestigial Disadvantage: Diet: herbivore (-5 Bio-E), Tail (-5 Bio-E), and Reptile Brain: prey

PACHYCEPHALOSAUR

ORIGINAL ANIMAL CHARACTERISTICS

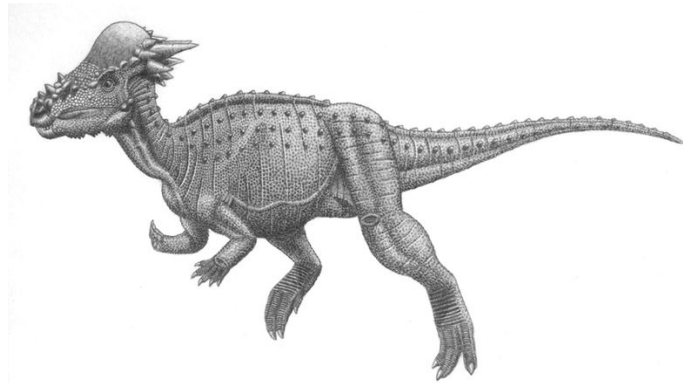
Description: Pachycephalosaurs (or bone heads) were Mesozoic mountain dwelling herbivorous dinosaurs that were the Mesozoic equivalent to sheep and goats. All pachycephalosaurs were bipedal animals with short forelegs, fat bellies, and thickened skull roofs decorated with horns and bumps of bone. The males used these thick skulls to butt heads in order to impress the females and both sexes used them to head butt predators. Bone heads varied considerably in size depending on species: *Micropachycephalosaurus* (size level 5), *Goyocephale* (size level 6), *Dracorex* (size level 7), *Stygomoloch* (size level 14), and *Pachycephalosaurus* (size level 16).

Size Level: 10

Length: 1 to 12 feet (6 feet average) not including a tail as long as the body

Weight: 200 pounds (average).

Build: medium



MUTANT CHANGES AND COSTS

Total Bio-E: 15

Attribute Bonuses:

P.S: +1, P.E: + 3, Spd: + 1

HUMAN FEATURES

Hands: 5 for partial, 10 for full

Biped: Full automatic

Speech: 5 for partial, 10 for full

Looks: None: Bird-like head with large, domed skull decorated with bony lumps, a toothy beak, large round eyes under ridges of bone, wide body with short arms, four fingered hands, and long legs ending in three toed feet. A long tail extends from the rear and “fur” may be present on the body.

5 for partial: Bald, bumpy head with wide mouth and nose, flexible neck, big belly, wide hips, and muscular legs.

10 for full: Narrow face with bony features and a huge lumpy bald skull, thick neck, athletic but wide body, and well developed arms and legs.

Natural Weapons:

- 5 Bio-E for 1d4 beak
- 5 Bio-E for 1d6 hand claws
- 5 Bio-E for 1d6 thick flat skull (use in head butts)
- 10 Bio-E for 3d6 thick round skull (use in head butts, also adds +8 to roll with punch or impact)
- 15 Bio-E for 6d6 thick skull with horns (use in head butts, also adds +8 to roll with punch or impact)

Powers:

5 Bio-E for Advanced Smell
 5Bio-E for Beastly Strength
 5 Bio-E for Standard Leaping Ability
 10 Bio-E for Rodent Leaping Ability
 15 Bio-E for Light Natural body armor; A.R: 6 and S.D.C: +20
Vestigial Disadvantage: Diet: herbivore (-5 Bio-E), Diet, Ruminant (-10 Bio-E), horns, and Tail (-5 Bio-E).

PHORUSRHACUS

ORIGINAL ANIMAL CHARACTERISTICS

Description: Phorusrhacids or Terror Birds were a group American flightless predatory birds from the Pliocene and Pleistocene. These birds were related to cranes and had ostrich-like bodies, huge eagle-like beaks, and short wings that ended in two curved claws. Unlike most birds phorusrhacids could not fly but instead ran after its prey which it then hooked with its claws while kicking with its feet and chopping with its axe-like beak. Phorusrhacids varied in size from 6 to 10 feet tall and ranged throughout South America and as far north as Texas and Florida. A similar, but unrelated bird was *Gastornis* (better known as *Diatryma*) of Europe.

Size Level: 10
Length: 7 feet tall
Weight: 200 pounds
Build: medium

MUTANT CHANGES AND COSTS

Total Bio-E: 25
Attribute Bonuses: P.S: +1, P.P: +2, Spd: +3

HUMAN FEATURES

Hands: 0 for none (two fingered paws), 5 for partial (three fingered hands), 10 full (three fingered hands)

Biped: full automatic

Speech: 5 for partial, 10 for full

Looks: 5 for partial, 10 for full (as an eagle in the face but emu-like in the body with muscular arms)

Natural Weapons:

5 Bio-E for 2d4 beak
 10 Bio-E for 2d6 beak
 5 Bio-E for 1d4 claws on hands
 10 Bio-E for 1d6 claws on hands
 5 Bio-E for 1d8 talons on feet

Powers:

5 Bio-E for Advanced vision
 5Bio-E for Beastly Strength
 10 Bio-E for Brute Strength
 15 Bio-E for Extraordinary Speed (2d6 +15 to Speed rating)
 20 Bio-E for Extraordinary Speed (3d6+30 to Speed rating)
Vestigial Disadvantage: Diet: carnivore (-10 Bio-E) and Reptile-Brain: Predator (-10 Bio-E).



PLESIOSAUR

ORIGINAL ANIMAL CHARACTERISTICS

Description: Plesiosaurs were long necked fish eating sea reptiles that looked like a sea turtle with the head and neck of a snake. Long thought to row slowly along the surface of the water with the head submerged new findings confirm that the neck was more flexible than once supposed and that the flippers were

designed to allow the animal to fly through the water like a penguin. Species vary in size from the 7' long Plesiosaurus (size level 9) to the 46' long Elasmosaurus (size level 22). The Long-Ku of Xanadu employ mutant plesiosaurs with no human features except for speech to pull their ships, the smallest individuals pulling rowboat-sized craft and the largest pulling full sized ships of the line.

Size Level: 22

Length: 7 to 46 feet (30 feet average) including a neck and tail at least ½ as long as the body

Weight: 40,000 pounds (average).

Build: long

MUTANT CHANGES AND COSTS

Total Bio-E: 0

Attribute Bonuses: P.S: +1, P.E: + 3

HUMAN FEATURES

Hands: 0 (flippers), 5 for partial, 10 for full

Biped: 0 (flippers), 5 for partial, 10 for full

Speech: 5 for partial, 10 for full

Looks: None: snake-like head on a long, thin neck, wide body with short flappers for limbs, and a short tail.

5 for partial: reptilian head with a wide mouth and nose, a long flexible neck, wide body, and short muscular limbs.

10 for full: Narrow face with bony features and long neck, athletic body, and short arms and legs.

Natural Weapons:

5 Bio-E for 1d6 teeth

5 Bio-E for 1d8 teeth

Powers:

5 Bio-E for Advanced Smell

5Bio-E for Bestly Strength

10 Bio-E for Brute Strength

15 Bio-E for Crushing Strength

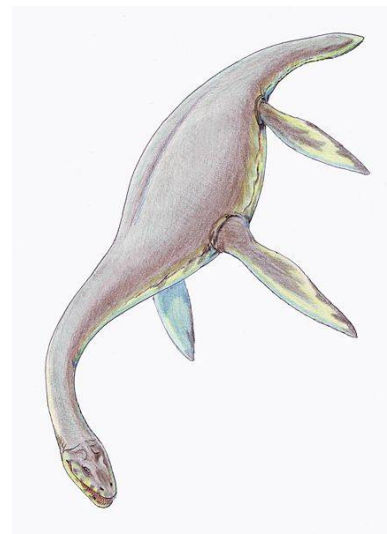
5 Bio-E for Hold Breath

10 Bio-E for Natural Swimming Ability equal to a basic swim skill of 70%

15 Bio-E for Light Natural body armor; A.R: 6 and S.D.C: +20

10 Bio-E for very long neck will have a neck ½ the character's height. This adds height and gives a +3 bonus to any roll to notice anything in the distance.

Vestigial Disadvantage: Color Blindness (-5 Bio-E), Diet: carnivore (-10 Bio-E), Reptile Brain: predator (-10 Bio-E), Webbed hands and feet (-10 Bio-E) and Tail (-5 Bio-E).



PTEROSAUR

ORIGINAL ANIMAL CHARACTERISTICS

Description: The first flying vertebrates were the pterosaurs, sophisticated relatives of the dinosaurs with leathery bat-like wings attached to three fingered hands. Pterosaurs came in an astonishing variety from sparrow-sized nocturnal insect eaters like *Anurognathus* (size level 1) to the immense stork-like azdarchids (such as *Quetzalcoatlus*) some of which had 50 foot wingspans (size level 10). Some had teeth, others toothless beaks, some were crested and some were not, others had stubby tails while others had long tails ending in a diamond-shaped fin like that of a dragon, some ate insects, others fruit, fish, or small animals. Contrary to popular belief pterosaurs were mainly quadrupeds that used their wings, instead of their legs, to launch themselves into flight. All had warm blooded bodies covered in insulating fur and ruled the sky from the Triassic to the very end of the Cretaceous. The statistics below are for a large *Pteranodon* or small Azdarchid.

Size Level: 6

Length: 6 feet tall with a wingspan of 25-30 feet
Weight: 45-50 pounds
Build: medium

MUTANT CHANGES AND COSTS

Total Bio-E: 50

Attribute Bonuses: none

HUMAN FEATURES

Hands: partial automatic, 5 for full

10 for extra limbs with full hands

Biped: partial automatic, 5 for full

Speech: 5 for partial, 10 for full

Looks: None: long, narrow crested head with a long beak, long neck, compact body, skinny arms, wings attached to the upper thighs (or tail in some species) and tipped with three fingered hands, short but thin legs, stubby tail.

5 for partial: bird-like head with a pointed beak and short crest, flexible neck, short, compact body with long arms and short legs.

10 for full: Narrow face with pointed chin, nose and ears, short body, long arms and short legs.

Natural Weapons:

5 Bio-E for 1d4 climbing claws on hands

10 Bio-E for 1d6 climbing claws on feet

5 Bio-E for 1d8 beak

Powers:

5 Bio-E for Advanced vision

5Bio-E for Bestly Strength

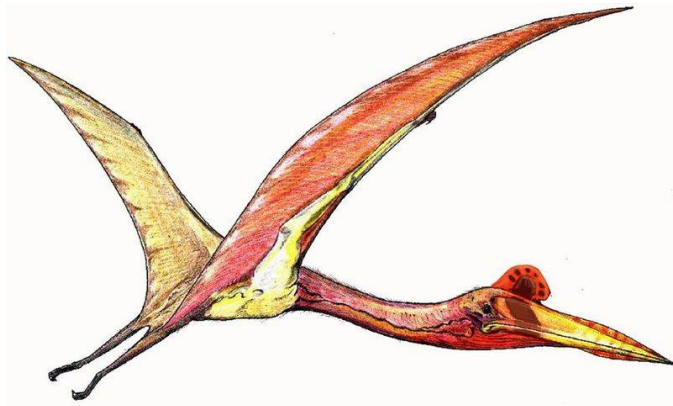
10 Bio-E for Brute Strength

10 Bio-E for Glide

20 Bio-E for Flight

10 Bio-E for very long neck will have a neck $\frac{1}{2}$ the character's height. This adds height and gives a +3 bonus to any roll to notice anything in the distance (can only be taken by azdarchid pterosaurs).

Vestigial Disadvantage: Diet: herbivore or insectivore (choose one, -5 Bio-E), Diet: carnivore (-10 Bio-E), Nocturnal (-10 Bio-E), Reptile-Brain: Prey or Predator (choose one, -10 Bio-E), Webbed hands and feet (-10 Bio-E), and Tail (-5 Bio-E).



SABER-TOOTHED CAT

ORIGINAL ANIMAL CHARACTERISTICS

Description: Saber-toothed cats were a group of feline predators best known for their protruding canine teeth which they used to cut open the blood vessels of their prey. Saber-toothed cats first appear in the Oligocene and died out in the Pleistocene when the large animals they had preyed upon died off. Saber-toothed cats have evolved several times; North America was home to the Nimravids and South America was inhabited by Thalacosmilids until the true saber-tooths outcompeted them in the Pliocene. Both of these animals looked remarkably like true saber-toothed cats, however the nimravids were closer related to dogs while thalacosmilids were marsupials! Various species of saber-tooths ranged in size from that of a puma to larger than a Siberian tiger. Some examples are: *Nimravus* (size level 5), *Megantereon* (size level 9), *Thylacosmilus* and *Dinofelis* (both size level 11), *Eusmilus* (size-level 12), *Homotherium* (size level 14), and the famous *Smilodon* (size level 14 to 16 depending on species) of the tar pits.

Size Level: 14

Length: to 5 feet not including a short tail.

Weight: to 400 lbs.

Build: short

MUTANT CHANGES AND COSTS

Total Bio-E: 0

Attribute Bonuses:

P.S: +4, P.E: +2

HUMAN FEATURES

Hands: 5 for partial, 10 for full

Biped: 5 for partial, 10 for Full

Speech: 5 for partial, 10 for full

Looks: 5 for partial, 10 for full

Natural Weapons:

10 Bio-E for 1d10 retractable claws

5 Bio-E for 2d4 “dirk” teeth

10 Bio-E for 3d6 “sword” teeth

Powers:

5 Bio-E for Advanced Smell

5 Bio-E for Nightvision

5Bio-E for Bestly Strength

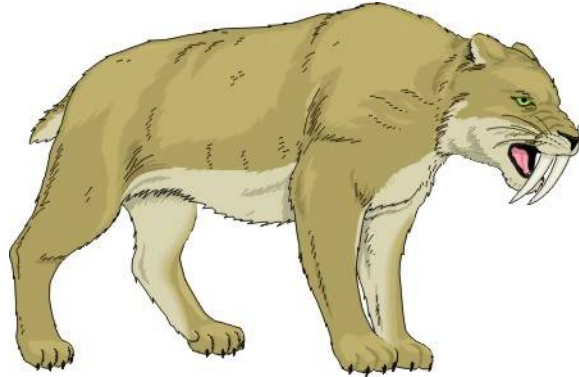
10 Bio-E for Brute Strength

15 Bio-E for Crushing Strength

5 Bio-E for Leaping Ability (Feline)

15 Bio-E for Predator Burst

Vestigial Disadvantage: Diet: Carnivore (-10 Bio-E), Nocturnal (-10 Bio-E), Reptile brain: Predator, and Tail (-5 Bio-E).



SAUROPOD

ORIGINAL ANIMAL CHARACTERISTICS

Description: A huge bulky animal with a long neck, four pillar-like legs, and a long tail, sauropods (or brontosaurus) are the most familiar of all dinosaurs. The sauropods combined the niches held today by both the giraffe and the elephant: like a giraffe they grazed from the tops of trees and like an elephant they had massive bodies with padded feet. Unlike elephants they had no tusks, instead having an elongated thumb claw that was used to uproot plants and steady the animal as it reared upright against trees to reach the highest vegetation. There were a great variety of sauropods, titanosaurs had ankylosaur-like armor, diplodocids had whip-like tails, *Amargasaurus* had spikes on its neck, and at least one species had an armored club at the end of its tail. In size sauropodomorphs ranged from the tiny *Mussasaurus* (size level 5) to the immense *Argentinosaurus* which was as big as a blue whale (120 feet long and size level 25). Other common sauropods were *Titanosaurus* (size level 20), *Diplodocus* (size level 21), *Apatosaurus* (size level 23) and *Brachiosaurus* (size level 24).

Size Level: 23 (average)

Length: 86' long including a tail and neck as long as the body

Weight: 30 tons (60,000 lbs)

Build: long

MUTANT CHANGES AND COSTS

Total Bio-E: 0

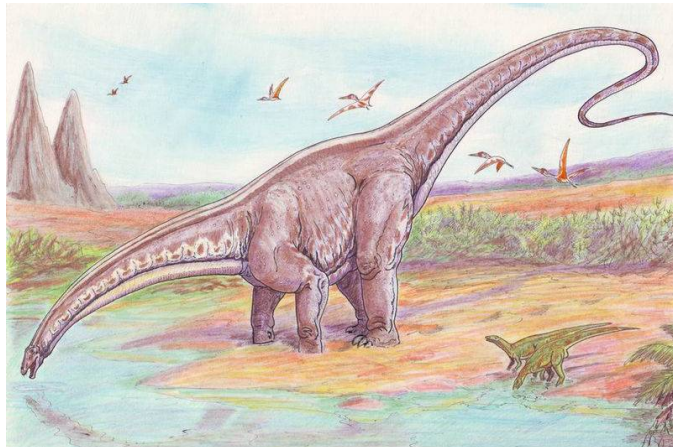
Attribute Bonuses: none

HUMAN FEATURES

Hands: 5 for partial, 10 for full

Biped: 5 for Partial, 10 for Full

Speech: 5 for partial, 10 for full



Looks: None: Small head with a blunt muzzle, extremely long neck (as long as the body), massive torso and hips supported on pillar-like legs, whip-like tail at least as long as the body.

5 for partial: snouted head with the nostrils set between the eyes, long neck, thick arms and legs, bulky body and thick tail.

10 for full: Large nose and wide mouth on a small head with an unusually long neck, massively muscled body with thick arms and legs.

Natural Weapons:

5 Bio-E for 1d8 claw on hand

5 Bio-E for 1d10 whip tail (gives an extra melee attack per round towards the rear)

10 Bio-E for 2d6 club tail (as above, just more damage)

Powers:

5 Bio-E for Advanced Sight

5 Bio-E for Advanced Smell

5 Bio-E for Thick Skin: +20 S.D.C.

10 Bio-E for Light Natural Armor: A.R. 6, +30 S.D.C.

20 Bio-E for Medium Natural Armor: A.R. 9, +60 S.D.C.

35 Bio-E for Heavy Natural Armor: A.R. 12, +90 S.D.C.

5 Bio-E for Bestly Strength

10 Bio-E for Brute Strength

15 Bio-E for Crushing Strength

10 Bio-E for very long neck will have a neck ½ the character's height. This adds height and gives a +3 bonus to any roll to notice anything in the distance.

5 Bio-E for Padded Feet: see mammoth above

Vestigial Disadvantages: Diet: Herbivore (-5 Bio-E), Diet: Ruminant (-10 Bio-E), Reptile Brain: Prey (-10 Bio-E), and Tail (-5 Bio-E).

STEGOSAUR

ORIGINAL ANIMAL CHARACTERISTICS

Description: Stegosaurs are a group of herbivorous Jurassic dinosaurs with armored plates on the back and spikes on the tail. The plates on the back were covered with razor-sharp horn (not skin, the theory so often repeated in children's dinosaur books: that the plates were used as heat exchangers has been known to be incorrect since 1987) which was imbedded in the muscle of the back. In this way the plates could be turned towards an attacker to slice them if they came to close. To increase their prickliness some species had sharp spikes protruding from the shoulders and armored throats. All had at least two pairs of sharp spines at the end of the tail (called a thagomizer) to swing at attackers. Stegosaurs included *Chungkingosaurus* (size level 16), *Kentrosaurus* (size level 18), *Dacentrurus* (size level 19), and *Stegosaurus* (size level 20).

Size Level: 20

Length: 30' long including a tail as long as the body

Weight: 7 tons (to 14,000 lbs)

Build: medium

MUTANT CHANGES AND COSTS

Total Bio-E: 0

Attribute Bonuses: none

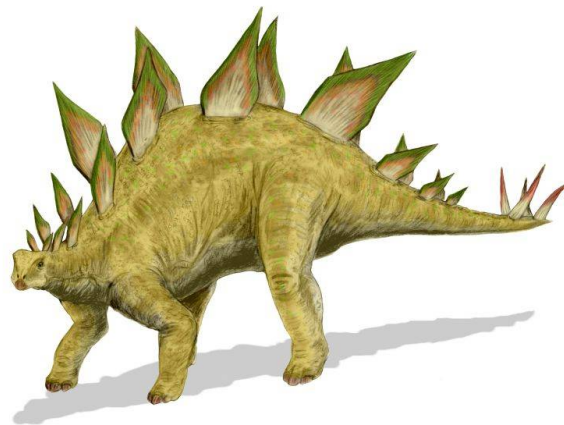
HUMAN FEATURES

Hands: 5 for partial, 10 for full

Biped: 5 for Partial, 10 for Full

Speech: 5 for partial, 10 for full

Looks: None: Small head with a pointed muzzle, thin neck gradually thickening into a massive torso in which the back has upright



plates protruding from it, the hips are wide and the whole body is supported on pillar-like legs, a long tail tipped with spikes hangs behind.

5 for partial: narrow snouted head with small ears and eyes, a massive body with a humped back and thick neck, massive arms and legs, short, thick tail.

10 for full: narrow and long face with a thick neck, narrow shoulders, wide hips and muscular limbs.

Natural Weapons:

5 Bio-E for 1d4 beak

10 Bio-E for 2d4 thagomizer (gives an extra melee attack per round towards the rear)

15 Bio-E for 3d6 thagomizer (as above, just more damage)

10 Bio-E for Razor Edged Plates: Plates do 1d6 damage to anyone making a grappling attack or attacking from behind

Powers:

5 Bio-E for Advanced Hearing

5 BIO-E for Advanced Smell

5 Bio-E for Thick Skin: +20 S.D.C.

15 BIO-E for Light Natural Armor: A.R. 9, +30 S.D.C.

30 BIO-E for Medium Natural Armor: A.R. 12, +45 S.D.C.

45 BIO-E for Heavy Natural Armor: A.R. 14, +60 S.D.C.

5Bio-E for Beastly Strength

10 Bio-E for Brute Strength

15 Bio-E for Crushing Strength

Vestigial Disadvantages: Diet: Herbivore (-5 Bio-E), Diet: Ruminant (-10 Bio-E), Reptile Brain: Prey (-10 Bio-E), and Tail (-5 Bio-E).

TERATORN

ORIGINAL ANIMAL CHARACTERISTICS

Description: The largest flying birds of prehistoric earth were the teratorns, Ice Age relatives of the condors with wingspans of over 15 feet. While traditionally illustrated as looking like an immense vulture, recent finds indicate that they were more eagle-like in appearance and were probably the original Thunderbirds of American Indian mythology. These birds ruled the skies of North and South America and may even have ranged as far as Siberia during their heyday. The largest species was *Argentavis magnificens* (the magnificent bird from Argentina) that was as large as a man and had a 30 foot wingspread.

Size Level: 11

Length: 5 feet tall with a wingspan of 24-30 feet

Weight: 245 pounds

Build: medium

MUTANT CHANGES AND COSTS

Total Bio-E: 25

Attribute Bonuses: P.S: +3

HUMAN FEATURES

Hands: partial automatic, 5 for full 10 for extra limbs with full hands

Biped: full automatic

Speech: 5 for partial, 10 for full

Looks: 5 for partial, 10 for full (as an eagle)

Natural Weapons:

5 Bio-E for 1d6 beak

5 Bio-E for 1d8 talons

Powers:



5 Bio-E for Advanced vision
5Bio-E for Bestly Strength
10 Bio-E for Brute Strength
10 Bio-E for Glide
20 Bio-E for Flight

Vestigial Disadvantage: Diet: carnivore (-10 Bio-E) and Reptile-Brain: Predator (-10 Bio-E).

THYLACOLEO

ORIGINAL ANIMAL CHARACTERISTICS

Description: In Ice Age Australia the marsupials developed their own version of a big cat. Thalacoleonids were a diverse group of Lynx to Lion sized predators related to the wombats and koalas. Unlike their cousins, thalacoleonids were carnivores with a powerful feline body and huge teeth. Unlike true cats these animals were marsupials (pouched) with a huge thumb claws and fangs that were formed from the incisor teeth instead of the canines. These teeth could slice through flesh and bone like bolt cutters and were the most powerful jaws possessed by any mammal. Cave drawing show that the last known genus, Thalacoleo, was a striped animal similar to a puma in build. While often believed to have died out during the last ice age reports of settlers in the 18th century reported a striped marsupial feline that sometimes killed sheep. A specimen of this cat was never collected by scientists but it may have been a small species of Thalacoleo.

Size Level: 13

Length: to 6 feet not including the tail.

Weight: to 350 lbs.

Build: Long

MUTANT CHANGES AND COSTS

Total Bio-E: 15

Attribute Bonuses:

P.S: +3, P.P: +3

HUMAN FEATURES

Hands: 5 for partial, 10 for full

Biped: 5 for partial, 10 for Full

Speech: 5 for partial, 10 for full

Looks: 5 for partial, 10 for full

Natural Weapons:

10 Bio-E for 1d6 claws

5 Bio-E for 2d4 teeth

10 Bio-E for 2d6 teeth

15 Bio-E for 4d6 Bolt-Cutter teeth able to slice through thin objects made of wood, bone, metal, or plastic (such as wire, rope, chains, and bars).

Powers:

5 Bio-E for Advanced Smell

5 Bio-E for Nightvision

5Bio-E for Bestly Strength

10 Bio-E for Brute Strength

15 Bio-E for Crushing Strength

5 Bio-E for Leaping Ability (Feline)

15 Bio-E for Predator Burst

Vestigial Disadvantage: Diet: Carnivore (-10 Bio-E), Nocturnal (-10 Bio-E), Reptile brain: Predator, and Tail (-5 Bio-E).



TYRANNOSAUR

ORIGINAL ANIMAL CHARACTERISTICS

Description: The most famous of the large carnivorous dinosaurs were the tyrannosaurs. Bipedal carnivores with large heads and short arms they dominated the Cretaceous period with forms that varied in size from that of a beaver to larger than an elephant. Long thought to be related to Allosaurus, new finds have shown that tyrannosaurs are actually the descendants of small Coelurosaurs like Ornitholestes. Like the coelurosaurs the first tyrannosaurs were small, fast moving, feathered animals with three fingered paws. As time went on the tyrannosaurs grew ever larger, the arms became reduced to stubs ending in two claws (probably used as aids when mating), and the head became huge and filled with dagger-like teeth up to eight inches long.

A large number of tyrannosaurs are now known including *Dilong* (5' long and size level 6), *Guanlong* (10' long and size level 7), *Eotyrannus* (15' long and size level 14), *Nanotyrannus* (19' long and size level 18), *Albertosaurus* (20-30' long and size level 19), and *Tyrannosaurus rex* (40-50' long and size level 20).

Size Level: 20 (for *T. rex*)

Length: to 20 feet tall and 50 feet long, including a tail that was about half the body length.

Weight: to 15,000 lbs.

Build: medium

MUTANT CHANGES AND COSTS

Total Bio-E: 0

Attribute Bonuses:

P.S: +4, P.P: +2, P.E: +1

HUMAN FEATURES

Hands: 5 for partial (two fingered hands), 10 for full (three fingered hands)

Biped: Full automatic

Speech: 5 for partial, 10 for full

Looks: None: Enormous square head with huge jaws filled with knife-like teeth, a thick "bull" neck, thick body, tiny forelegs, hugely muscled bird-like hind legs, and a long tail.

5 for partial: Large head with a long snout full of teeth, narrow shoulders tapering into thick hips, scrawny arms contrast with muscular legs and feet, thick tail that is as long as the legs.

10 for full: Large, square-jawed head with a projecting chin, tiny ears, small eyes, wide and flat nose, thick neck, narrow shoulders, short arms (with tiny, delicate hands), muscular legs and large feet.

Natural Weapons:

5 Bio-E for 1d4 claws

5 Bio-E for 1d10 teeth

10 Bio-E for 2d10 teeth

Powers:

5 Bio-E for Advanced Smell

5 Bio-E for Nightvision

5 Bio-E for Bestly Strength

10 Bio-E for Brute Strength

15 Bio-E for Crushing Strength

15 Bio-E for Extraordinary Speed (2d6 +15 to Speed rating)

20 Bio-E for Extraordinary Speed (3d6+30 to Speed rating)

15 Bio-E for Predator Burst

10 Bio-E for Thick Skin: +20 S.D.C.

15 Bio-E for Insulating Feathers: Cold does ½ damage; +10 S.D.C.

15 Bio-E for Light Natural Armor: A.R. 6, +30 S.D.C.

30 Bio-E for Medium Natural Armor: A.R. 8, +60 S.D.C.

45 Bio-E for Heavy Natural Armor: A.R. 10, +90 S.D.C.

Vestigial Disadvantage: Diet: Carnivore (-10 Bio-E), Reptile brain: Predator (-10 Bio-E), Predatory Bloodlust (- 10 bio-E; this character has a problem with the smell of blood; The scent of blood makes the

character anxious and aggressive while the scent of blood in combat drives the mutant into a frenzy with + 1 on initiative and + 1 to strike, a roll to save vs. insanity of 15 or higher is required to get the character to stop attacking, in addition, once an opponent has been defeated, the character will have to roll a save vs. insanity to keep from eating his victim)and Tail (-5 Bio-E).



The Nobles

Magical beasts have long pranced, swam, crawled, or flew through man's imagination so it was no surprise that creatures known only from mythology, legend, or stories was one of the first products of the early genetic engineers. The very first legendary beast to be reconstructed was the unicorn. The first unicorn was a bull surgically altered to have a single horn created by Dr. Franklin Dove in 1933. In the early 1980s the showman Oberon Zell-Ravenheart used Dove's notes to create and patent a whole herd of unicorns made out of specially bred goats. These unicorns were shown at various places, including the Ringling Brothers circus, until the last one died in the late 1990's. (For more on the first unicorns see the bibliography).

By 2050 genetic engineering had become commonplace and engineers had done Oberon Zell-Ravenheart one better, instead of simple goats with one horn they combined horse, goat, and antelope DNA with a gene modifier that allowed a single horn to grow naturally from the animals forehead. Heartened by this success many other mythical beasts were constructed including dragons, mermaids, and centaurs. Most of these chimeras were created for Dreamland, a Japanese theme park in which people could dress up in medieval armor and immerse themselves into a real life Fantasy Role Playing Game. Many people spent thousands of dollars to slay a genuine fire-breathing dragon or to pretend to be a favorite character from a favorite movie or book.

Then the Crash happened and these chimeras mutated along with all the other animals. Their powers, given to them to recreate myths gave them an edge and these mythical beasts soon took over mutant society, setting themselves up as the nobility (thus all nobles are social rating a).

Below is a selection of Noble races for Xanadu. It is by no means exhausted as there are almost as many mythical beasts as there are real animals but I have chosen a good selection from various mythologies. If the G. M. allows nobles from other sources can be created using the rules here for inspiration. A good example would be an Eye-killer from Native American mythology designed by replacing the chicken components of the Basilisk with those of an owl and giving it powers (such as nightvision) found in owls.

The Bio-E possessed by various nobles is given below. This Bio-E can be used to buy Psionics or the Optional Mutant Powers given in that entry. Powers marked automatic and Natural Weapons are already part of the basic racial template and do not need to be bought. One can get more Bio-E by reducing size, taking vestigial disadvantages or (if the character is size level 18 or more) taking one of the options for giant characters as normal. In addition the character may decide to omit a normally occurring Attribute Bonus, Mutant Power or Natural Weapon and add the cost to Bio-E (attribute bonuses give 5 Bio-E per attribute omitted); however the character will be considered handicapped by others of his species.



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ALPHYN

Description: This chimera was created by splicing together the genes of a wolf, a bat, and some sort of lizard. The result was a lupine creature with scaled bat-like wings. They were also given the ability to howl at a sonic range that literally caused chills in a victim's nervous system. For all intents and purposes their howls literally freeze their victims with terror. These "dragon wolves" were based on creatures from European myth and today they mainly serve as soldiers or palace guards.

Size Level: 6

Build: Medium

Mutant Changes & Cost Total BIO-E: 10 for whatever

Attribute bonus: +3 I.Q., +2 M.E., M.A: +1

Human Features:

Hands: Extra Limbs with full hands (automatic)

Biped: Partial (automatic), 5 Bio-E for Full

Speech: None (automatic), 5 Bio-E Partial, 10 for full

Looks: none (automatic): all alphyn have a head like a wolf with bat-like wings and a long tail. Coloring varies from white to brown and black just like wolves. Scales mark the underside of the body and wings but fur covers the rest of the body. Some individuals have a long reptilian tail as long as the body instead of a canine tail. Stubby reptilian horns mark some individuals.

Natural Weapons: 1d6 Claws on hands, 1d8 Teeth automatic (both 5 Bio-E)



Automatic Mutant Animal Powers: Extra Limbs: Wings, Basic Flight, and Freezing Howl (Special).

Freezing Howl (15 Bio-E): The alphyn can howl at a special sonic pitch up to three times per day. This howl is a form of psionic attack that shoots out to a basic range 160 feet and causes the cells in the body to become ice cold for a short amount of time. This causes frostbite to the affected tissues inflicting 3d6 points of cold damage. For each extra 5 bio-E points spent on this power the user receives one additional use per day.

Optional Mutant Animal Powers: 10 Bio-E for Soaring Flight, 5 Bio-E for Advanced Smell, 5 Bio-E for Sonar, 15 Bio-E for Extra Physical Endurance 5Bio-E for Bestly Strength, 10 Bio-E for Brute Strength, 15 Bio-E for Crushing Strength, 15 Bio-E for Predator Burst

Vestigial Disadvantage: none required, can take: Diet: carnivore (-10 Bio-E), Horns (-5 Bio-E), Paws (no full hands, the character has normal canine paws and wings, -10 Bio-E), Reptile Brain: Predator (-10 Bio-E), Tail (-5 Bio-E), and Wings (-10 Bio-E).

AMPHISIEN

Description: This chimera was created to imitate a monster from Asian and American mythology by splicing together the genes of an amphisbaena (a close relative of the European Slow Worm), a viper, and a bird. In addition gene doubling was used to copy the hox genes for the skull and graft it to the tail. The result was the mythical amphisien or "hoop snake," a feathered dragon with two heads, one in the usual place and another growing out of the tip of its tail.

Size Level: 4

Build: Long

Mutant Changes & Cost Total BIO-E: 20 for whatever

Attribute bonus: none

Human Features:

Hands: full hands at the end of the wings (automatic), 5

Bio-E for Extra Limbs

Biped: full (automatic)

Speech: none (automatic), 5 Bio-E for partial, 10 for Full

Looks: none (automatic): all amphisiens have a feathered body and wings similar to that of a hawk, a long scaled neck and tail extends from the body both ending in a snake-like head. Coloring varies from ash grey to dark green striped with a darker color on the serpentine parts and on the tips of the wings.



Natural Weapons: 1d6 Claws on feet (for kick damage), 1d4 fangs

Automatic Mutant Animal Powers: Wings, Basic

Flight and Paralytic Poison (20 Bio-E). Because they have two heads amphisiens also receive a +20% bonus to the skills *Detect Ambushes* and *Detect Concealment* automatically for free.

Optional Mutant Animal Powers: 10 BIO-E for Soaring Flight, 5 Bio-E for Advanced Smell, 30 Bio-E for Deadly Poison, 5 Bio-E for Infrared Vision, 25 Bio-E for Accelerated Strike, 10 Bio-E for Hooping Gait (the amphisien can grasp one head in the mouth of the other and roll at 60 mph like an old tire for one turn per every 5 points of P.P.

Vestigial Disadvantage: none required, can take: Diet: carnivore (-10 Bio-E), Horns (-5 Bio-E), Reptile Brain: Predator (-10 Bio-E), Tail (-5 Bio-E), and Wings (-10 Bio-E).

Note: Poison (both sorts) and Accelerated Strike can be found in both *Mutants of the Yucatan* and *Mutants Down Under* in the entry for Rattlesnake and Snake respectively.

ANZU

Description: Like the griffin, this chimera was created by splicing together the genes of an eagle and a lion. Unlike the griffin, the anzu is an eagle with the head of a lion. Anzu are based on creatures from Sumerian myth and, like griffins they tend to be professional soldiers and guards for they like action.

Size Level: 12

Build: Medium

Mutant Changes & Cost Total BIO-E: 0

Attribute bonus: none

Human Features:

Hands: Full hands at end of wings (automatic), 5 Bio-E for Extra Limbs (wings and full human hands)

Biped: Full (automatic)

Speech: None (automatic), 5 Bio-E for partial, 10 for Full

Looks: none (automatic): all alphyen have the head of a lion and the body of an eagle. Those with Extra Limbs have a lion's body and arms with the wings, rear legs, and tail of an eagle.



Natural Weapons: 1d8 talons on feet (used with kick attacks), 1d8 Teeth (Bio-E cost of 5 each)

Automatic Mutant Animal Powers: Wings and Basic Flight.

Optional Mutant Animal Powers: 10 Bio-E for 1d10+2 Retractable Claws on hands (must have extra limbs), 10 Bio-E for Soaring Flight, 5 Bio-E for Advanced Smell, 5 Bio-E for Nightvision, 5 Bio-E for Bestly Strength, 10 Bio-E for Brute Strength, 15 Bio-E for Crushing Strength, 5 Bio-E for Leaping Ability (Feline), and 15 Bio-E for Predator Burst

Vestigial Disadvantage: Diet: Carnivore required, can also take: Paws (no full hands if he buys Extra Limbs, instead the character has normal feline paws: -10 Bio-E), Reptile Brain: Predator (-10 Bio-E), Tail (-5 Bio-E), and Wings (-10 Bio-E).

BAKU

Description: The baku was a creature from oriental mythology that resembled a cross between a dragon, an elephant, and a tiger. It was based on the Malayan tapir and was considered good luck because they were said to feed on bad dreams. The chimerical baku of Xanadu is a mixture of elephant, alligator, and tiger genes who are famed scholars and doctors, especially in the areas of dream analysis, fortunetelling, and sleep disorders.

Size Level: 14

Build: Medium

Mutant Changes & Cost Total BIO-E: 0

Attribute bonus: +3 P.S., +2 P.E.

Human Features:

Hands: none (automatic), 5 Bio-E for partial, 10 for Full
Biped: none (automatic), 5 Bio-E for Partial, 10 Bio-E for Full
Speech: None (automatic), 5 Bio-E for partial, 10 for Full
Looks: none (automatic): a cat shaped animal with a short elephantine trunk and tusks, four cat-like legs, pointed ears, and a long alligator-like tail. The coloring is a deep blue grey marked with darker stripes.



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Natural Weapons: 1d8 Retractable Claws on hands, 2d6 short Tusks (Bio-E cost of 5/5 respectively)

Automatic Mutant Animal Powers: Short prehensile trunk (used as a partial hand) and the Psionic powers of Detect Nightmares and Devour Nightmares (special):

Detect Nightmares (5 Bio-E): this psionic ability works just like Detect Psionics except that it detects people having bad dreams or people suffering from the *Mind Trap* psionic power.

Devour Nightmares (15 Bio-E): touching someone suffering from bad dreams or from a *Mind Trap* fantasy with his trunk the Baku can banish the vision, replacing it with a similar good dream. In the case of *Mind Trap* victims, the Baku must win a saving throw with the psionic giving the nightmare before he can banish it. Let us say a Baku is going to modify a variation on the sample mind trap given in the basic rulebook. Let's say that the mutant cat Black Tom is placed into a Mind Trap in which he is in a cage with two hungry giant preying mantises. A Baku touches the hero and uses Devour Nightmares. Being psionic the Baku must roll 10 or more to save. He makes his save and changes the vision to a dream where the hero is a famous mantis tamer in the circus.

Optional Mutant Animal Powers: 5 Bio-E for Advanced Hearing, 5 Bio-E for Advanced Smell, 5 Bio-E for Nightvision, 5 Bio-E for Bestly Strength, 10 Bio-E for Brute Strength, 15 Bio-E for Crushing Strength, 10 Bio-E for Swim equal to competitive swim skill: 80%, 15 Bio-E for Light Natural Armor

(Thick rhino-like skin): A.R: 6 and +20 S.D.C., 30 BIO-E for Medium Natural Armor (Thick scaled skin): A.R: 8 and +40 S.D.C., 45 Bio-E for Heavy Natural Armor (plated scales) A.R. 10 and +60 S.D.C.

Vestigial Disadvantage: Diet: herbivore (-5 Bio-E), Ears (-5 Bio-E), Nearsighted (-5 Bio-E), Nocturnal (-10 Bio-E) are required and already added into the Bio-E, can also take: Horns (for tusks, -5 Bio-E), Reptile Brain: Predator (-10 Bio-E), and Tail (-5 Bio-E).

BASILISK

Description: Basilisks (or cockatrices) are a bizarre mixture of cobra and chicken genes created to mimic a monster from Egyptian mythology. The basilisk resembles a chicken with the tongue and tail of a serpent. Basilisks are feared for their potent paralyzing venom which can be bottled and sold as poison. In Xanadu most basilisks serve as scouts, alchemists or sorcerers.

Size Level: 3

Build: Long

Mutant Changes & Cost Total BIO-E: 25

Attribute bonus: +3 M.E., +2 P.P.

Human Features:

Hands: Partial hands at end of wings (automatic), 5 bio-E for full hands at end of wings, 10 Bio-E for Extra Limbs with Human Hands.

Biped: Full (automatic)

Speech: None (automatic), 5 Bio-E for partial, 10 for Full

Looks: none (automatic): A chicken with dirty yellow feathers, yellowish pink legs, red wattles and comb, and a black ruff around a scrawny neck. The tongue is forked and a snake-like tail, bright yellow tail striped with chartreuse green, lashes the air behind the bird.

Natural Weapons: 1d4 peck

Automatic Mutant Animal Powers: Glide, +20 % to all Tracking Skills, and Paralytic Poison (as snake, see amphisien above, cost is 10/5/20/ respectively).

Optional Mutant Animal Powers: 5 Bio-E for Advanced Smell, 5 Bio-E for Infrared Vision, 20 Bio-E for Ultraviolet Vision, 30 Bio-E for Deadly Poison (see above), 5 Bio-E for Leaping Ability (normal).

Vestigial Disadvantage: none required; may choose Tail (5 Bio-E) or Wings (-10 Bio-E).

BIXIE (True Chimera)

Description: The bixie is the Chimera of Greek and Oriental legend. Like its namesake the chimerical chimera was created using lion, goat, bat and reptile genes. The mutant descendants of this mythical monster come to life have a feline body, bat's wings, goat-like horns, hoofed feet, and a long scaled tail.

Size Level: 14

Build: Medium

Mutant Changes & Cost Total BIO-E: 0

Attribute bonus: none

Human Features:



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Hands: Extra limbs with full hands (automatic)
Biped: none (automatic), 5 Bio-E for Partial, 10 Bio-E for Full
Speech: None (automatic), 5 Bio-E for partial, 10 for Full
Looks: none (automatic): all bixie have the head of a lion with backward-curving horns and a muscular tawny furred body and arms. Bat-like wings sprout from the shoulders and the feet end in cloven hooves. The tail is long and scaled like that of a snake. Males have lion-like manes that may be golden, brown, or black in color.

Natural Weapons: 1d8 Teeth and 1d8 Horns (Bio-E 5 each)

Automatic Mutant Animal Powers: Extra Limbs: Wings, and Basic Flight.

Optional Mutant Animal Powers: 10 BIO-E for Soaring Flight, 5 Bio-E for Advanced Smell, 5 Bio-E for Nightvision, 5Bio-E for Beastly Strength, 10 Bio-E for Brute Strength, 15 Bio-E for Crushing Strength, 5 Bio-E for Leaping Ability (Feline), 15 Bio-E for Predator Burst, and 15 Bio-E for Fire Breath: (special) The Bixie can emit a blast of stomach gas and ignite it by chemical means 3 times per day. The result is a jet of fire that shoots out of the chimera's mouth and extends to a basic range 160 feet. The flames cause 3d6 points of damage and (at the GM's discretion) may set any flammable objects in its path alight. For each extra 5 bio-E points spent on this power the user receives one additional use per day.

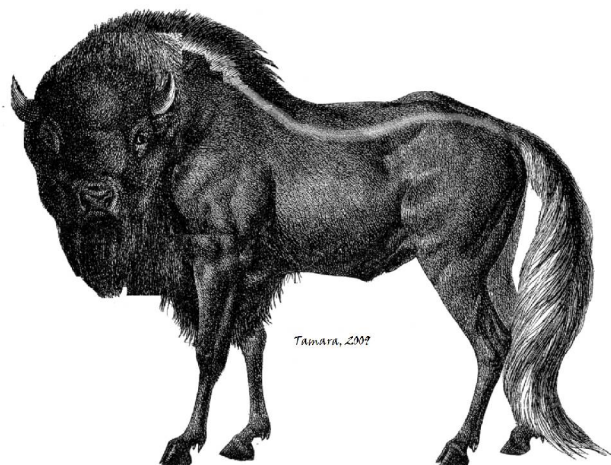


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Vestigial Disadvantage: Hooves automatic (-5 Bio-E, added into the total Bio-E already), can also take: Diet: carnivore (-10 Bio-E), Paws (no full hands, the character has normal feline paws and wings, -10 Bio-E), Reptile Brain: Predator (-10 Bio-E), Horns (-5 Bio-E), Tail (-5 Bio-E), and Wings (-10 Bio-E).

BONNACON

Description: European legend told of a monster shaped like a bull that could expel the foulest liquid from its hindquarters, a liquid that could set trees on fire many yards away. The real bonnacon of Xanadu was designed to mimic this legend by mixing the genes for a bison with that of a skunk. This noble usually works as a police enforcer or guard, as few criminals want to antagonize a cop that can make one stink to high heaven. On the other hand few nobles want to be near them either because many bonnacon have a strong musky scent that can not be hid no mater how much perfume one puts on.



Size Level: 19

Build: Medium

Mutant Changes & Cost Total BIO-E: 0

Attribute bonus: None

Human Features:

Hands: none (automatic), 5 Bio-E for Partial, 10 Bio-E for Full

Biped: none (automatic), 5 Bio-E for Partial, 10 Bio-E for Full

Speech: None (automatic), 5 Bio-E for partial, 10 for Full

Looks: none (automatic): A big shaggy bison with a skunk-like tail. The fur is mostly blackish brown but two stripes of pure white extends from a sort of widows peak on the top of the head, down the back, and across the sides of the tail. Odd, crooked horns that point inward mark the top of the head.

Natural Weapons: 1d8 Horns

Automatic Mutant Animal Powers: Stink Spray (15 Bio-E, as in a skunk).

Optional Mutant Animal Powers: 10 BIO-E for 10 extra S.D.C. points, 5 Bio-E for Advanced Hearing, 5Bio-E for Bestly Strength, 10 Bio-E for Brute Strength, 15 Bio-E for Crushing Strength, and 5 Bio-E for Leaping Ability (normal).

Vestigial Disadvantage: required Musk Glands (-10 Bio-E) and Hooves (-5 Bio-E); can also take: Diet: Herbivore (-5 Bio-E), Diet: Ruminant (-10 Bio-E), Color Blindness (-5 Bio-E), Horns (-5 Bio-E), Nearsighted (-5 Bio-E), Reptile Brain: Prey (-10 Bio-E), and Tail (-5 Bio-E).

CALADRUS

Description: European myth told of a magical white bird that could cure any sickness. The genetically engineered caladrus is not quite as powerful as its mythical counterpart but this mix of crow and pheasant genes can heal most injuries instantly. While not the most powerful of nobles, caladrus are always in demand as doctors both at court and on the field.

Size Level: 5

Build: Medium

Mutant Changes & Cost Total BIO-E: 0

Attribute bonus: +4 M.A.

Human Features:

Hands: partial hands at end of wings (automatic), 5 Bio-E for Full hands, 10 Bio-E for Extra Limbs

Biped: full (automatic)

Speech: partial (automatic), 5 Bio-E for Full

Looks: none (automatic): all caladrus look like large ravens with pure white feathers and a long neck and tail.

Natural Weapons: none

Automatic Mutant Animal Powers: Wings and Basic Flight. Because of their nature, caladrus get a bonus of +15% to all medical skills and the psionic power of Bio-Manipulation: Heal (special).

Bio-Manipulation: Heal (20 Bio-E). This power works just like Bio-Manipulation except that instead of harming a target it cures 2d6 points of damage per minute of duration. This power cures hit point damage before affecting S.D.C.

Optional Mutant Animal Powers: 10 BIO-E for Soaring Flight

Vestigial Disadvantage: none required, can take: Diet: herbivore (-5 Bio-E), webbed hands and feet (-5 Bio-E), and Wings (-10 Bio-E).



CATOBLEPAS

Description: This chimera is a mix of hippopotamus, crocodile, and warthog DNA. Based on African myth the catoblepas was a gnu-like creature that could turn a victim to stone with just one look. The chimerical catoblepas has a hippo-like body and legs, a warthog's head and a long crocodilian tail. Shaggy hair hangs into the eyes and bumpy hide covers the body.

Size Level: 13

Build: long

Mutant Changes & Cost Total BIO-E: 0

Attribute bonus: None

Human Features:

Hands: none (automatic), 5 Bio-E for Partial, 10

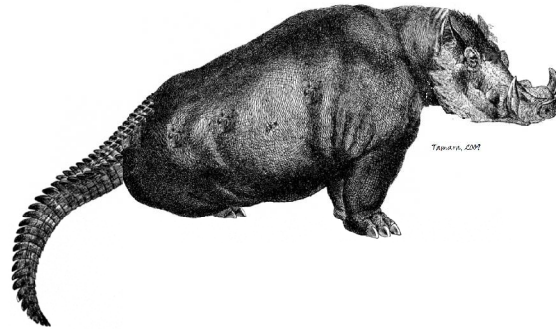
Bio-E for Full

Biped: none (automatic), 5 Bio-E for Partial, 10

Bio-E for Full

Speech: None (automatic), 5 Bio-E for partial, 10 for Full

Looks: none (automatic): A big humpbacked bull with the short legs of a hippo and head of a warthog, bumpy scales cover the body and a long tail extends from the rear. A Mohawk-like mane extends down a thin neck and shaggy bangs hide the eyes.



Natural Weapons: 1d6 Tusks, 1d6 Tail lash (adds an extra attack to the rear), cost: 5 Bio-E each.

Automatic Mutant Animal Powers: Bio-Manipulation: Paralysis (20 Bio-E) and Thick skin +20 S.D.C., (5 Bio-E).

Optional Mutant Animal Powers: 10 BIO-E for 10 extra S.D.C. points, 5 Bio-E for Advanced Hearing, 5 Bio-E for Bestly Strength, 10 Bio-E for Brute Strength, 15 Bio-E for Crushing Strength, 15 BIO-E for Light Natural Armor: A.R. 6, +20 S.D.C., 30 BIO-E for Medium Natural Armor: A.R. 8, +40 S.D.C., 45 BIO-E for Heavy Natural Armor: A.R. 10, +60 S.D.C.

Vestigial Disadvantage: required Diet: Herbivore (-5 Bio-E), Hooves (-5 Bio-E) and Nearsighted (-5 Bio-E) already calculated in the Bio-E; can also take: Diet: Ruminant (-10 Bio-E), Color Blindness (-5 Bio-E), Horns (-5 Bio-E), Reptile Brain: Prey (-10 Bio-E), and Tail (-5 Bio-E).

CENTAUR

Description: This chimera was created by splicing together human and equine genes. A combination of the head, arms and torso of a man mixed with the body of a horse gives the centaur the hands and intelligence of a human being with the agility, speed, and powerful strength of a horse. Centaurs pride themselves on their knowledge and many become scholars and teachers, still others seek to regain the technology lost during the Crash.

Size Level: 13

Build: Medium

Mutant Changes & Cost Total BIO-E: 0

Attribute bonus: Spd: +2d6

Human Features:

Hands: full hands with extra limbs (automatic, the extra limbs being a pair of equine forelimbs)

Biped: none (automatic)

Speech: full (automatic)

Looks: Partial (Special, automatic): all centaurs have perfectly human heads (though those with advanced hearing will have the ears of a horse), necks, shoulders, arms, and torsos. From the waist down however the centaur has the front legs, body, rear limbs, and tail of an equine. Note that there are various types of centaur, hippocentaur have a Caucasian look and bodies like a domestic horse, onocentaur have an Asian appearance and the body of a donkey or onager, while hippotigercentaur have an African appearance and the body of a zebra. The differences in these races are purely cosmetic and they all have the same statistics.

Natural Weapons: 2d6 hoofed feet automatic (5 Bio-E)

Automatic Mutant Animal Powers: Extra Limbs: special, Extraordinary Speed (in attributes above), Spectacular Aim (+1 to strike with W.P. Bow), and Brute Strength.

Optional Mutant Animal Powers: Leaping: normal (10 Bio-E), Leaping: Rodent (20 Bio-E), Extra Intelligence (10 Bio-E), Extra Mental Affinity (10 Bio-E), Extra Mental Endurance (10 Bio-E), Extra speed 2 (15 Bio-E), or Animal Psionics.

Vestigial Disadvantage: Hooves automatic, can take: No arms (-10 Bio-E: some centaurs are depicted as having a human head on an equine body with no arms), No hooves (-10 Bio-E, all four legs end in human feet instead of hooves: no natural weapons or speed bonus), Tail (-5 Bio-E).



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CONOPINI

Description: The Conopini (or nightmare) was created by splicing together the genes of a bat, a reptile and a horse. The result is a scaled equine with the wings of a bat and the tail of a lizard. The animal is also able to belch forth its stomach gasses (mainly methane) and ignite it in order to breathe fire. These “demon horses” can be any equine color.

Size Level: 18

Build: Medium

Mutant Changes & Cost Total BIO-E: 0

Attribute bonus: none

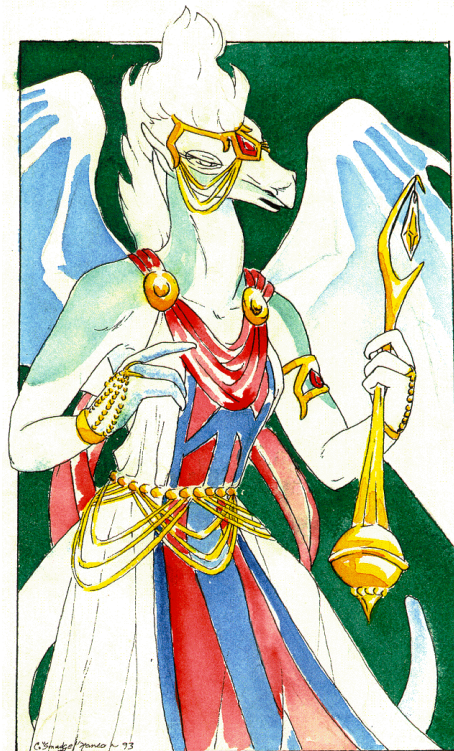
Human Features:

Hands: Extra limbs with full hands (automatic)

Biped: none (automatic), 5 Bio-E for Partial, 10 Bio-E for Full

Speech: None (automatic), 5 Bio-E for partial, 10 for Full

Looks: none (automatic): all conopini look like horses with armored scales covering their bodies, their faces have beak-like muzzles and the ears tend to be large and ass-like. Instead of hooves, conopini have talons like a alligator. The tail is also crocodilian but the wings are those of a vast bat.



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Natural Weapons: 1d6 Claws on hands. 1d6 talons on feet (used with kick attacks), 1d8 Teeth (Bio-E cost of 5 each)

Automatic Mutant Animal Powers: Extra Limbs: Wings and Basic Flight. Fire Breath: (special) The mutant can emit a blast of stomach gas and ignite it by chemical means up to 3 times per day. The result is a jet of fire that shoots out of the chimera's mouth and extends to a basic range 160 feet. The flames cause 3d6 points of damage and (at the GM's discretion) may set any flammable objects in its path alight. For each extra 5 bio-E points spent on this power the user receives one additional use per day.

Optional Mutant Animal Powers: 10 Bio-E for Soaring Flight, 5 Bio-E for Advanced Smell, 5 Bio-E for Advanced Vision, 5Bio-E for Beastly Strength, 10 Bio-E for Brute Strength, 15 Bio-E for Crushing Strength, 5 Bio-E for Leaping Ability (Standard), and 15 Bio-E for Extra Physical Prowess.

Vestigial Disadvantage: none required, can take: Diet: Ruminant (-10 Bio-E), Paws (no full hands, the character has normal equine hooves and wings, -10 Bio-E), Reptile Brain: Predator (-10 Bio-E), Tail (-5 Bio-E), and Wings (-10 Bio-E).

COUATL

Description: This Couatl is a chimera created from a mixing of rattlesnake and quetzal bird DNA. The result was the feathered flying serpents of American, Egyptian, and Oriental myth. Couatls are haughty nobles who usually prefer jobs as priests, sorcerers, and sages.

Size Level: 4

Build: Long

Mutant Changes & Cost Total BIO-E: 10

Attribute bonus: +3 M.A., +1 P.B.

Human Features:

Hands: full hands at the end of the wings (automatic), 5 Bio-E for Extra Limbs

Biped: none (body has no legs, only a snake tail: slither at half speed), 10 Bio E for Full

Speech: full (automatic)

Looks: none (automatic): Couatl are green vipers with parrot-like wings, a crest of feathers on the head and a long tail tipped with a fan of golden green tail feathers.

5 Bio-E for partial: long and sleek as in a mutant snake but with feathers for hair and bird-like scales on the limbs. A short tail tipped with feathers waves behind the character.

10 Bio-E for full: Resembles a muscular Mesoamerican with smooth olive skin and hair which is colorful feathers.

Natural Weapons: 1d6 fangs

Automatic Mutant Animal Powers: Wings, Basic Flight and Paralytic Poison (20 Bio-E)

Optional Mutant Animal Powers: 10 Bio-E for Soaring Flight, 5 Bio-E for Advanced Smell, 30 Bio-E for Deadly Poison, 5 Bio-E for Infrared Vision, 25 Bio-E for Accelerated Strike.

Vestigial Disadvantage: none required, can take: Diet: carnivore (-10 Bio-E), Reptile Brain: Predator (-10 Bio-E), Tail (-5 Bio-E), and Wings (-10 Bio-E).

Note: Poison (both sorts) and Accelerated Strike can be found in both *Mutants of the Yucatan* and *Mutants Down Under* in the entry for Rattlesnake and Snake respectively.



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DRAGON

Description: The masterpiece of the ancient gene-techs, the dragon is a mixture of DNA from several animals (mainly big cats, birds, and various dinosaurs) modified to have air sacks that store methane from the digestive system. The result is a sleek, scaled reptile up to 30 feet long with wings, taloned feet, and the ability to belch out its stomach gas which (when ignited with the chemical diphosphane) comes out as a jet of fire. After the Crash dragons became intelligent and have become one of the most common and respected of the Noble Class. Dragons come in a variety of breeds with different characteristics, each designed to mimic a dragon from ancient pre-crash mythology. Dragons of all sorts may be any color.

Size Level: 21

Build: Long

Mutant Changes & Cost Total BIO-E: 0

Attribute bonus: +3 P.P., +2 P.S., +3 M.A., +2 I.Q., +2 P.B.

Human Features:

Hands: partial (automatic), 5 Bio-E for full, 10 for Extra Limbs

Biped: Partial (automatic), 5 Bio-E for Full

Speech: None (automatic), 5 Bio-E Partial, 10 for full

Looks: none (automatic): A long necked reptile with a graceful build, wedge shaped head, long neck, muscular body, four powerful legs, and a long tail. Many (but not all) dragons have wings. A dragon with this appearance and Full Hands and Biped is basically a humanoid lizard with clawed hands, slanted eyes, long tails, and a muzzled face, much like the dragonborn of the 4th edition D&D game.

5 Bio-E for Partial: Dragons with this appearance have scaled skin, angular features, slanted eyes, pointed ears, no tails, and clawed hands. They look like the half dragons of the 1st edition D&D game.

10 Bio-E for Full: Dragons of this type look like thin and striking oriental people with only the piercing eyes, pointed ears, and abnormally long fingernails, and scales (if they have natural body armor) giving them away.

Natural Weapons: 1d6 Claws on hands, 1d8 Teeth automatic (both 5 Bio-E)

Automatic Mutant Animal Powers: *Fire Breath* (15 Bio-E): The dragon can emit a blast of stomach gas and ignite it by chemical means. The result is a jet of fire that shoots out of the chimera's mouth and extends to a basic range 160 feet. This attack may be used up to three times per day and the flames cause 3d6 points of damage and (at the GM's discretion) may set any flammable objects in its path alight for 2d4 melees. For each extra 5 bio-E points spent on this power the user receives one additional use per day. Some dragons have different types of breath but damage and rules are the same as in Fire Breath.

Optional Mutant Animal Powers: 10 Bio-E for a clubbed or bladed tail (adds an extra attack that inflicts 2d6 points of damage to an opponent behind the dragon), 20 Bio-E for Paralytic Poison (see above), 10 Bio-E for Glide, 15 Bio-E for basic flight, 20 Bio-E for Soaring Flight, 5 Bio-E for Advanced Smell, 5 Bio-E for Nightvision, 10 Bio-E for Infrared Vision, 10 Bio-E for Advanced Vision, 15 Bio-E for Extra Physical Endurance 5Bio-E for Bestly Strength, 10 Bio-E for Brute Strength, 15 Bio-E for Crushing Strength, 15 Bio-E for Predator Burst, 15 Bio-E for Light Natural Body Armor (A.R: 9 and + 20 S.D.C), 30 Bio-E for Medium Natural Body Armor (A.R: 13 and + 35 S.D.C), 45 Bio-E for Heavy Natural Body Armor (A.R: 17 and + 60 S.D.C), and 20 Bio-E for Chameleon Camouflage Power (5% chance of being detected if motionless and +20% to Prowl Skill, see *Road Hogs*™ for more on this power.

Vestigial Disadvantage: none required, can take: Diet: carnivore or Diet: Ruminant (only one at -10 Bio-E), Ears (-5 Bio-E), Horns (-5 Bio-E), Nearsighted (-5 Bio-E), Reptile Brain: Predator (-10 Bio-E), Tail (-5 Bio-E), Webbed Hands and Feet (-10 Bio-E), and Wings (-10 Bio-E).

DRAGON, FAERIE (Purebred)

Description: Based on the many tiny dragons of folklore (like the Russian Puk and the European Firedrake) as well as those of popular fiction, faerie dragons are miniature winged dragons in every way. They tend to inhabit areas of forests where they live with tribes of mutant humans (especially of the Noble Sort) or mutant birds, deer, or rabbits. Faerie dragons are mischievous by nature and they enjoy using their special abilities to camouflage themselves while using psionics or sorcery to annoy unsuspecting travelers.

Size Level: 3

Build: Long

Total BIO-E: 15

Attribute bonus: +3 P.P., +2 P.S., +3 M.A., +2 I.Q., +2 P.B

Human Features:

Hands: full with Extra Limbs (automatic)

Biped: Partial (automatic)

Speech: Full (automatic)

Looks: none (automatic): A cat-sized reptile with a long neck and graceful build. It has the wedge shaped head, muscular body, four powerful legs, and the long tail of a typical dragon. Coloring may be anything from bright red to purple in hue with every color in between.

Natural Weapons: 1d6 Claws on hands, 1d8 Teeth

Mutant Animal Powers: Fire breath (as described above), bladed tail with Paralytic Poison, Basic Flight, and Chameleon Camouflage Power.

Vestigial Disadvantage: Diet: Ruminant (only at -10 Bio-E)



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DRAGON, GUIVRE (Purebred)

Description: The proud guivre think of themselves as the pinnacle of the draconic race, after all they are the most physically evolved of all dragons with full hands, extra limbs, flame breath, and armored scales. They look like the dragons of European myth with metallic scales and a haughty attitude. No guivre would even think of lowering himself enough to get his hands dirty at such a simple job as farming or teaching (that is what the domestiques are for) and even the freeborn are only good enough to be servants to the nobility. No, a job at court is the only job for an aristocrat like a guivre.

Size Level: 14

Build: Long

Total BIO-E: 0

Attribute bonus: +3 P.P., +2 P.S., +3 M.A., +2 I.Q., +2 P.B

Human Features:

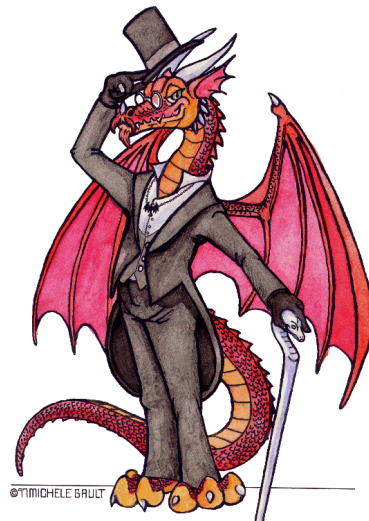
Hands: full with extra limbs (automatic)

Biped: Full (automatic)

Speech: Full (automatic)

Looks: none (automatic): A long necked reptile with a graceful build, wedge shaped head, long neck, muscular body, powerful arms and legs, and a long tail. Two bat-like wings extend from the shoulders and the coloring is usually brilliant and metallic in hue.

Natural Weapons: 1d6 Claws on hands, 1d8 Teeth automatic



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Mutant Animal Powers: *Fire Breath* (as described above), Basic Flight, Brute Strength, Bladed Tail, Light Natural Body Armor (A.R: 9 and + 20 S.D.C).

Vestigial Disadvantage: Diet: carnivore, Ears, Horns, Reptile Brain: Predator, Tail.

DRAGON, KNUCKER (Purebred)

Description: The knuckers resemble the wingless dragons of British lore. Basically an overgrown lizard with armored scales and a heavy tail that ends in an arrow-shaped blade, the knuckers tend to be gruff, down to earth people as likely to own a farm as to be an advisor to the royal court.

Size Level: 10

Build: Long

Total BIO-E: 20

Attribute bonus: +3 P.P., +2 P.S., +3 M.A., +2 I.Q., +2 P.B

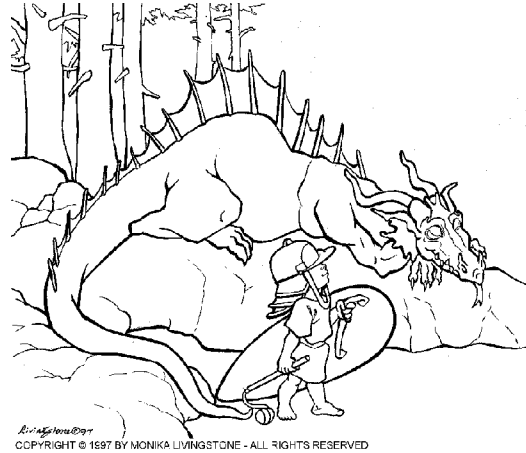
Human Features:

Hands: Full (automatic)

Biped: full (automatic)

Speech: full (automatic)

Looks: none (automatic): A bulky long necked reptile with a wedge shaped head, powerful arms and legs, and a long tail.



Livingstone
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Natural Weapons: 1d6 Claws on hands, 1d8 Teeth automatic (both 5 Bio-E)

Mutant Animal Powers: *Fire Breath* (as described above), Bladed tail, Brute Strength, 30 Bio-E for Medium Natural Body Armor (A.R: 13 and + 35 S.D.C).

Vestigial Disadvantage: Diet: carnivore (-10 Bio-E), Diet Herbivore (-5 bio-E), Ears, Horns (-5 Bio-E), Nearsighted (-5 Bio-E), Reptile Brain: Predator (-10 Bio-E).

DRAGON, LONG (Purebred)

Description: This dragon breed was designed to look like the dragons of the Orient. Longs have elongated bodies, short arms and legs, branched horns like a deer, no wings, and colorful scales. In the males a pair of purple whiskers, like those of a catfish, adorn the snout.

Size Level: 10

Build: Long

Total BIO-E: 45

Attribute bonus: +3 P.P., +2 P.S., +3 M.A., +2 I.Q., +2 P.B

Human Features:

Hands: full (automatic)

Biped: Partial (automatic)

Speech: Full (automatic)

Looks: none (automatic): A typical Chinese Dragon with colorful scales and no wings.



Natural Weapons: 1d6 Claws on hands, 1d8 Teeth

Mutant Animal Powers: *Mist Breath:* The Lung cannot ignite its breath so the blast of methane is treated as a cloud of poison gas with a range of 160 feet. The gas causes 3d6 points of damage and can be used up to 3 times per day (add one additional use per day per each 5 extra bio-e spent on this power), Brute Strength, Light Natural Body Armor (A.R: 9 and + 20 S.D.C).

Vestigial Disadvantage: Ears, Horns, Nearsighted, Webbed Hands and Feet.

DRAGON, STAR (Purebred)

Description: These dragons were based on the fantastic beasts ridden by the brave heroes of such books as Anne McCaffrey's *Pern* or Naomi Novik's *Temeraire* series. Dragons like the ones in the legends but friendly and capable of flying aloft with a rider on their back. As star dragons were bred to be eternally patient and gentle with their chosen human partner they have a placid nature that blossoms into fury if they think their home is in danger. Today star dragons are exclusively used as the partners/mounts of the aerial corps of the Dragon Knights.



Size Level: 18

Build: Long

Mutant Changes & Cost Total BIO-E: 0

Attribute bonus: +3 P.P., +2 P.S., +3 M.A., +2 I.Q., +2 P.B.

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Human Features:

Hands: Full with extra limbs (automatic)

Biped: partial

Speech: Partial or Telepathic Transmission (automatic)

Looks: none (automatic): A long necked reptile with a graceful build, wedge shaped head, long neck, muscular body, four powerful legs, a long tail, and bat-like wings.

Natural Weapons: 1d6 Claws on hands, 1d8 Teeth automatic

Mutant Animal Powers: *Fire Breath* (as described above), Soaring Flight, Advanced Vision, Crushing Strength.

Vestigial Disadvantage: Diet: carnivore (-10 Bio-E), Domestication (-10 Bio-E), Ears (-5 Bio-E), Horns (-5 Bio-E), Reptile Brain: Predator (-10 Bio-E), Tail (-5 Bio-E).

DRAGON, WYVERN (Purebred)

Description: The wyverns are based on the dragons of Eurasian myth that had wings but only two legs. They are somewhat bat or pterodactyl-like with hands at the end of the wings and long tails. Wyverns are warriors by nature and often take training in the Martial Arts (including Ninjitsu) specialize in traditional weapons.

Size Level: 11

Build: Long

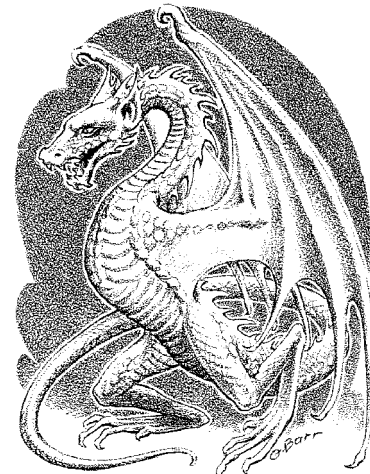
Total BIO-E: 10

Attribute bonus: +3 P.P., +2 P.S., +3 M.A., +2 I.Q., +2 P.B.

Human Features:

Hands: full at end of wings (automatic)

Biped: full (automatic)



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Speech: full (automatic)

Looks: none (automatic): A long necked bipedal reptile with a graceful build, wedge shaped head, beaked snout, long neck, muscular body, powerful legs, two bat-like wings with hands attached, and a long tail tipped with a diamond-shaped rudder.

Natural Weapons: 1d6 Claws on hands, 1d8 Teeth automatic (both 5 Bio-E)

Mutant Animal Powers: *Fire Breath* (as described above), 15 Bio-E for Basic Flight, 15 Bio-E for Light Natural Body Armor (A.R: 9 and + 20 S.D.C).

Vestigial Disadvantage: Reptile Brain: Predator

GARGOYLE

Description: A gargoyle resembles a classical demon with skin textured like stone. They often resemble apes with long reptilian tails, bat-like wings, pointed ears, and clawed hands. Some also have horns and bird-like beaks. It is most likely that gargoyles are chimeras that incorporate the DNA of bats, primates, goats, and reptiles. These chimeras were apparently created to mimic creatures seen in a 1990's animated cartoon and were later used nocturnal watchdogs for companies. Today Gargoyles are still protective beings that usually choose a profession involving protecting others, be it body guarding or being security for the palace.

Size Level: 10

Build: medium

Mutant Changes & Cost Total BIO-E: 10

Human Features:

Hands: full at end of wings (automatic), 5 for Extra Limbs

Biped: Partial (automatic), 5 Bio-E for Full

Speech: Full (automatic)

Looks: partial (automatic): A humanoid being with coarse features, large brow ridges, a powerful build and clawed hands and feet. A long tail swishes behind and small horns crown the skull.

5 Bio-E for Full: Looks like a winged human with bumpy ridges on the forehead.

Natural Weapons: 1d6 Claws on hands, 1d6 Teeth automatic (both 5 Bio-E)

Automatic Mutant Animal Powers: Wings and Glide, Camouflage (5 Bio-E special: a gargoyle's stony hide gives it a 20% bonus on its Prowl skill whenever it can hide among normal statues).

Optional Mutant Animal Powers: 10 Bio-E for a clubbed tail (adds an extra attack that inflicts 1d8 points of damage to an opponent behind the gargoyle), 5 Bio-E for basic flight, 10 Bio-E for Soaring Flight, 5 Bio-E for Advanced Smell, 5 Bio-E for Nightvision, 10 Bio-E for Advanced Vision, 15 Bio-E for Extra Physical Endurance, 15 Bio-E for Extra Physical Prowess, 5 Bio-E for Bestly Strength, 10 Bio-E for Brute Strength, 15 Bio-E for Crushing Strength, 15 Bio-E for Light Natural Body Armor (A.R: 9 and + 20 S.D.C), 30 Bio-E for Medium Natural Body Armor (A.R: 13 and + 35 S.D.C).

Vestigial Disadvantage: Domestication, Horns and Nocturnal required (already calculated into Bio-E), can also take: Color Blindness (-5 Bio-E), Diet: carnivore (-10 Bio-E), Ears (-5 Bio-E), Hooves (-5 Bio-E), Nearsighted (-5 Bio-E), Partial Hands (-5 Bio-E), Partial Speech (-5 Bio-E), Reptile Brain: Predator (-10 Bio-E), Tail (-5 Bio-E), Webbed Hands and Feet (-10 Bio-E), Wings (-10 Bio-E), Wingless (-15 Bio-E: the gargoyle has no wings at all and cannot fly, he is also -1 to P.B. as a wingless gargoyle is not considered as attractive to members of the opposite sex).



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GRIFFIN

Description: The griffin is a chimera was created by splicing together the genes of a large raptor (usually an eagle) and some species of cat (usually a lion). The griffin has the head, front limbs, and wings of a bird of prey and the hind legs, tail, and ears of a feline. The most common type of griffin is half eagle and half lion but other breeds of griffin exist that incorporate other types of bird or big cat. Among the most common of these other breeds are the Axex (half hawk, half domestic cat), the Chamrosh (half Falcon, half wolf), the Heliodromos (Half Vulture, half lion), the Epimachus (half eagle, half leopard), and the Japanese Kirni (half eagle, half tiger). There is little difference other than cosmetic in these breeds so I am making only a single entry.

Size Level: 13

Build: Medium

Mutant Changes & Cost Total BIO-E: 0

Attribute bonus: none

Human Features:

Hands: Extra limbs with full hands (automatic)

Biped: none (automatic), 5 Bio-E for Partial, 10 Bio-E for Full

Speech: None (automatic), 5 Bio-E for partial, 10 for Full

Looks: none (automatic): all Griffins have the head of a bird of prey (hawk, eagle or vulture) with feline (or lupine) ears protruding from the feathers. They also have arms and hands resembling the feet of the bird half and the wings as well. The body, hips, legs, and tail however is that of a feline (or lupine) with the exact species depending on breed.

Natural Weapons: 1d8 Talons on hands. 1d8 Retractable Claws on feet (used with kick attacks), 1d10 beak (Bio-E cost of 5 each)

Automatic Mutant Animal Powers: Extra Limbs: Wings and Basic Flight.

Optional Mutant Animal Powers: 10 BIO-E for Soaring Flight, 5 Bio-E for Advanced Vision, 5 Bio-E for Nightvision, 5Bio-E for Bestly Strength, 10 Bio-E for Brute Strength, 15 Bio-E for Crushing Strength, 5 Bio-E for Leaping Ability (Feline), and 15 Bio-E for Predator Burst

Vestigial Disadvantage: none required, can take: Diet: carnivore (-10 Bio-E), Paws (no full hands, the character has normal feline or canine paws and wings, -10 Bio-E), Reptile Brain: Predator (-10 Bio-E), Tail (-5 Bio-E), and Wings (-10 Bio-E, spike-like wings: a griffin with this feature is known as a keythong).



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HARPY

Description: The Harpy was created by combining human genes with those of a vulture. The result has a human head and breast with the body, wings, and tail of a scavenging bird. Harpies are famed for their hypnotic song which they can use to force others to do their bidding.

Size Level: 4

Build: Medium

Mutant Changes & Cost Total BIO-E: 0

Attribute bonus: none

Human Features:

Hands: full hands at end of wings (automatic), 5 Bio-E for Extra Limbs



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Biped: Full (automatic)

Speech: Full (automatic)

Looks: partial (automatic): A human face and torso grafted onto the feathered rump and legs of a bird. The arms (unless there are extra limbs) are feathered wings. The coloring is of the feathers is a brassy yellow and bronze brown while the human parts are characterized by their hunched shoulders, wrinkled faces, huge hooked nose, and lank, greasy hair.

Natural Weapons: 1d6 talons on feet (used with kick attacks), 1d8 beak (Bio-E cost of 5/10)

Automatic Mutant Animal Powers: Wings and Basic Flight, Hypnotic Song (15 Bio-E: special: this power is the psionic power Hypnotic Suggestion but it can only be activated by the harpy while it is singing and which affects anyone within 20 feet of the singing harpy).

Optional Mutant Animal Powers: 10 Bio-E for Soaring Flight, 5 Bio-E for Advanced Smell, 5Bio-E for Bestly Strength, 5 Bio-E for Extra Physical Beauty (the harpies human features become comparable to those of an incredibly beautiful or handsome human while the bird parts resemble those of an eagle), 15 Bio-E for Extra Physical Endurance.

Vestigial Disadvantage: none required, can take: Diet: carnivore (-10 Bio-E), Reptile Brain: Predator (-10 Bio-E), and Wings (-10 Bio-E).

HIPPOCAMPUS

Description: The Hippocampus is a genetic chimera of horse and dolphin genes that have an equine head and front legs (though instead of hooves there are webbed hands) combined with the body and tail of a dolphin. The coloring varies from blue grey to pure white with manes like sea foam. These chimera work with mermaids and the other aquatic nobles to govern aquatic mutants and protect Xanadu's sea shores from invaders.

Size Level: 16

Build: Medium

Mutant Changes & Cost Total Bio-E: 0

Attribute bonus: none

Human Features:

Hands: partial (automatic), 5 Bio-E for full

Biped: none (automatic, a fish-like tail), 5 Bio-E for partial (like a sea lion), 10 Bio-E for full (webbed feet)

Speech: none (automatic), 5 Bio-E for partial, 10 Bio-E for full.

Looks: none (automatic): A horse-like head and neck, long arms ending in webbed hands, and a body that tapers into a fish-like tail.

Natural Weapons: none

Automatic Mutant Animal Powers: Hold Breath (5 Bio-E) and Natural Swimming Ability (10 Bio-E: gives an automatic 70 % to basic swim skill).

Optional Mutant Animal Powers: 5 Bio-E for Sonar, 5 Bio-E for Extra Physical Beauty, 15 Bio-E for Extra Physical Endurance, 15 Bio-E for Extra Physical Prowess, 5Bio-E for Bestly Strength, 10 Bio-E for Brute Strength, 15 Bio-E for Crushing Strength, 5 Bio-E for thick blubber (½ damage from cold and +20 S.D.C.), 15 Bio-E for Light Natural Body Armor (A.R: 9 and + 20 S.D.C).



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Vestigial Disadvantage: Webbed hands and feet (-10 Bio-E, already calculated into Bio-E) required, can also take: Diet: carnivore (fish only-10 Bio-E), Diet: Herbivore (-5 Bio-E), Hooves (-5 Bio-E), and Reptile Brain: Prey (-10 Bio-E).

HIPPOGRIFF

Description: The hippogriff is a chimera similar to the griffin only with the mammal half being that of a horse instead of a lion. The falcon-like head has equine ears and flowing manes, the wings are feathered, and the equine body can be any color horses normally come in.

Size Level: 14

Build: Medium

Mutant Changes & Cost Total BIO-E: 0

Attribute bonus: none

Human Features:

Hands: Extra limbs with full hands (automatic)

Biped: none (automatic), 5 Bio-E for Partial, 10 Bio-E for Full

Speech: None (automatic), 5 Bio-E for partial, 10 for Full

Looks: none (automatic): all hippogriffs have the head of a falcon with equine ears protruding from the feathers. They also have arms and hands resembling the feet of the bird half and the wings as well. The body, hips, legs, and tail however is that of a horse.

Natural Weapons: 1d8 Claws on hands. 1d8 hooves on feet (used with kick attacks), 1d10 beak (Bio-E cost of 5 each)

Automatic Mutant Animal Powers: Extra Limbs: Wings and Basic Flight.

Optional Mutant Animal Powers: 10 BIO-E for Soaring Flight, 5 Bio-E for Advanced Vision, 5 Bio-E for Nightvision, 5Bio-E for Bestly Strength, 10 Bio-E for Brute Strength, 15 Bio-E for Crushing Strength, and 5 Bio-E for Leaping Ability (normal).

Vestigial Disadvantage: Hooves required (already calculated in the Bio-E cost), can also take: Diet: herbivore (-5 Bio-E), Paws (no full hands, the character has equine hooves and wings, -10 Bio-E), Reptile Brain: Prey (-10 Bio-E), Tail (-5 Bio-E), and Wings (-10 Bio-E).



HSAIO

Description: The Hsaio is creature from Indonesian and Oriental mythology that is half monkey and half owl. The chimera created using this genetic combination was a winged monkey, similar to those in the movie *The Wizard of Oz*. The wings and feet however are those of an owl. The combination of genes also had an unexpected side effect, the intelligence of the monkey made them truly seem as wise as an owl. Today the hsaio of Xanadu are mainly scholars who spend their time researching rare tomes and gathering lost knowledge.

Size Level: 4

Build: Long

Mutant Changes & Cost Total BIO-E: 10

Attribute bonus: +3 I.Q., +1 M.E., +4 P.P., +1 Spd

Human Features:



Hands: Extra limbs with full hands (automatic)
Biped: partial (automatic), 5 Bio-E for Full
Speech: partial (automatic), 10 Bio-E for Full
Looks: partial (automatic): all Hsiao are winged monkeys. The eyes are large and round like an owl and the feet end in cruel talons.

Natural Weapons: 1d4 talons on feet (used with kick attacks), 1d6 teeth (Bio-E cost of 5 each)

Automatic Mutant Animal Powers: Extra Limbs: Wings and Basic Flight, Prehensile tail

Optional Mutant Animal Powers: 10 BIO-E for Soaring Flight, 15 Bio-E for Silent Flight, and 5 Bio-E for Nightvision.

Vestigial Disadvantage: none required, can take: Diet: herbivore (5 Bio-E), Diet: carnivore (-10 Bio-E), Nocturnal (-10 bio-E), Reptile Brain: Predator or Prey (choose one -10 Bio-E), Tail (-5 Bio-E), and Wings (-10 Bio-E)

HUMAN MUTANT, HSIEN

Perhaps due to influence from the Dreamland Park, all mutant humans in Asia are called Hsien, an ancient term for a humanoid supernatural being. In addition to “normal hsien” this group also includes the monstrous bakemono (see the bestiary) and the kamuii, an old name for the nobles of the hsien. Below are the five most common kamuii in Asia, all form a major Noble family in the Empire of Xanadu and belong to the royal court.

HUMAN, KAMUII: DWARF (PUREBRED)

Description: The Dwarves are perhaps the most stereotypical of these races for they are a short people (typically only four feet tall) with long beards in the men. Said to be the descendants of a family of miners and metal smiths, the dwarf community prides itself on making the best weapons and armor in the kingdom. Thanks to the anti-metal virus the dwarves invented adamantium, a crystalline substance harder than iron yet as light as aluminum which can be smelted and shaped like metal yet is resistant to the virus. The formula for creating this substance is a secret known only to the dwarven elders and they guard it jealously.

Size Level: 10

Build: Short

Mutant Changes & Cost Total BIO-E: 0

Attribute bonus: +2 I.Q., +2 M.E., and +2 P.B.

Human Features:

Hands: full (automatic)

Biped: full (automatic)

Speech: Full (automatic)

Looks: Partial (automatic): Resembles an extremely short and compact human at first glance. A closer inspection one can see that the eyes are set under a sloping brow, the nose is huge and potato-like, the ears are slightly pointed, and a very long and shaggy beard (which starts growing at the age of three) covers the lower part of the face. Eyebrows are often shaggy as well (to match the beard) and the feet have webbed toes.

Natural Weapons: none

Automatic Mutant Animal Powers: Nightvision



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Optional Mutant Animal Powers: see the core rulebook.

Vestigial Disadvantages: none required, may choose: Large pointed ears (-5), Webbed hands and Feet (more so than normal, -5 Bio-E), Color Blindness (-5 Bio-E), Nearsighted (-5 Bio-E), and Nocturnal (-10 Bio-E).

HUMAN, KAMUII: Elf (PUREBRED)

Description: These people are the descendants of the nomadic camel and reindeer herders of Siberia. They are a tall, thin people with uncommonly good looks and angular features. Elves are a pastoral people who revere nature. They dress in silk or the skins of animals killed only for food (they do not believe in killing animals purely for sport) and use stone or adamantium weapons (traded by the dwarves) instead of metal. Elves (just like their nomadic ancestors) are shamanistic and are the only noble house to contain both shamans and sorcerers (if the sorcerer Profession was rolled, the character can change it to Shaman for free). Elves also love animals and have a close relationship with Arabian horses, Bactrian Camels, Hawks, Deer and Wolves, all animals that they keep as court attendants and palace guards.

Size Level: 9

Build: Long

Mutant Changes & Cost Total BIO-E: 15 for Animal Psionics or Mutant Human Powers

Attribute bonus: +2 I.Q., +2 M.E., and +2 P.B.

Human Features:

Hands: full (automatic)

Biped: full (automatic)

Speech: full (automatic)

Looks: Partial (automatic): Elves have a special form of Full Looks. They look like normal humans at first glance but are much slimmer in build, with high cheekbones, slanted eyes, pale cream skin, and pointed ears. During the 20th Century a Trekkie would say that they look like a supermodel Vulcan or a Japanese anime character.

Natural Weapons: none

Automatic Mutant Animal Powers: none

Optional Mutant Animal Powers: see the core rulebook.

Vestigial Disadvantages: Large Pointed Ears required, may choose any other from the core rulebook.

HUMAN, KAMUII: GREMLIN (PUREBRED)

Description: These are a race of small people mutated to such an extent that they barely seem human anymore. Disparagingly called Hobgoblins or Imps by some, Gremlins are only 2 ½ to 3 feet tall with huge bat-like ears, long arms and greenish skin covered in coarse brown hair. Despite their odd appearance gremlins are respected for their mechanical knowledge as all members of this race have the psionic power of Natural Mechanical Genius. Gremlins tend to have mischievous and playful natures with a love of practical jokes (they may also have other psionic or sorcerous powers) so people that call them disrespectful names do so at their own risk.



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Size Level: 4

Build: Medium

Mutant Changes & Cost Total BIO-E: 20 for anything but size

Attribute bonus: +2 I.Q., +2 M.E., and +2 P.B.

Human Features:

Hands: full (automatic)

Biped: Full (automatic)

Speech: Partial (automatic)

Looks: Partial (automatic): Gremlins have monkey-like faces with large eyes, bat-like ears and pointed teeth. They also have short legs and long arms. The skin is usually greenish with short, course body hair. There may or may not be head hair. Gremlins may also have horns or tails.

Natural Weapons: 1d6 claws, 2d4 teeth (5/10 Bio-E)

Automatic Mutant Animal Powers: Natural Mechanical Genius

Optional Mutant Animal Powers: see the core rulebook.

Vestigial Disadvantages: Large Pointed Ears required, may choose any other from the core rulebook.

HUMAN, KAMUII: ROKURO-KUBI (PUREBRED)

Description: The Rokuro-kubi is a mutant race unique to eastern Zhongguo and the Golden Isles. In appearance they look exactly like normal humans except that their teeth are slightly pointed and their necks are as long and as flexible as a serpent's coils. Rokuro-kubi are vampires and need to drink blood to survive, they usually live with an extensive stable of servants who donate blood regularly for their lieges.

Size Level: 10

Build: Medium

Mutant Changes & Cost Total BIO-E: 0

Attribute bonus: +2 I.Q., +2 M.E., and +2 P.B.

Human Features:

Hands: full (automatic)

Biped: Full (automatic)

Speech: Full (automatic)

Looks: Full (automatic): a Rokuro-kubi looks perfectly human at first glance. On a closer look one sees that they have canine teeth that are slightly longer than normal and that their necks are unbelievably long. The neck of a Rokuro-kubi is as long as the character is tall and is easily bent into flexible coils that can constrict with the strength of a python. Normally these long necks are kept coiled around the torso under the characters clothing (usually a loose fitting robe or kimono) and whipped out only when needed.



Natural Weapons: 1d6 constriction with neck (5 Bio-E)

Automatic Mutant Animal Powers: Long prehensile neck (15 Bio-E, treat as extra limb)

Optional Mutant Animal Powers: see the core rulebook.

Vestigial Disadvantages: Diet: Carnivore (blood) Ears (large and pointed) required, may choose any other from the core rulebook.

HUMAN, KAMUII: SATYR (PUREBRED)

Description: Satyrs are a race of kamuii that closely resemble the Greek god Pan. Unlike mutant sheep and goats, true satyrs have a completely human face and five fingered hands. Satyrs are a fun loving race who want little more than to dance, play music, grow grapes, make wine, drink wine, and try to attract the opposite sex.

Size Level: 7

Build: Medium

Mutant Changes & Cost Total BIO-E: 0

Attribute bonus: +2 I.Q., +2 M.E., +2 P.B., and +2 P.P.

Human Features:

Hands: full (automatic)

Biped: partial-animal (automatic)

Speech: Full (automatic)

Looks: Full (automatic): Satyrs look like short humans with the legs and tail of a goat. Two horns grow from between the pointed ears and the skin of the legs is very hairy. Otherwise the character looks perfectly human.



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Natural Weapons: 1d6 horns (5 Bio-E)

Automatic Mutant Animal Powers: Extra Physical Prowess (15 Bio-E, included in attributes above),
Leaping: Standard (5 Bio-E)

Optional Mutant Animal Powers: see the core rulebook.

Vestigial Disadvantages: Ears (large and pointed) required, may choose any other from the core rulebook.

HUMAN, KAMUII: SPRITE (PUREBRED)

Description: Sprites are the stereotypical winged faeries of popular imagining. Whether they are some natural mutation or the result of some chimerical experiment is unknown but they look like tiny humans with pointed ears and the wings of a giant insect. Sprites are not the brightest of nobles (no doubt due to their small size) and they like being out and exploring over being cooped up in a Castile. As a result most sprites work for the other nobles as spies. They also have a natural talent for controlling mutant insects so many noble owners of silk moth or giant beetle farms employ sprites to manage their beasts.

Size Level: 3

Build: Medium

Mutant Changes & Cost Total BIO-E: 10 for any other than size

Attribute bonus: +2 I.Q., +2 M.E., +2 P.B.

Human Features:

Hands: Extra limbs with full hands (automatic)

Biped: Full (automatic)

Speech: Full (automatic)

Looks: Full (automatic): Look just like a normal human except for the pointed ears and insect wings. The wings may resemble those of a dragonfly or be brightly colored like that of a butterfly.



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Natural Weapons: none

Automatic Mutant Animal Powers: Wings and flight, Communicate with Mutant Insects (Psionic Power)

Optional Mutant Animal Powers: see the core rulebook.

Vestigial Disadvantages: Ears (large and pointed) required, may choose any other from the core rulebook.

KAMAITACI

Description: The kamaitaci is a mixture of ermine and preying mantis genes based on a monster from oriental myth. The mythical kamaitaci was said to run in packs of three, the first knocked down an unsuspecting victim, the second cut him with its claws, and the third healed the victim. The chimera created to mimic this myth looks exactly like a mutant weasel except that the hands are armed with razor sharp sickle-like claws.

Size Level: 1

Build: Long

Mutant Changes & Cost Total BIO-E: 50

Attribute bonus: P.P. +4, Spd: +5



Human Features:

Hands: none (automatic, hands are sickle shaped like the claws of a preying mantis)

5 Bio-E for Partial (three fingers protrude from the base of the “blade”)

10 Bio-E for Full (hands have long curved claws, like Freddy Kruger)

Biped: none (automatic), 5 Bio-E for Partial, 10 Bio-E for Full

Speech: None (automatic), 5 Bio-E for partial, 10 for Full

Looks: none (automatic): Looks like a mutant weasel with the forepaws of a preying mantis.

Natural Weapons: 1d10 claws (5 Bio-E), 1d8 Teeth (5 Bio-E)

Automatic Mutant Animal Powers: The character can choose one of the following:

1. Increased Metabolic Rate (20 Bio-E: adds +5 to Strike, +4 to Parry and Dodge, +2 to Damage, and +2 attacks per melee; see Weasel for more on this power) and the Animal Speech Psionic Power (5 Bio-E).

2. Heal (20 Bio-E: This power works just like Bio-Manipulation except that instead of harming a target it cures 2d6 points of damage per minute of duration. This power cures hit point damage before affecting S.D.C.) and the Cell Reader Psionic Power (5 Bio-E).

Or

3. Psionic Claws (25 Bio-E) as the Psionic power.

Optional Mutant Animal Powers: 10 Bio-E for Advanced Smell.

Vestigial Disadvantage: Diet Carnivore (-10 Bio-E) required, can also take: Color Blindness (-5 Bio-E), Musk Glands (-5 or -10 Bio-E), Nocturnal (-10 Bio-E), Reptile Brain: Predator (-10 Bio-E), tail (-5 Bio-E).

KAPPA

Description: The kappa, based on an entity from Japanese folklore is a mixture of monkey, platypus and turtle genes. In appearance a kappa looks like a scaled green monkey with a duck beak and the shell of a turtle. Kappas are immensely strong for their size and legend states this is because the water that floats in a depression in the top of the head gives them magic. It actually doesn't but the legend is so ingrained many kappa believe it and the effect has become psychosomatic: a kappa who loses the water in his head actually

thinks he is weak until he can refill the depression with water, much like the Popeye Crazy Hero effect from Rifts. Many kappa use their natural healing bonus to become physicians while others prefer lives in the army or as martial artists.

Size Level: 5

Build: Medium

Mutant Changes & Cost Total BIO-E: 5

Attribute bonus: none

Human Features:

Hands: Full hands (automatic)

Biped: Full (automatic)

Speech: Full (automatic)

Looks: none (automatic): all kappas have the body of a humanoid monkey with a duck beaked face, webbed hands and feet, green scales, and a shell on the back like a turtle. A saucer-like depression surrounded by stringy black hair crowns their skull. This dish is kept filled with water at all times or the character will believe that he is as weak as a kitten. Kappas also have a kangaroo-like pouch on the abdomen which they use to carry their eggs or belongings.



Natural Weapons: none

Automatic Mutant Animal Powers: Bestly Strength (5 Bio-E, applies only when the skull dish is filled with water), 10% bonus to all Medical Skills (5 Bio-E), Bio-Regeneration (20 Bio-E: the kappa can heal any damage to himself at a rate of 2d6 points of damage, healing hit points before S.D.C., this power can even heal severed limbs but it only works if the kappa is immersed in water and concentrating so is useless in combat), Light Natural Body Armor (15 Bio-E: A.R: 8, +20 S.D.C.)

Optional Mutant Animal Powers: 10 BIO-E for Crushing Strength (useful only if head dish is filled with water), 5 Bio-E for Hold Breath, 10 Bio-E for Natural Swimming Ability (gives an automatic 70 % to basic swim skill), 30 Bio-E for Medium Natural Body Armor (A.R: 10, +40 S.D.C.), 45 Bio-E for Heavy Natural Body Armor (A.R: 12, + 60 S.D.C.), 60 Bio-E for Extra heavy Natural Body Armor (A.R: 14, + 80 S.D.C.)

Vestigial Disadvantage: Psychosomatic strength (-10 Bio-E) and Webbed hands and Feet (-10 Bio-E) required, can also take: Diet: Sangivore (-15 Bio-E, is a vampire who must drink blood to survive), Musk Glands (-5 Bio-E), Nocturnal (-10 Bio-E), Shell (-15 bio-E, the kappa has no shell and thus cannot have Natural Body Armor), Reptile Brain: Predator (-10 Bio-E), and Tail (-5 Bio-E).

LEOCROTA

Description: The leocrota is a mixture of badger, hyena, cheetah, and antelope DNA. It looks like a hyena with the body of a gazelle. The fur is a dull white with a dark, badger-like stripe on each side of the face and a black tuft at the end of its long cheetah-like tail. The strangest feature of this creature however is its very wide mouth that is filled with teeth that resemble horizontal bony ridges. Leocrota are also notable for their laugh that sounds like a room full of people all talking at once.



Size Level: 12

Build: long

Mutant Changes & Cost Total BIO-E: 10

Attribute bonus: Spd: 2d6+15

Human Features:

Hands: none (automatic), 5 Bio-E for Partial, 10 Bio-E for Full

Biped: none (automatic), 5 Bio-E for Partial, 10 Bio-E for Full

Speech: None (automatic), 5 Bio-E for partial, 10 for Full

Looks: none (automatic): all leocrota look something like a cheetah with the long legs of an antelope or deer and the head of a giant badger. The face has a hyena-like jaw structure and unique teeth that can chew bone to powder.

Natural Weapons: 1d6 hooves on feet (5 Bio-E, used with kick attacks), 4d6 Bolt-Cutter teeth (Bio-E cost of 15, and see Powers below)

Automatic Mutant Animal Powers: Bolt Cutter teeth (see above: able to slice through thin objects made of wood, bone, metal. or plastic such as wire, rope, chains, and bars at a rate of three inches per melee), Brute Strength (5 Bio-E), Extra Speed (5 Bio-E, see above).

Optional Mutant Animal Powers: 10 Bio-E for Extra Speed (3d6 +30), 5 Bio-E for Advanced Smell, 5Bio-E for Bestly Strength, 10 Bio-E for Crushing Strength, 5 Bio-E for Leaping Ability (Standard), and 15 Bio-E for Extra Physical Prowess.

Vestigial Disadvantage: Diet: Carnivore (-10 Bio-E, bones only) and Hooves (-5 Bio-E) required, can also take: Ears (-5 Bio-E), Prey Eyes -10 Bio-E), Reptile Brain: Predator (-10 Bio-E), and Tail (-5 Bio-E).

MANTICORE

Description: The manticore is chimera composed of human, tiger, porcupine, and shark DNA. It has the body of a tiger, the head of a man, and the teeth of a shark. The tiger's tail ends in a tuft of porcupine quills that can be lashed at foes. Some manticores also have bat DNA mixed in their makeup, these manticores are easily identified due to their bat-like wings.

Size Level: 14

Build: Medium

Mutant Changes & Cost Total BIO-E: 0

Attribute bonus: none

Human Features:

Hands: none (automatic),

5 Bio-E for Partial

10 Bio-E for Full

15 Bio-E for Extra limbs (Wings

plus Full human hands)

Biped: None (automatic), 5 Bio-E for

Partial, 10 Bio-E for Full

Speech: Partial (automatic), 5 Bio-E for Full

Looks: Partial (automatic): a manticore with this level of appearance has a human on a feline body



Natural Weapons: 1d8 Retractable Claws on hands, 2d8 teeth (5 and 10 Bio-E respectively, see also Automatic Powers below).

Automatic Mutant Animal Powers: Quills on tip of tail like a porcupine. Anyone struck by the tail takes 3d6 points of damage and by lashing the tail, any loose quills (1d4 per lash) can be thrown at an attacker like a dagger for 1d4 damage each. A manticore has enough quills to do this 8 times a day. (Worth 15 Bio-E).

Optional Mutant Animal Powers: 10 Bio-E for Glide, 20 bio-E for basic Flight, 30 BIO-E for Soaring Flight, 5Bio-E for Beastly Strength, 10 Bio-E for Brute Strength, 15 Bio-E for Crushing Strength, 5 Bio-E for Leaping Ability (Feline), 20 Bio-E for Paralytic poison (as rattlesnake) on tail quills only, 35 Bio-E for Deadly poison (as rattlesnake) on tail quills only, and 15 Bio-E for Predator Burst

Vestigial Disadvantage: Diet Carnivore (-10 Bio-E) and Reptile Brain: Predator (-10 Bio-E) required, can also take: Nocturnal (-5 Bio-E), Tail (-5 Bio-E), and Wings.

MERMAID

Description: A mermaid (or merman if male) is a chimera composed of human and fish DNA. They look perfectly human from the waist up and from the waist down they have the tail of a large fish. Mermaids are the most common aquatic noble and own many underwater palaces off the coast of Asia.

Size Level: 9

Build: Medium

Mutant Changes & Cost Total BIO-E: 0

Attribute bonus: none

Human Features:

Hands: Full (automatic)

Biped: none (automatic, a fish-like tail)

5 Bio-E for partial (two flippers feet like a sea lion)

10 Bio-E for full (full human feet with five toes)

Speech: Full (automatic)

Looks: partial (automatic): A humanoid head and torso with an ape-like face, scraggly hair like seaweed, and fin-like ears. The humanoid chest and arms combine at the waist to a fish-like tail and the hands are webbed.

5 For Full: Looks perfectly human except for the fish-like tail.

Natural Weapons: none

Automatic Mutant Animal Powers: Hold Breath (5 Bio-E) and Natural Swimming Ability (10 Bio-E: gives an automatic 70 % to basic swim skill). Hypnotic song: treat as the psionic gift Hypnotic suggestion but affects everybody within a 20-foot radius who hear the song (15 Bio-E).

Optional Mutant Animal Powers: 5 Bio-E for Sonar, 5 Bio-E for Extra Physical Beauty, 5Bio-E for Beastly Strength, 10 Bio-E for Brute Strength, 5 Bio-E for thick blubber (½ damage from cold and +20 S.D.C.), 15 Bio-E for Light Natural Body Armor (scales: A.R: 6 and + 20 S.D.C).

Vestigial Disadvantage: Webbed Hands and Feet (-10 Bio-E) required, can also take: Diet: carnivore (fish only -10 Bio-E) and Ears (-5 Bio-E)

ONI

Description: The oni of legend was a Japanese ogre described as looking like a giant horned man with only two clawed toes on each foot and with the eyes and teeth of a tiger. The chimerical variety of Xanadu is a mixture of gorilla, goat, and tiger DNA. The result is an 800 lb, 7 ½ foot tall, massively muscled humanoid covered with dark fur everywhere but on the face and hands. The oni also has pointed teeth, retractable claws on the hands, split toes, and horns on the head.

Size Level: 14

Build: Medium



Mutant Changes & Cost Total BIO-E: 0

Attribute bonus: P.S: +4

Human Features:

Hands: Partial (automatic), 5 Bio-E for Full

Biped: Partial (automatic), 5 Bio-E for Full

Speech: None (automatic), 5 Bio-E for partial, 10 for Full

Looks: Partial (automatic): An Oni resembles a giant human covered in dark hair. The bare face, hands, and feet are usually covered with leathery reddish skin, though oni with greenish and purplish skin are not unknown. The eyes and teeth are feline, as are the retractable claws that extend from the fingers, but the horns on the head are pure goat. In addition the feet have only two toes that end in horny hoof-like claws. Like gorillas, oni weigh more than their height would indicate (add 1d4 x 100 lbs to weight) - look at the cover to see an oni in full samurai armor).

Natural Weapons: 1d8 Retractable Claws on hands, 1d8 teeth, and 1d6 horns (all cost 5 Bio-E).

Automatic Mutant Animal Powers: Brute Strength (10 Bio-E)

Optional Mutant Animal Powers: 5 Bio-E for Advanced Smell, 5 Bio-E for Crushing Strength, 5 Bio-E for Leaping Ability (Feline), and 15 Bio-E for Predator Burst

Vestigial Disadvantage: Diet: Carnivore (-10 Bio-E) and Reptile Brain: Predator (-10 Bio-E) required, can also take: Horns (-5 Bio-E), Hooves (-5 Bio-E), and Tail (a tiger's tail -5 Bio-E).

OPINICUS

Description: The opinicus is a chimera similar to a griffin in form. Like a griffin it was created by splicing together the genes of an eagle and a lion. Unlike the griffin it also has dragon and camel DNA added to the mix. The result is a creature with the head of an eagle, the body and tail of a camel, and the legs of a lion, and the neck and wings of a dragon. Opinicus love desert areas where they build their palaces near oases stocked with trees and plants for these nobles are pure vegetarians.

Size Level: 13

Build: Medium

Mutant Changes & Cost Total BIO-E: 0

Attribute bonus: none

Human Features:

Hands: Extra limbs with full hands (automatic)

Biped: none (automatic), 5 Bio-E for Partial, 10 Bio-E for Full

Speech: None (automatic), 5 Bio-E for partial, 10 for Full

Looks: none (automatic): All opinicus have the head of an eagle with the ears of a camel. They also have the feet and hands of a big cat, the body and tail of a dromedary camel and the long neck and bat-like wings of a dragon.



Natural Weapons: 1d8 Retractable Claws on hands, 1d8 talons on feet (used with kick attacks), and 1d8 teeth (all 5 Bio-E each).

Automatic Mutant Animal Powers: Extra Limbs: Wings and Basic Flight.

Optional Mutant Animal Powers: 10 BIO-E for Soaring Flight, 5 Bio-E for Advanced Vision, 5Bio-E for Bestly Strength, 10 Bio-E for Brute Strength, 15 Bio-E for Crushing Strength, 5 Bio-E for Leaping Ability (Feline), and 15 Bio-E for Predator Burst

Vestigial Disadvantage: Diet: Herbivore (-5 Bio-E) required, can also take: Diet: Ruminant (-10 Bio-E), Paws (no full hands, the character has normal leonine paws and wings, -10 Bio-E), Reptile Brain: Predator (-10 Bio-E), Tail (-5 Bio-E), and Wings.

PANTHALOPS

Description: The panthalops is a chimera created from mixing the DNA of a deer with that of a chameleon. The result is an animal similar to a small grey reindeer but with the ability to change its coloring like a chameleon. The mythical panthalops was also famous for their multi-tined antlers that are said to be made out solid silver. Hunters would chase the deer into thickets in the hope that their antlers would get caught in the trees, thus trapping the panthalops until the hunter arrived. The real panthalops does not have actual silver antlers (only silver colored) but its antlers are very large and may accidentally catch on things.

Size Level: 10

Build: Medium

Mutant Changes & Cost Total BIO-E: 10

Attribute bonus: P.S: +1, P.E: +1, Spd: +3

Human Features:

Hands: none (automatic), 5 Bio-E for Partial, 10 Bio-E for Full

Biped: none (automatic), 5 Bio-E for Partial, 10 Bio-E for Full

Speech: None (automatic), 5 Bio-E for partial, 10 for Full

Looks: none (automatic): panthalops look like a small reindeer with huge multi-tined antlers in both sexes. The fur is a neutral brownish grey but can be changed at will.



Natural Weapons: 3d6 huge antlers (15 Bio-E)

Automatic Mutant Animal Powers: Extra Limbs: Chameleon Skin (5 Bio-E, as the Chameleon Mouse power on page 130 of After the Bomb® 2nd edition).

Optional Mutant Animal Powers: 15 Bio-E for Extra Physical Prowess, 15 Bio-E for Extra Physical beauty, 10 Bio-E for Extraordinary Speed (2d6+15), 15 Bio-E for Extraordinary Speed (3d6+15), 5Bio-E for Beastly Strength, 10 Bio-E for Brute Strength, 15 Bio-E for Crushing Strength, and 5 Bio-E for Leaping Ability (Standard).

Vestigial Disadvantage: Big Antlers required (-5 Bio-E, antlers have a 65% chance of catching on any protruding object including tree limbs, chandeliers, and rope if the character is moving hurriedly, the character can minus his level from this total: so a 5th level panthalops character has only a 60% chance of catching his horns), can also take: Cervid Antlers (-5 Bio-E), Color Blindness (-5 Bio-E), Diet: herbivore (-5 Bio-E), Diet: Ruminant (-10 Bio-E), Horns (-5 Bio-E), Hooves (-5 Bio-E), Reptile Brain: Prey (-10 Bio-E), Tail (-5 Bio-E).

PEGASUS

Description: The Pegasus is a horse with the wings of a swan. They were found in any culture that had horses and were one of the staples of pre-crash fantasy fiction. As a result of this interest pegasi were among the first chimera deliberately created for Dreamland.

Size Level: 18

Build: Medium

Mutant Changes & Cost Total BIO-E: 0
Attribute bonus: P.B: + 1d4+4, Spd: +2d6+15

Human Features:

Hands: Extra limbs with full hands (automatic)
Biped: none (automatic), 5 Bio-E for Partial, 10 Bio-E for Full
Speech: None (automatic), 5 Bio-E for partial, 10 for Full
Looks: None (automatic): all pegasi look like winged horses. The fur may be any equine color (though black, white, and palomino are the most common) while the feathered wings may be white, black, golden, chestnut, or the same color as the fur.



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Natural Weapons: 2d4+2 Hooves on hands, 2d4+2 hooves on feet (used with kick attacks): Bio-E cost of 5 each.

Automatic Mutant Animal Powers: Extra Limbs: Wings and Basic Flight, Extraordinary Physical Beauty (5 Bio-E), and Extraordinary speed (5 Bio-E): already calculated in the attribute bonuses given above).

Optional Mutant Animal Powers: 10 BIO-E for Soaring Flight, 5 Bio-E for Advanced Smell, 5 Bio-E for Advanced Vision, 5Bio-E for Beastly Strength, 10 Bio-E for Brute Strength, 15 Bio-E for Crushing Strength, 5 Bio-E for Leaping Ability (Standard), and 15 Bio-E for Extra Physical Prowess.

Vestigial Disadvantage: none required, can take: Diet: Herbivore (-5 Bio-E), Diet: Ruminant (-10 Bio-E), Domestication (-10 Bio-E), Hooves (-5 Bio-E), Paws (no full hands, the character has normal equine hooves and wings, -10 Bio-E), Prey Eyes (-10 Bio-E), Reptile Brain: Prey (-10 Bio-E), Tail (-5 Bio-E), and Wings (-10 Bio-E).

PERYTON

Description: The Peryton is a chimera composed of the DNA of a deer and a bird of prey. There are two types of peryton. The true peryton, which was based on a monster from Greek mythology, is a fearsome carnivorous predator. The second type is the snafus, based on a creature from Canadian Lumberjack myth the snafus is a gentle herbivore. Other than in behavior the two types are identical and have the head and legs of a deer combined with the body and wings of a falcon.

Size Level: 13

Build: Medium

Mutant Changes & Cost Total BIO-E: 10

Attribute bonus: P.S: + 1, Spd: +3

Human Features:

Hands: Extra Limbs with wings and full hands (automatic)
Biped: none (automatic), 5 Bio-E for partial, 10 Bio-E for Full
Speech: None (automatic), 5 Bio-E for partial, 10 for Full
Looks: None (automatic): all peryton look like a bird of prey with the head and feet of a deer. The coloring is a dead black with blue feathers on the breast of the male and green feathers on the female. Snawfus are similar in appearance but are snow white in color with antlers the color of dogwood flowers.



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Natural Weapons: 2d6 antlers (10 Bio-E)

Automatic Mutant Animal Powers: Wings and Basic Flight

Optional Mutant Animal Powers: 10 Bio-E for Soaring Flight, 5 Bio-E for Advanced Smell, 5 Bio-E for Advanced Vision, 5 Bio-E for Beastly Strength, 10 Bio-E for Brute Strength, 15 Bio-E for Crushing Strength, 5 Bio-E for Leaping Ability (Standard), and 15 Bio-E for Extra Physical Prowess.

Vestigial Disadvantage: Hooves (5 Bio-E) required (already calculated into the Bio-E), can also take: Cervid Antlers (-5 Bio-E), Diet: Carnivore or Diet: Ruminant (choose one: -10 Bio-E), Paws (no full hands, the character has normal equine hooves and wings, this option can only be taken if the character has extra limbs, -10 Bio-E), Prey Eyes (-10 Bio-E), Reptile Brain: Prey or Predator (choose one: -10 Bio-E), and Wings (-10 Bio-E).

PHOENIX

Description: Based on the firebirds of Russia and the Fung-Hwang of the Orient the phoenix is a beautiful peacock-like bird with golden-red feathers and a hooked beak like a falcon. It is a chimera, perhaps of raptor and peacock genes in which the bioluminescent genes that were used for the chameleon mouse and the fire-proof secretions found in some insects have been inserted.

Size Level: 4

Build: Medium

Mutant Changes & Cost Total Bio-E: 0

Attribute bonus: +3 M.A., +4 P.B.

Human Features:

Hands: partial at end of wings (automatic), 5 Bio-E for full, 10 for Extra Limbs

Biped: full (automatic)

Speech: full (automatic)

Looks: none (automatic): A long necked peacock-like bird with a hooked beak and plumage of fiery reds, violet and gold.

Natural Weapons: none

Automatic Mutant Animal Powers: Wings and Basic Flight, Immunity to Flames (special: 10 Bio-E: the phoenix takes only half damage from flame due to its fire-retardant feathers), Generate Light and Light Pulse (special, 20 Bio-E, the same as the Chameleon mouse abilities, see *After the Bomb*® 2nd edition page 130).

Optional Mutant Animal Powers: 20 Bio-E for Soaring Flight, 10 Bio-E for Advanced Vision, 5 Bio-E for Extra Physical beauty.

Vestigial Disadvantage: none required, can take: Diet: herbivore (-5 Bio-E), Reptile Brain: Prey (-10 Bio-E), Tail (-5 Bio-E), and Wings (-10 Bio-E).

QI-LIN

Description: The qi-lin is a chimera based on the magical chi-lin (also spelled ki-lin, ki-rin, and ri-rin) of the Orient. While often called the “oriental unicorn” this is incorrect. The oriental unicorn (or zhi) was originally a very different creature than the qi-lin. It is more correct to call the qi-lin a dragon horse as several myths call it just that. It is a mixture of deer, horse, and lizard genes that looks like a small horse covered in glittering scales with a flowing mane and tail, two antlers on the head, and a dragon-like snout. It is said that all qi-lin are sorcerers of the highest power who are taught how to control this magical talent at a monastery high in the Himalayas.



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Size Level: 10

Build: Medium

Mutant Changes & Cost Total BIO-E: 20

Attribute bonus: M.A: + 6

Human Features:

Hands: none (automatic), 5 Bio-E for Partial, 10 Bio-E for Full

Biped: none (automatic), 5 Bio-E for Partial, 10 Bio-E for Full

Speech: None (automatic), 5 Bio-E for partial, 10 for Full

Looks: none (automatic): all qi-lin look like scale covered horses with a flowing mane and tail. Unlike a horse the hooves are cloven and the head is like a dragons. Color is either gold with a reddish gold mane/tail and blue eyes or silver blue with a white mane/tail and violet eyes. The horns and hooves are pinkish gold and the body is marked with white spots.



Natural Weapons: 1d6 hands, 1d6 hooves on feet (used with kick attacks), 1d8 Teeth (Bio-E cost of 5 each)

Automatic Mutant Animal Powers: Psychic Walk (10 Bio-E, automatic psionic power).

Optional Mutant Animal Powers: 10 Bio-E for Psychic Flight (as psychic walk but allows the character to fly like Superman at the same speed as basic flight), 5 Bio-E for Extra Speed (2d6 +15), 15 Bio-E for Extra Speed (3d6 +30), 5 Bio-E for Advanced Smell, 5 Bio-E for Advanced Vision, 5 bio-E for Brute Strength, 10 Bio-E for Bestly Strength, 15 Bio-E for Crushing Strength, 5 Bio-E for Leaping Ability (Standard), and 15 Bio-E for Extra Physical Prowess.

Vestigial Disadvantage: Diet: Herbivore (-5 Bio-E) Horns (-5 Bio-E), and Hooves (-5 Bio-E) required, can also take: Diet: Ruminant (-10 Bio-E), Cervid Antlers (-5 Bio-E), Ears (-5 Bio-E), Prey Eyes -10 Bio-E), Reptile Brain: Prey (-10 Bio-E), and Tail (-5 Bio-E).

SHEDU

Description: A buffalo with the head of a man and the wings of a bird, Shedus were originally creatures of Babylonian and Chinese myth that were said to guard temples. In modern times a famous role playing game has (ever since its 3rd edition) mistaken the shedu for the human headed horse Al-Borak of Arabia. Luckily the genetic engineers of Dreamland were better read and the shedu of Xanadu is a chimera of man, cow, and eagle just like its ancient namesake.

Size Level: 17

Build: Short

Mutant Changes & Cost Total BIO-E: 0

Attribute bonus: 0

Human Features:

Hands: Extra Limbs with no human hands: see below (automatic), 5 Bio-E for Extra limbs with Partial hands, 10 Bio-E for Extra Limbs and Full Hands.

Biped: none (automatic), 5 Bio-E for Partial, 10 Bio-E for Full
Speech: Full (automatic)

Looks: partial (automatic): all shedu look like normal cattle but have the head of a human being (albeit with horns) and the wings of a bird.



Natural Weapons: 1d4 horns (see below)

Automatic Mutant Animal Powers: Wings and Basic Flight

Optional Mutant Animal Powers: 5 Bio-E for Soaring Flight, 10 Bio-E for Brute Strength, 15 Bio-E for Crushing Strength, 5 Bio-E for Leaping Ability (Standard), 10 Bio-E for Extraordinary Speed (2d6 +15), and 15 Bio-E for Extra Physical Endurance.

Vestigial Disadvantage: Horns (-5 Bio-E), Hooves (-5 Bio-E) and Paws (no full hands, the character has normal equine hooves and wings, -10 Bio-E) required (already calculated into the Bio-E), can also take: Diet: Herbivore (-5 Bio-E), Diet: Ruminant (-10 Bio-E), Domestication (-10 Bio-E), Tail (-5 Bio-E), and Wings (-10 Bio-E).

SIMURGH

Description: The Simurgh or cynogriffin was a creature from Alaskan, Persian and Russian mythology that resembled a hybrid of dog and bird. This magical beast was said to have feathers that could heal any wound and was said to nest upon the Tree of Life. In Asia there is no magical tree but there is a chimera composed of the DNA of a canine and a peacock. This winged canine is best known for its loyalty and good nature as well as a healing enzyme produced by the feathers in its wings.

Size Level: 5

Build: medium

Mutant Changes & Cost Total BIO-E: 21

Attribute bonus: 0

Human Features:

Hands: Extra Limbs with wings and full hands (automatic)

Biped: none (automatic), 5 Bio-E for Partial, 10 Bio-E for Full

Speech: None (automatic), 5 Bio-E for partial, 10 for Full

Looks: none (automatic): All simurgh look like a wolf or German shepherd dog with the wings and tail of a bird or paradise. The fur varies from a silvery white to black or brown while the feathers are a bright silver, golden brown and golden red.



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Natural Weapons: 1d4 talons on feet (used with kick attacks), and 1d6 teeth (both 5 Bio-E each).

Automatic Mutant Animal Powers: Wings and Basic Flight, Healing feathers (20 Bio-E): by removing a flight feather and soaking it in wine, the simurgh can make a potion that will cure 1d8 Points of damage or automatically become an antidote for any poison. Each feather causes one point of damage to the simurgh when removed and will make enough potion for one dose. A simurgh has 12 flight feathers on each wing and cannot fly if more than three are removed from a wing.

Optional Mutant Animal Powers: 10 Bio-E for Soaring Flight, 5 Bio-E for Advanced Smell, 5 Bio-E for Bestly Strength, 10 Bio-E for Brute Strength, 15 Bio-E for Crushing Strength, 5 Bio-E for Leaping Ability (Standard), and 15 Bio-E for Predator Burst

Vestigial Disadvantage: none required, can take: Diet: carnivore (-10 Bio-E), Paws (no full hands, the character has normal avian or canine paws and wings, -10 Bio-E), Reptile Brain: Predator (-10 Bio-E), Tail (-5 Bio-E), and Wings.

SPHYNX

Description: The sphinx (also known as a lamassu), is a mixture of human, feline and eagle DNA. Most sphinxes are basically winged cats and flying panthers, lions, and tigers exist. Some have more human genes than others and these sphinxes have human heads on the body of a winged cat. Generally both types of sphinxes have the same characteristics and appearance is the only difference.

Size Level: 14

Build: Medium

Mutant Changes & Cost Total BIO-E: 0

Attribute bonus: none

Human Features:

Hands: Extra limbs with full hands (automatic)

Biped: none (automatic), 5 Bio-E for Partial, 10 Bio-E for Full

Speech: Full (automatic)

Looks: none (automatic): a sphinx with this level of appearance looks just like a winged lion, leopard, panther or tiger.

5 Bio-E for Partial: a sphinx with this level of appearance has human DNA mixed in with the feline and eagle. It has a human head instead of a feline.

10 Bio-E for Full: as a feline with human looks but will have a perfectly human face and bird wings.



Natural Weapons: 1d8 Retractable Claws on hands, 1d8 teeth (Bio-E cost of 5 each)

Automatic Mutant Animal Powers: Extra Limbs: Wings and Basic Flight.

Optional Mutant Animal Powers: 10 BIO-E for Soaring Flight, 5 Bio-E for Advanced Vision, 5Bio-E for Bestly Strength, 10 Bio-E for Brute Strength, 15 Bio-E for Crushing Strength, 5 Bio-E for Leaping Ability (Feline), and 15 Bio-E for Predator Burst

Vestigial Disadvantage: none required, can take: Diet: carnivore (-10 Bio-E), Paws (no full hands, the character has normal feline paws and wings, -10 Bio-E), Reptile Brain: Predator (-10 Bio-E), Tail (-5 Bio-E), and Wings.

ROC

Description: The Roc or Thunderbird of legend was a gigantic bird whose silhouette could block out the sun and whose wings beat like thunder. Birds of this sort were found in the myths of Arabia, North America, Madagascar, China, and Siberia and were always described as immense eagles with powerful talons and the ability to summon lightning. The chimerical roc is a hybrid of condor, pterosaur, and electric eel DNA created to mimic the legend.

Size Level: 20

Build: Medium

Mutant Changes & Cost Total BIO-E: 0

Attribute bonus: none

Human Features:

Hands: None (automatic), 5 Bio-E for partial, 10 Bio-E for Full, 15 Bio-E for Extra Limbs

Biped: Full (automatic)

Speech: None (automatic), 5 for partial, 10 for Full

Looks: None (automatic): a roc looks like a giant eagle with a 70 foot wingspan. There is a crest on the head and the body is covered with golden red feathers with a darker marking on the abdomen resembling a human face.

Natural Weapons: 1d8 Talons on feet (5 Bio-E, used in kick attacks), 1d10 beak (10 Bio-E)

Automatic Mutant Animal Powers: Wings and Basic Flight, Natural Energy Blast: lightning (15 Bio-E: A roc can generate an electric discharge up to 3 times a day. This electricity shoots out of the body to a basic range of 15 feet and does 3d6 points of damage to anyone within range), Thunder flap (10 Bio-E: by clapping its wings together the roc can create a shockwave that will cause 1d10 points of damage to anyone directly in front of the roc and up to 100 feet away from the bird.

Optional Mutant Animal Powers: 10 Bio-E for Soaring Flight, 5 Bio-E for Advanced Vision, 5 Bio-E for Bestly Strength, 10 Bio-E for Brute Strength, 15 Bio-E for Crushing Strength, and 15 Bio-E for Predator Burst

Vestigial Disadvantage: Diet: carnivore (-10 Bio-E), Horns (or in this case: Crest, -5 Bio-E), Reptile Brain: Predator (-10 Bio-E) required, can also take: Tail (-5 Bio-E), and Wings (-10 Bio-E).

UNICORN

Description: The unicorn is a creature that originated in Indian mythology that resembled a slim white horse with the grace of a deer, the hooves of a goat, the tail of a lion, and a single spiral horn in the center of the forehead. Unicorns were the first mythical animal to be recreated in modern times and genetic engineers were eventually able to fix the traits by combining antelope, horse, and narwhale DNA.

Size Level: 13

Build: long

Mutant Changes & Cost Total BIO-E: 0

Attribute bonus: P.B: +1d4+4, Spd: + 2d6 +15

Human Features:

Hands: none (automatic), 5 Bio-E for Partial, 10 Bio-E for Full

Biped: none (automatic), 5 Bio-E for Partial, 10 Bio-E for Full

Speech: None (automatic), 5 Bio-E for partial, 10 for Full

Looks: none (automatic): all unicorns look like very graceful and elongated Arabian horses with long legs ending in cloven hooves, a long tail that ends in a tuft of flowing hair, and a single spiral horn made of ivory on the forehead.

5 Bio-E for Partial: as in a horse with partial looks but with long flowing hair, a delicate build, and four fingered hands.

10 Bio-E for Full: looks human in every way except for flowing silky hair, pointed ears, hoofed feet, and a horn in the center of the forehead.

Natural Weapons: 1d6 hooves on feet (used with kick attacks), 1d6 small horn (Bio-E cost of 5 each)

Automatic Mutant Animal Powers: Antidote horn (5 Bio-E): a unicorn can cure any poison by shaving off a small sliver of horn and mixing it with pure water to make an antidote that must be drank by the victim, Extra Physical Beauty and Extraordinary Speed (both 10 Bio-E and already added into the attribute bonuses above).



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Optional Mutant Animal Powers: 5 Bio-E for Extra Speed (3d6 +30), 5 Bio-E for Advanced Smell, 5 Bio-E for Advanced Hearing, 5 bio-E for Brute Strength, 10 Bio-E for Bestly Strength, 15 Bio-E for Crushing Strength, 5 Bio-E for Leaping Ability (Standard), 10 Bio-E for Leaping ability (rodent), and 15 Bio-E for Extra Physical Prowess.

5 Bio-E for large horn: 2d6 damage

5 Bio-E for Springy Horn: by landing upon its horn (a successful P.P. roll) the unicorn takes no damage from falling - the horn absorbs all the damage but if the damage exceeds the S.D.C of the horn (which is equal to the P.E. of the character plus the maximum damage inflicted by the horn) the horn will break. It takes one melee to extract a horn embedded in mud or earth, two melees to extract one stuck in wood or plaster and three melees to remove one stuck in rock.

15 Bio-E for Unicorn Pool: this is a pool of clear spring water that the unicorn must bathe in at least once a week. These pools are famous for their healing ability and anyone immersed in its waters will heal 2d6 points of damage one time per 24 hours. Unicorn water also has two other special abilities, first it increases the percentage chance +10% on any attempt to use divination magic by gazing into its depths and it acts as a non lethal poison (it quenches their fire) when drank by a dragon or other fire-breathing creature.

Vestigial Disadvantage: Diet: Herbivore (-5 Bio-E) and Hooves (-5 Bio-E) required, can also take: Colorblind (-5 Bio-E), Diet: Ruminant (-10 Bio-E), Horn (-5 Bio-E, cannot take large horn or springy horn), Ears (-5 Bio-E), Prey Eyes -10 Bio-E), Reptile Brain: Prey (-10 Bio-E), and Tail (-5 Bio-E).

VAMPIRE

Description: The vampire of myth was an undead corpse, the vampire of the world after the bomb is a chimera created by mixing the genes of a human with those of a vampire bat. Like their mythical namesakes vampires are nocturnal bloodsuckers, but unlike the myth chimerical vampires are not harmed by sunlight and cannot change their form. Most of the vampires in Xanadu have a special group of servants who donate blood for their master.

Size Level: 10

Build: medium

Mutant Changes & Cost Total BIO-E: 0

Attribute bonus: none

Human Features:

Hands: Extra limbs with full hands (automatic)

Biped: full (automatic)

Speech: full (automatic)

Looks: full (automatic): all vampires look like normal humans with the wings of a bat and elongated canine teeth.

Natural Weapons: 1d4 bite (5 Bio-E)

Automatic Mutant Animal Powers: Wings, Basic Flight, and Animal Control (bats)

Optional Mutant Animal Powers: 5 Bio-E for Extra Speed (3d6 +30), 5 Bio-E for Advanced Smell, 5 Bio-E for Advanced Hearing, 5 bio-E for Brute Strength, 10 Bio-E for Bestly Strength, 15 Bio-E for Crushing Strength, 5 Bio-E for Leaping Ability (Standard), 10 Bio-E for Leaping ability (rodent), 15 Bio-E for Extra Physical Prowess



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Vestigial Disadvantage: Diet: Sangivore (-15 Bio-E, blood only) and Nocturnal (-10 Bio-E) required, can also take: Colorblind (-5 Bio-E), Ears (-5 Bio-E, some vampires have the ears of a bat), Reptile Brain: Predator (-10 Bio-E), and Wings (-10 Bio-E).

WOLPERTINGER

Description: The wolpertinger is a creature from European and North African mythology that looked like a rabbit with the horns of a deer, fangs of a wolf, and the wings of a bird. Though similar to the jackalope of American myth, wolpertingers were much more powerful and were said to be witches in disguise. The noble wolpertingers are a chimera of hare, grouse, and deer DNA that, like their namesakes, tend to be gifted sorcerers.

Size Level: 4

Build: Medium

Mutant Changes & Cost Total BIO-E: 30

Attribute bonus: Spd: + 2d6 +15

Human Features:

Hands: Extra Limbs with Full hands (automatic)

Biped: none (automatic), 5 Bio-E for Partial, 10 Bio-E for Full

Speech: None (automatic), 5 Bio-E for partial, 10 for Full

Looks: none (automatic): all wolpertingers look like rabbits with the wings of a bird, antlers and saber-toothed tusks of a musk deer.

Natural Weapons: 1d4 tusks and 1d6 small horns (Bio-E cost of 5 each)

Automatic Mutant Animal Powers: Wings and Basic Flight, Extraordinary Speed (10 Bio-E already added into the attribute bonuses above).

Optional Mutant Animal Powers: 5 Bio-E for Extra Speed (3d6 +30), 5 Bio-E for Advanced Smell, 5 Bio-E for Advanced Hearing, 5 Bio-E for Leaping Ability (Standard), 10 Bio-E for Leaping ability (rodent), 15 Bio-E for Extra Physical Prowess.

Vestigial Disadvantage: none required, can also take: Colorblind (-5 Bio-E), Diet: Herbivore (-5 Bio-E), Diet: Ruminant (-10 Bio-E), Horn (-5 Bio-E), Ears (-5 Bio-E), Prey Eyes -10 Bio-E), Reptile Brain: Prey (-10 Bio-E), and Wings (-10 Bio-E)



YALE

Description: a yale was an animal from Africa that was said to look like a bull with horns that pointed both forwards and back. Though the mythical yale was inspired by domestic cattle that had had their horn buds molded by man, the chimerical yale is a mix of blackbuck and wild boar with some genes added just to mimic its mythical namesake.

Size Level: 17

Build: medium

Mutant Changes & Cost Total BIO-E: 0

Attribute bonus: P.S: + 2

Human Features:



Hands: none (automatic), 5 Bio-E for Partial, 10 Bio-E for Full
Biped: none (automatic), 5 Bio-E for Partial, 10 Bio-E for Full
Speech: None (automatic), 5 Bio-E for partial, 10 for Full
Looks: none (automatic): Yale look like tawny antelope spotted with black. Boar-like tusks protrude from the lower jaw and it has two long horns on the head. Male yales can easily be told from the females by their goat-like beards.

Natural Weapons: 1d6 hooves on feet (used with kick attacks), 2d8 horns, and 1d6 small Tusks (Bio-E cost of 5 each)

Automatic Mutant Animal Powers: Swiveling horns (5 Bio-E): a yale's horns are movable at will. With this power, the yale has perfect control over his horns and gets a +2 bonus (+1 per horn) to strike and can strike two different targets at one time as long as the targets are both standing within two yards of the yale.

Optional Mutant Animal Powers: 10 Bio-E for Extra Speed (2d6 +15), 5 Bio-E for Advanced Smell, 5 Bio-E for Advanced Hearing, 5 Bio-E for Brute Strength, 10 Bio-E for Beastly Strength, 15 Bio-E for Crushing Strength, 5 Bio-E for Leaping Ability (Standard), 15 Bio-E for Extra Physical Endurance

Vestigial Disadvantage: Diet: Herbivore (-5 Bio-E) and Hooves (-5 Bio-E) required, can also take: Colorblind (-5 Bio-E), Diet: Ruminant (-10 Bio-E), Horn (-10 lacks swiveling horns as well), Ears (-5 Bio-E), Prey Eyes -10 Bio-E, Reptile Brain: Prey (-10 Bio-E), and Tail (-5 Bio-E).

YETI

Description: The Yeti was a creature of Tibetan myth that was said to resemble a giant man covered in hair like an ape. Genetic engineers created their own yeti for Dreamland that was a hybrid of Gorilla and Polar bear. This yeti looks like a white furred gorilla with claws. Yetis are known for their large feet and strong body odor.

Size Level: 13

Build: medium

Mutant Changes & Cost Total BIO-E: 0

Attribute bonus: P.S: +6, P.E: +4, I.Q: +6

Human Features:

Hands: Partial (automatic), 5 Bio-E for Full
Biped: Partial (automatic), 5 Bio-E for Full
Speech: None (automatic), 5 Bio-E for partial, 10 for Full
Looks: Partial (automatic): A has a face that resembles that of a gorilla but the feet are human-like and the hands end in short claws. Long, shaggy white hair covers an ape-like body and hides two bearlike ears.

Natural Weapons: 1d8 Claws (5 Bio-E)

Automatic Mutant Animal Powers: Brute Strength (10 Bio-E), 15 Bio-E for Insulating Fur: Cold does ½ damage; +10 S.D.C.

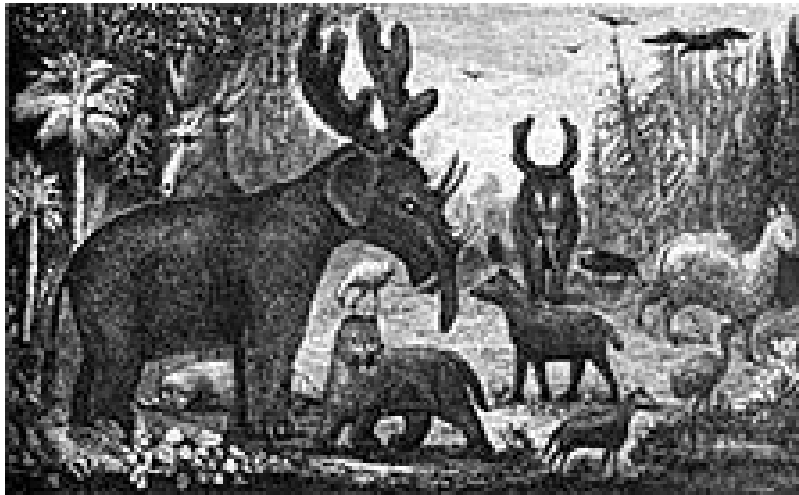
Optional Mutant Animal Powers: 5 Bio-E for Advanced Smell, 5 Bio-E for Crushing Strength, 5 Bio-E for Night vision (60'), 15 Bio-E for Extra Physical Prowess, 15 Bio-E for Extra Physical Endurance, and 15 Bio-E for Predator Burst

Vestigial Disadvantage: Ears (-5 Bio-E), Musk Glands (-10) and Nearsighted (-5 Bio-E) required, can also take: Diet: carnivore (-10 Bio-E) and Nocturnal (-10 Bio-E).



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BESTIARY



In this chapter I am going to list some monsters and animals that a Mutants in Xanadu character is likely to meet when traveling through the wilderness. Some of these beasts should be familiar to After the Bomb™ players while others are unique to this setting. Creatures from other After the Bomb® products that would be appropriate for Xanadu are:

After the Bomb® 2nd edition	Page #	Mutants in Avalon™	Page #
Giant Ant Lion	191	Giant Ant (often kept as a pet)	21
Giant Beetle	190	Giant Bee	21
Giant Dragonfly (monster sized)	190	Giant Butterfly	22
Giant Fly	190	Giant Caterpillar	22
Giant Grasshopper	190	Giant Dragonfly (pet sized)	23
Giant Locust	191	Giant Ladybird	23
Giant Mosquito	190	Giant Snail (wild only)	19
Giant Praying mantis	190	Giant Slug	19
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Giant Wasps	190		

Asia differs from most *After the Bomb*® settings in that its vast territory has allowed vertebrate animals to mutate in directions beyond the usual humanoid form. These new animals are unintelligent and share the ecosystem with the giant insects found in the rest of the world. Herbivorous mammals descended from rabbits and rodents are the most common but some odd reptiles and pigs have also evolved. Carnivorous mammals include giant short faced weasels that have taken the place of the big cats and monstrous packs of giant rats that have the niche formerly held by members of the dog family. In addition to these mammals the explorer can also meet such horrors as giant worms, moths, snakes, and the hideously mutated humans known as bakemono. Creatures unique to this setting are:

AHOOL

The ahoool (named after its call) is a giant species of bat that has taken over the niche originally held by seagulls and predatory birds. Ahoool have elongated heads with strong jaws, narrow wings to allow for faster flight and a bipedal gait when on the ground. Most ahoool are harmless animals but predatory species may attack small mutants and nobles tame some species for a sport similar to the ancient art of falconry. The statistics below are for a carnivorous species about the size of a large hawk.

Attributes: I.Q.: 1d6+1 P.S.: 1d6+1 P.P.: 3d6+3 P.E.: 2d6 Spd: 2d6 (land)

Size level: 4

Weight: 15 lbs.

Length: 5 foot wingspan

A.R.: 6

S.D.C.: 20

Hit Points: Equal to P.E.

Natural Weapons: 1d6 claws and 1d8 bite

Attacks per melee: 2

Special Abilities: Advanced hearing, Night vision, Wings, Soaring Flight

Breeding modifications: there are many species of ahoos ranging from those barely larger than a songbird (size level 2, S.D.C.:10, damage: 1d2/1d4) which only attack in defense of the nest to eagle-sized predators (size-level 5, S.D.C.: 25, damage 1d8/1d6) that will attack mutants up to their own size level for food. The most prized hunting bat is The Spotted Shriek, a size level 3 species (S.D.C.: 15 and 1d4/1d6 damage) with reddish brown fur, blue-grey wings and a white underside spotted with black. This species is prized for its ability to dive at a speed that gives it a +1 bonus to hit.



BAKEMONO (HUMAN MUTANT)

Description: In Asia and surrounding countries those human mutants who are part of one of the civilized kingdoms are known as the Hsien. There are, however, feral tribes of mutant humans who do not belong to any civilized society. These barbarian mutants are collectively known as Bakemono. No two bakemono are alike and most live as scavengers and thieves in abandoned pre-crash cities or in the toxic wastelands. Bakemono are not considered members of the Kamuii or nobility. Most bakemono are uneducated savages who roam the waste in small bands or tribes, living in caves or abandoned buildings, and not hesitating to kill any mutant animal they see. To create a bakemono use the normal mutant human rules in the 2nd edition of *After the Bomb*®. Human Mutants with other Backgrounds or from other settings may be mistaken for bakemono if they look inhuman enough. Below are the stats for a typical brutish bakemono cannibal.

Size Level: 10

Build: Medium

Mutant Changes & Cost Total BIO-E: 0

Attribute bonus: +2 I.Q., +2 M.E., and +2 P.B.

Human Features:

Hands: partial (automatic)

Biped: partial: human (automatic)

Speech: Full (automatic)

Looks: partial (automatic): the typical bakemono is brutish and ape-like with warty skin covered in wiry hair on the back and arms. The hair on the head is a tangled, greasy mess and the pointed ears and crooked fang-like teeth make for a fierce visage. Add details such as running sores, extra (but useless) arms, worm-like tentacles, or other disfiguring deformity as you wish. Clothing is simple animal skins (including the skins of mutant animals) and they carry simple spears and clubs for weapons. Few have a P.B. higher than 5.



Natural Weapons: 2d4 teeth

Automatic Mutant Animal Powers: Brute Strength.

Optional Mutant Animal Powers: see the core rulebook.

Required Vestigial Disadvantages: Large pointed ears (-5), Diet: Carnivore (-5 Bio-E), Reptile Brain: Predator (-5 bio-E). All included in the Bio-E above.

BAKENEKO

The bakeneko is the most typical of the cat-like giant “weasels” of Asia. It is a leopard sized animal descended from a civet-like ancestor. Like its ecological counterpart from the age of man, the bakeneko is a good climber and will leap down upon its prey. There are many species of bakeneko, most of which have a dark brown coat marked with black.

Attributes: I.Q.: 1d4+1 P.S.: 4d6+1 P.P.: 3d6+2 P.E.: 5d6 Spd: 5d6

Size level: 13

Weight: 350 lbs.

Length: 5-6 ½ feet long

A.R.: 7

S.D.C.: 45

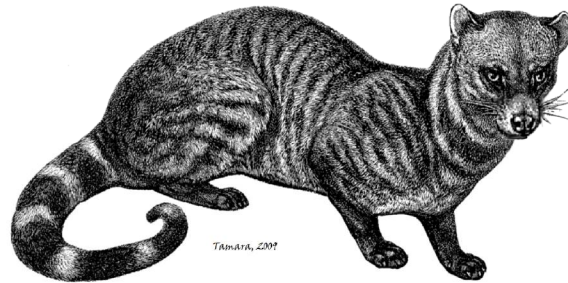
Hit Points: Equal to P.E.

Natural Weapons: 2d6 claws and 2d8 bite

Attacks per melee: 3

Special Abilities: Advanced hearing, Night vision

Breeding modifications: there are many species of giant cat-like civets, in addition to the leopard-like form of the forests, there is also a snow leopard like species (1d6 claws and 1d8 bite) of the mountains, and the and plains are home to a species that has a solid brown coat and a lion-like mane (2d10 claws and 3d8 bite).



BEHEMOTHS

The largest mammalian herbivore in Xanadu is the behemoth, a huge descendent of the babyrusa that has taken on the niche once held by the elephants. There are many species of behemoth ranging from the hairless inhabitants of the tropical forests to shaggy haired tundra dwellers, species with skin covered “antlers”, and hippo-like shovel-tuskers. All are characterized by their huge size, four to six tusks, and elongated trunks. The statistics below are for the typical jungle behemoth.

Attributes: I.Q.: 1d6+1 P.S.: 5d6 P.P.: 2d6 P.E.: 11d8 Spd: 2d6

Size level: 19-20

Weight: 1000-2000 lbs.

Length: 8-10 feet long

A.R.: 11

S.D.C.: 60

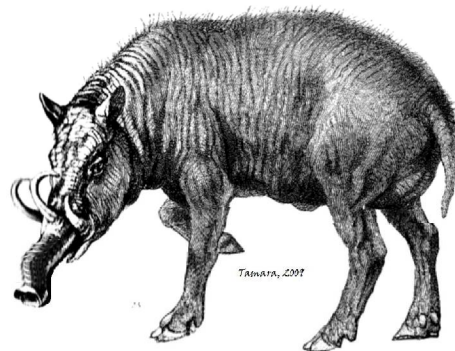
Hit Points: Equal to P.E.

Natural Weapons: 2d8 tusks, 2d6 trample, 1d6 trunk

Attacks per melee: 2

Special Abilities: Advanced hearing, Advanced Smell

Breeding modifications: the flat tooth is a semi-aquatic porcine shovel tusker whose short trunk is useless for combat and whose tusks only do 1d8 points of damage. It uses its odd snout to feed on lotus blossoms and lily pads.



BOUNDERS

The most common domesticated mammalian herbivore to be encountered in any Asian City would defiantly be the domestic bounder. Bounders (not to be confused with the American purebred Dog mutant) are herbivorous running rodents that resemble kangaroos but are actually descended from jerboas. Bounders can be found running wild in large herds across the arid plains and deserts; however they are more common in captivity. Indeed the bounder is the main system of transportation in Asia where they are ridden like pre-crash horses. As riding animals, bounders are preferred by nobles and Highborn as they are faster and more spirited than dray.

Attributes: I.Q.: 1d6+1 P.S.: 3d6+6 P.P.: 3d6
P.E.: 2d6+6 Spd: 4d6+6

Size level: 18

Weight: 1000 lbs.

Length: 6 ½-8 feet long

A.R.: 5

S.D.C.: 70

Hit Points: Equal to P.E.

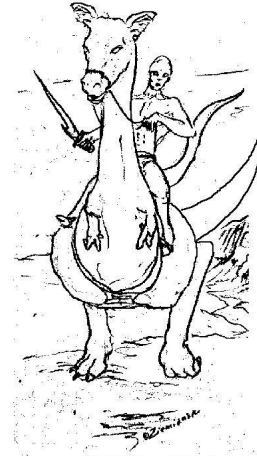
Natural Weapons: 1d4 bite

Attacks per melee: 2

Special Abilities: Advanced hearing, Jump

Breeding modifications: Racing Bounders are 1d6 faster but minus 1d6 from P.S. war bounders

add 1d6 to P.S. and P.E. but minus 1d6 from P.P. and Speed.



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CENTIPEDE, MUTANT

One of the most feared mutant insects in Asia is the mukade or giant centipede. This is a huge animal, nearly 30 feet long and weighing as much as a small elephant that resembles a huge armor plated worm with hundreds of legs and clacking mandibles in a bug-eyed face. Centipedes are purely carnivorous and will attack anything they encounter. Worse, these horrors carry a virulent toxin in their bite that burns flesh on contact and causes a slow lingering death.

Attributes: I.Q.: 1d4 P.S.: 8d6 P.P.: 3d6 P.E.: 6d6 Spd: 3d6

Size level: 19

Weight: 3-5 tons.

Length: 20-30 feet long

A.R.: 15

S.D.C.: 90

Hit Points: Equal to P.E.

Natural Weapons: 2d6 poisonous bite (victim suffers an additional 2d4 points of damage if they succeed on a save against poison if the save fails then they will immediately lose all remaining S.D.C. and will begin to lose 1d4 hit points per day until they die or are cured). Certain herbs will cure centipede poison allowing the victim to regain hit points and S.D.C. as normal.

Attacks per melee: 2

Special Abilities: Advanced hearing, 90% to Prowl checks (if hiding under leaves, cloth, or papers), can walk upside down on ceilings or on walls.

Breeding modifications: none significant, centipedes cannot be tamed.

DRAY

The dray is a giant agamid lizard that resembles a giant iguana. Dray are dim-witted herbivorous quadrupeds used for riding, pulling carts, and as beasts of burden by domestiques and those highborn who prefer a more sturdy and placid steed than a bounder.

Attributes: I.Q.: 1d4 P.S.: 4d6+6 P.P.: 2d6 P.E.: 5d6 Spd: 3d6
Size level: 18

Weight: 1000 lbs.
 Length: 5-6 ½ feet long
 A.R.: 9
 S.D.C.: 70
 Hit Points: Equal to P.E.
 Natural Weapons: 1d8 bite, 1d6 horn
 Attacks per melee: 2
 Special Abilities: Night vision
 Breeding modifications: Dray can be bred for speed (+6), for heavy draft work (Size level 19, P.S. and P.E. +1d6 but minus 1d6 from P.P. and speed), or for war (A.R.: 12).



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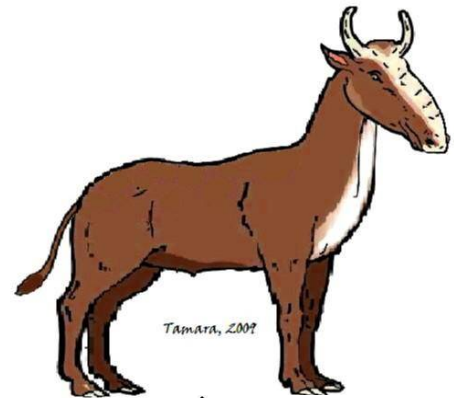
HORNHEADS

In the coniferous woodlands yet another herbivore lives, an antelope that has evolved to eat conifer needles. The most common type is a buffalo sized species that inhabits the vast forested taiga. It has developed horns that cover its entire upper jaw then fuse to the lip and take the place of the (long lost in antelope) incisor teeth. This arrangement allows the hornhead to gnaw off even the toughest plants, even snapping off twigs and small branches with a single bite. The common buffalo sized variety can amplify its calls through this horny helmet as well as use its horns to fight. Interestingly, in ecology and anatomy the hornheads are amazingly like the duckbilled dinosaurs of the Cretaceous. The statistics here are for the most common forest species. It roams the coniferous forest in small herds of 1d10.

Attributes: I.Q.: 1d4 P.S.: 3d6+6 P.P.: 3d6 P.E.: 5d6 Spd: 6d6

Size level: 16
 Weight: 600 lbs.
 Length: 5-6 ½ feet long
 A.R.: 16
 S.D.C.: 60

Hit Points: Equal to P.E.
 Natural Weapons: 1d8 horns
 Attacks per melee: 2
 Special Abilities: Advanced hearing, Advanced Smell
 Breeding modifications: there are many other species of hornhead found in the coniferous woodlands including the pronged horned hornhead (2d6 horns), the moose like water hornhead (size level: 17, add +5 to P.S. and S.D.C.) and the small mountain hornhead (Size Level: 10, S.D.C.: 35, 1d6 horns, P.S.: 3d6, and P.E.: 3d6).

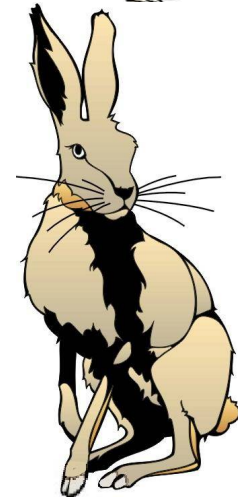


Jackalope

The most common herbivorous mammal in Asia is the jackalope, a hoofed descendant of the hares. Most of these animals resemble long eared deer and can be found in both forests and plains. Unlike its mythical namesake jackalopes do not have horns. The jackalope seems to be a naturally occurring species that has taken over the niche previously held by deer and antelopes. Two species are domesticated a small goat like form and a large shaggy species used much as pre Crash llama and yaks were. The statistics below are for the common wild jackalope.

Attributes: I.Q.: 1d4 P.S.: 2d6 P.P.: 3d6 P.E.: 3d6
 Spd: 7d6

Size level: 13
 Weight: 350 lbs.
 Length: 3-5 feet long
 A.R.: 5



S.D.C.: 45

Hit Points: Equal to P.E.

Natural Weapons: 1d4 hooves, 1d6 horns

Attacks per melee: 2

Special Abilities: Advanced hearing

Breeding modifications: the llama-like jackyak is much larger than the typical jackalope (Size Level 18, S.D.C.: 70) but tends to be more placid and less agile (P.E.: 2d6). They can be bred for softer or coarser wool, richer milk, and for stronger cart oxen (add 1d6 to P.E. and P.S.).

NEZUMI

The nezumi are a type of giant predatory rat. It is a large dog-sized rodent that hunts in packs, as the wolves of long ago did. Nezumi live in temperate forests, where they single out weaker prey animals and hound them to exhaustion while keeping in contact with high pitched howls. This behavior is not new, before the Crash there were at least two species of howling pack-hunting rodents (the so-called grasshopper mice of North America) that fed on small mammals and insects. The nezumi seem to have evolved from these, or a similar species, to feed on the giant insects that evolved after the Crash (indeed it seems likely that they are also found in the North American wilderness). Nezumi have no fear of mutant animals (in fact they will readily add them to their diet) and are as dangerous to travelers as wolves were during the middle ages.

Attributes: I.Q.: 1d4+3 P.S.: 3d6+3 P.P.: 3d6+5 P.E.: 2d8 Spd: 3d6 +2

Size level: 6

Weight: 30-60 lbs.

Length: 4-5 feet long

A.R.: 6

S.D.C.: 30

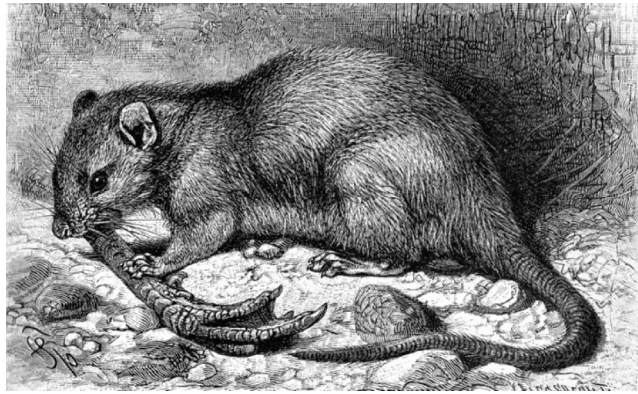
Hit Points: Equal to P.E.

Natural Weapons: 2d4 bite

Attacks per melee: 1

Special Abilities: Advanced hearing,
Advanced Smell, Night vision

Breeding modifications: Nezumi can be tamed much as dogs used to be and various breeds have been developed. The rapide or racing nezumi are used for hunting in open areas and is clearly built for speed. Its long



legs, sleek physique, and highly flexible spine enable it to reach speeds of up to 45 mph in sprints. Racing nezumi though are weaker in attack (damage 1d6), and are generally either solitary or found in mated pairs if they have escaped into the wild. The ravager is a terrier-like breed about the size of a fox (size level 3, P.S.: 2d6 +3, 15 S.D.C. 1d6 claws and 1d4 bite) and the wasset is an even smaller long bodied dachshund-like form (size level 2, P.S.: 1d6 +3, 10 S.D.C. and 1d4 bite) used to hunt burrowing insects.

ONYCHOPHORAN, MUTANT

Onychophorans are a group of many-legged nocturnal invertebrates that look somewhat like centipedes. Also known as velvet worms or peripatuses, onychophorians live in most tropical habitats and inhabit burrows during the heat of the day. Their thin, flexible outer skin, bears many small, scaly, wart like tubercles and sensory hairs, which produces a velvety appearance. The animals also have 14 to 43 pairs of stubby, claw-tipped legs called lobopods that contain no muscles but are instead moved due to hydrostatic pressure changes within the body cavity that lift and lower their legs in waves, giving a slug-like motion. Coloring may be pink, blue, orange, green, or black in color. Some lay eggs but most give live birth to live young.

Before the Crash onychophorians grew no larger than 6 inches and preyed only on small invertebrates which they captured using a sticky slime that they shot out of wart like bumps on either side of the mouth. They could shoot the slime up to 20 inches away and the stuff hardened almost immediately after striking the prey immobilizing it. The worm could then inject a powerful poison that liquefied the captured prey so that the meal can be sucked up. The slime was also shot out at predators to delay them while the velvet worm escaped.

After the Crash several giant Onychophorans have grown to stupendous sizes and adapted to habitats outside their traditional haunts. Many slither through the leaf litter of the forest using their slime to trap animals and are a distinct danger to people traveling at night. The most notorious giant onychophoran however is the “bookworm”. Bookworms are not the moth larvae once called by that name but are instead huge velvet worms that lair in the bomb blasted cities of tropical Asia, feeding on bakemono and any other creature that they encounter. Bookworms are especially known for burrowing under piles of books, decaying papers, or moldering carpets then leaping out to ambush treasure hunters.

Bookworm (Typical Giant Onychophoran)

Attributes: I.Q.: 1d4 P.S.: 5d6 P.P.: 1d6 P.E.: 5d6 Spd: 2d6

Size level: 12

Weight: 450 lbs.

Length: 10 feet long

A.R.: 12

S.D.C.: 45

Hit Points: Equal to P.E.

Natural Weapons: 2d4 poisonous bite (victim suffers an additional 2d4 points of damage if they fail a save against poison)

Attacks per melee: 2

Special Abilities: Advanced hearing, 90% to Prowl checks (if hiding under leaves, cloth, or papers), and Slime Net: an onychophoran can shoot out a stream of slime up to three times its body length away (or 30 feet in a 10 foot bookworm). Anyone being spat at must make a P.P. roll to avoid the slime. If the P.P. roll fails than the character is trapped and cannot move for 1d6 melee rounds. At the end of this time the slime turns brittle and the character may break it with a successful strength roll. Anyone with crushing strength may break the slime bonds immediately with no roll needed.

Breeding modifications: none significant.



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PA SNAKE

The Pa snake is a huge python up to 50 feet long. It is the largest snake to ever evolve and can live for hundreds of years. Like the anaconda of South America, pa snakes are semi-aquatic, living in abandoned sewers, lakes, rivers, or flooded jungles and rice paddies. The pa snake normally feeds on fish, hornheads, and behemoths but it especially loves the taste of elephants and will attack them at every opportunity.

Attributes: I.Q.: 1d4 P.S.: 10d6 (average 35) P.P.: 3d6 P.E.: 10d6

Spd: 2d6

Size level: 20

Weight: 5-10 tons.

Length: 30-60 feet long

A.R.: 11

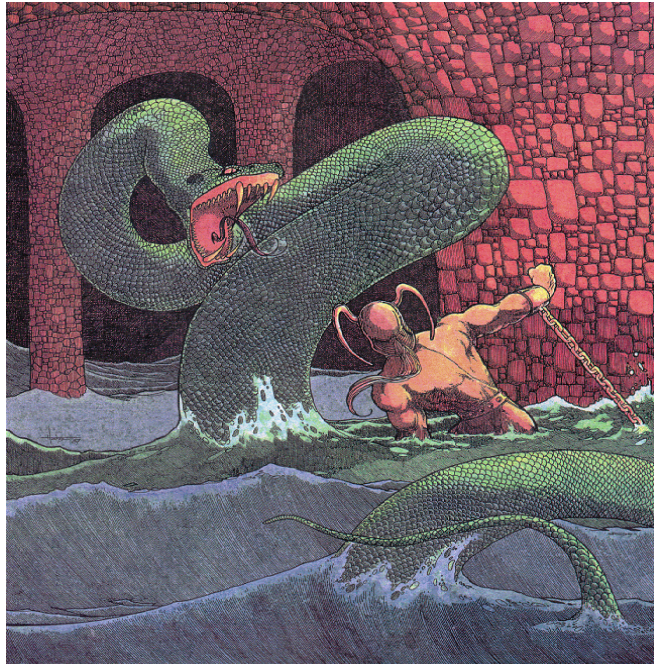
S.D.C.: 90

Hit Points: Equal to P.E.

Natural Weapons: 3d6 fangs.

Attacks per melee: 2

Special Abilities: Constrictive Body Muscles (on a successful hit the snake grabs the victim in its coils and squeezes for 1d6 +14 points of damage per round, see *Mutants of the Yucatan's* Boa Constrictor for more information on this attack).



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SEA SERPENT

The Ocean depths house a gigantic aquatic reptile that can reach a hundred feet in length and mass enough to sink a large ship. These creatures resemble elongated wingless dragons, and like true dragons may be a creation of Dreamland, but are not intelligent and in fact are fearsome predators. Sea Serpents cruise the even seas in search of prey: usually dolphins, small whales, and the occasional ship which it enfolds in its coils and crushes like a monstrous python.

Attributes: I.Q.: 1d4 P.S.: 20d6
(average 70) P.P.: 3d6 P.E.: 10d6
Spd: 3d6

Size level: 26

Weight: 100 tons.

Length: 60-100 feet long

A.R.: 15

S.D.C.: 100

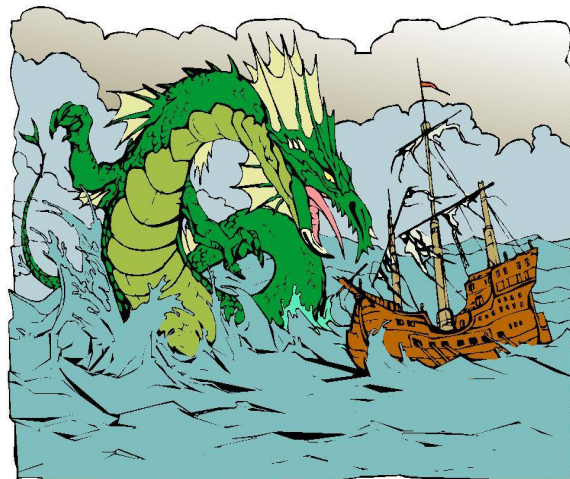
Hit Points: Equal to P.E.

Natural Weapons: 3d6+4 fangs.

Attacks per melee: 2

Special Abilities: Constrictive Body Muscles (on a successful hit the snake grabs the victim in its coils and squeezes for 1d6 +14 points of damage per round, see *Mutants of the Yucatan's* Boa Constrictor for more information on this attack).

Sea serpents are notorious for crushing ships then swallowing the drowned sailors



SILK MOTH, MUTANT

Silk moths have been raised in the orient for thousands of years and the Crash has made this industry much easier than it once was. Before the crash silk moths lived for only a few days and bred only once before dying. Even worse, the silk farmers had to kill most of the caterpillars in order to harvest the silk; as a result silk was one of the most expensive fabrics on earth.

Today silk moths have mutated extensively, the adult moth is as large as a horse and just as strong. The wings span over 30 feet and the silk moth is the only flying giant insect used for riding. Adult silk moths usually wear wing clamps to keep them from flying away; these clamps are removed once a rider is in the saddle. More importantly a silk moth can eat any kind of overripe fruit and has a lifespan of about twelve years. The moths can reproduce twice per year and each mating produces 2d6 eggs that hatch one month later into silk worms.

The modern silk worm is still dependant on mulberry leaves but unlike their ancestors they build a cocoon of silk every night to sleep in. This cocoon hammock is then abandoned in the morning and the silk farmer merely has to harvest it. As a result silk is much more common and less expensive than it was before the crash and is the most common textile worn by nobles and other high castes. In addition the pony sized caterpillar is slow and docile making it an ideal children's mount.

Despite their ease to keep silk moths are fragile. Their wings are easily torn and both bounders and dray are much more sturdy and intelligent. As a result silk moths (and worms) are kept mainly by silk farmers or the nobility who show them off much like human royalty did their fancy show horses before the Crash. Due to the interest in fine show quality silk moths the animals come in many more colors than their plain white ancestors, having fur of pale blue, green, pink, and yellow and wings to rival any butterfly.

Silk Moth (Adult)

Attributes: I.Q: 1d6 P.S: 3d6+4 P.P: 3d6 P.E: 2d6 Spd: 1d6 (land)

Size level: 18

Weight: 1,000 lbs.

Length: 9-12 feet long

A.R: 6 (the delicate wings are A.R:4)

S.D.C.: 12

Hit Points: Equal to P.E.

Natural Weapons: none

Attacks per melee: 1 action, no attack

Special Abilities: Basic Flight (up to 40 mph and +2 to dodge)

Breeding modifications: Racing Moths are 1d4 faster and have soaring flight at 60 mph but are minus 1d6 from P.S.



Silk Worm (Juvenile)

Attributes: I.Q: 1d4 P.S.: 3d6 P.P: 1d6 P.E: 2d6+3 Spd: 2d6

Size level: 11

Weight: 400 lbs.

Length: 7-8 feet long

A.R.: 4

S.D.C.: 40

Hit Points: Equal to P.E.

Natural Weapons: 2d4 bite or 2d6 body slam

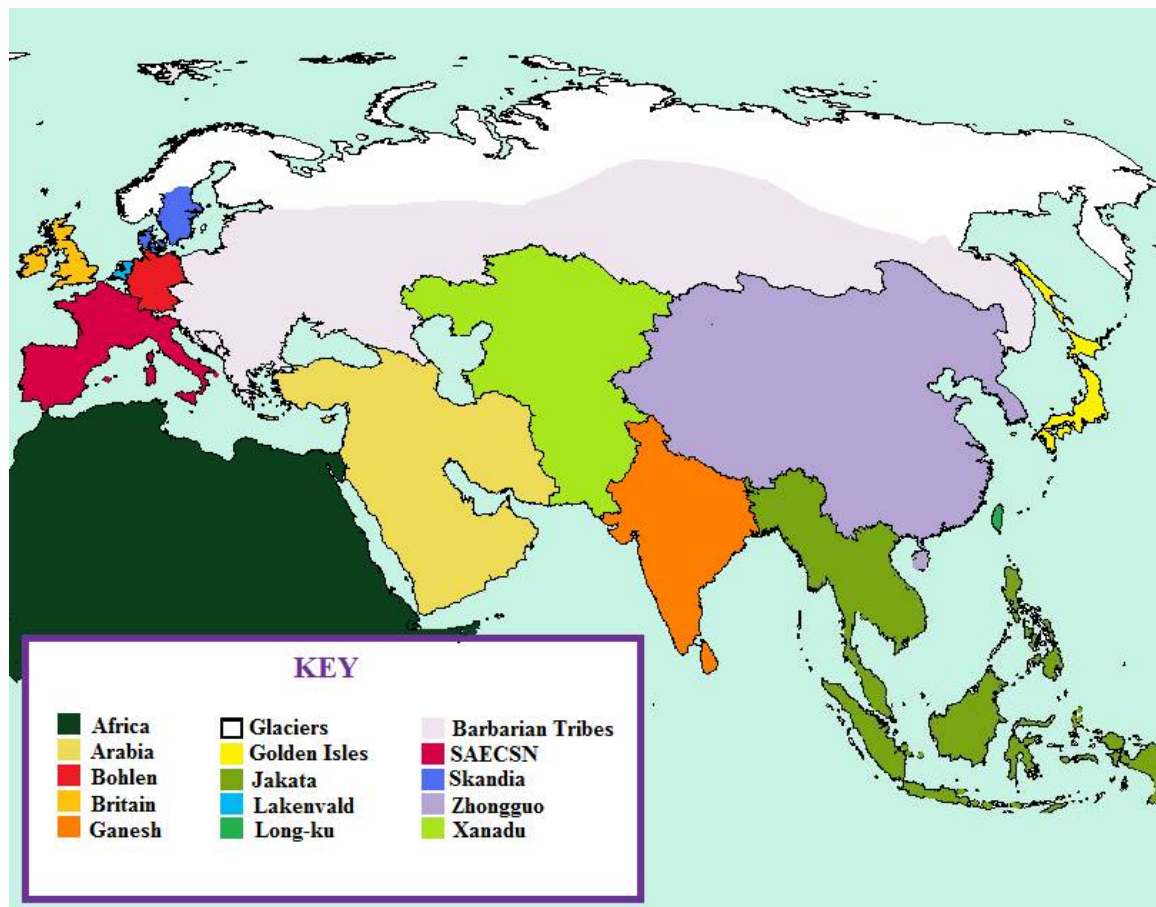
Attacks per melee: 1

Special Abilities: The same as in a caterpillar, that is Sticky suction pad feet (insect can cling to any surface with 98% efficiency), terrible vision (-3 to strike and -6 to dodge), and Limited Diet (can only eat mulberry leaves). However they are much smarter than a typical caterpillar so will move and react the same as any other animal. All silk worms have the Silk Web generation breeding modification given in Mutants in Avalon™ on page 22.

THE SETTING

When the Age of Man went down in flames, Asia received an extra dose of destruction. In addition to the radiation, disease, and electromagnetic pulses that affected America and Europe, the Orient also had to contend with the Anti-Metal virus and the Oil Plague. One destroyed most usable metal and the other wiped out all oil deposits and sources of petroleum. Civilization collapsed and only those people who had lived the lives of traditional farmers or nomads escaped unscratched.

Asia is isolated from the countries that border it in the West by extensive nuclear wastelands. In most cases these radioactive deserts (which glow a pale blue at night) are uninhabited by all but bakemono and the most horrible of mutants. In the far North (and on the northwestern border) the Northern Barbarians (similar to those in North America) roam before the advancing glaciers of the Arctic. To the South are the countries of Jakata (detailed in *Mutants Down Under*TM) and mysterious Ganesh. This book will focus on four major countries, The Empire of Xanadu (Central Asia), The Empire of Zhongguo (China), Nihon (Japan) and Ganesh (India). These lands were not described in the core rulebook, being mysteries to the people of North America. Let them be mysteries no longer!



History

Many of the surviving humans of China and Japan were those who lived in remote villages where the destruction and radiation of the bomb had little impact compared to the big cities. Even well into the 21st century the many people in the orient lived on family farms, raising rice with the help of water buffalo and iron plow instead of tractor and pesticides. Among these farming communities the traditions of their ancestors was still common knowledge, passed on from grandparent to grandchild through the generations.

These common folk had always revered creatures of the spirit world. These spirit beasts were called the kami and as the mutant animals came into dominance the similarity between some of the kami and the new mutants caused the surviving humans to view them with superstitious awe. Thus when a young phoenix declared to the people of Japan that she was a deity most people believed her.

The phoenix, Akako Tori, claimed to be the reincarnation of Zhuqiao: the Red Phoenix of the South, sent to reunite and heal the land under the old ways before human technology had offended the old gods. Passionately she called for a new land to be built over the old, a land where the wicked technologies of the past would be forgotten and a new order of peace would be born. She gave Japan back its original name of Nihon and declared herself Empress of the Sun. In addition to a new government Akako created a new religion based on a mingling of the old gods of China and Japan, a religion that magnified the dangers of the old land's callous and polluting treatment of nature and stressed the sacred nature of the nobles and how they were divinely given the right to rule.

It was surprisingly easy for Akako to instate her new order. She claimed that the creatures of Dreamland not only looked like the spirits but were their physical avatars. The people of the devastated land of Japan were only too eager for assistance and quickly accepted their new Queens proposals. Thus the chimera became the nobility ruling the land and using the influence of their very existence to keep order. Those animals mutated from those that were very influential to Eurasian culture became the Freeborn. The Freeborn were given the duties of assisting the Nobles. The least caste in this new society was the Domestiques, these mutant animals descended from domesticated animals or those animals traditionally regarded as being of ill omen or evil. In this way Akako united the humans, mutants and the chimera into a new nation. In time the chimera moved to the west into the war torn lands that had once been the countries of China and the Far East and brought Akako's new social system with them.

Adventure awaits a character in any After the Bomb™ game set in Asia. It has been approximately 150 years since the Crash and Akako's caste system has not yet been accepted by all people. In particular many Domestiques resent their place and a civil rights movement is slowly growing among the underclass. Worse, fierce barbarian raiders from the north and west seek to carve out kingdoms of their own from Imperial land and do not care whom they hurt to get it. To the South danger also looms as human supremacist scheme to reestablish man's dominion over the world. This is the World of Asia after the Crash and these are your lands and people.



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Xanadu

National Symbol:

A crescent moon

The national flag is a yellow crescent moon with a yellow sun between its horns on a field of forest green.



Position:

Xanadu incorporates the counties previously called Kazakhstan, Uzbekistan, Turkmenistan, Kyrgyzstan, Tajikistan, Afghanistan, and Pakistan. It is isolated from the West by fierce nomadic barbarian tribes in the northwest and by the radioactive deserts of Iran in the southwest. To the south of Asia it borders Ganesh and to the east Zhongguo. It has good relations with Zhongguo but travel and trade with Ganesh is slowed down by trade embargoes set by Ganesh to prevent the spread of the north's religion and culture.

Provinces:

Xanadu is divided into seven provinces Kazak, Uzbek, Turkmen, Kyrgyz, Tajiki, Bathsheba, and Persia. The majority of these provinces are short grass steppe, as the extensive deserts that once covered this part of the world have retreated markedly due to glacial runoff from the north which has increased the number of rivers and lakes in the area.

Kazak is the largest province with an area of 1,049,155 square miles. This country, under the name of Kazakhstan was the second largest republic of the former Soviet Union, after Russia. Today it borders the territory of both the Northern and Western Barbarians to the north and west, while Zhongguo shares a mountainous border to the east. The southern part of the province borders the provinces of Turkmen and Kyrgyz. Kazak is a land of grass dotted with temperate woodland in the north and badlands dotted with deserts and salt pans in the south. The Sunless Sea (the combined Caspian and Aral seas) fills most of the southwest of the country while Lake Balkhash lies in the mountains to the east.

Uzbek is bordered on the west by the Sunless Sea, to the north by Kazak, on the east by Kyrgyz, on the southeast by Tajiki, and on the south by both Bathsheba and Turkmen. It is a medium-sized province but one covered by scrub, desert or nuclear waste, only about 10 % of the land in Uzbek is arable, the richest farmland in the province being found in the river valleys and the alluvial plains at mountain bases.

Turkmen is bordered on the north by Uzbek and on the south by Bathsheba, on the west is the radioactive sea of sand which was once Iran. Much of Turkmen has been blasted by the fallout from the bombing of Iran and very little of the land is usable. The only people in this land of desert and badlands can be found around the Sunless Sea and along the River Alph (the river called the Amu Darya during the Age of Man) near the borders with the other provinces.

Kyrgyz is bordered on the north by Kazak, on the east by Zhongguo, and on the south by Tajik, and on the west by Uzbek. This small province is almost completely mountainous with glaciers and permanent snowfields covering more than 3 % of the land. Most of the rest of the mountains are covered with evergreen forests of prime timber which is in high demand by the other provinces.

Tajik is the smallest province in Xanadu and is sandwiched between Kyrgyz and Uzbek. Like Kyrgyz, Tajik is extremely mountainous (almost half of the country lies above an elevation of 9,843 ft) and earthquakes are common.

Bathsheba (once called Afghanistan) is a large province bounded on the north by Turkmen, Uzbek, and Tajik; on the east by Zhongguo; on the south by Persia; and on the west by the Iranian Blast Zone. Bathsheba lies across an ancient trade route from Central Asia into India. This position has been the

greatest influence on its history because many invaders from the west settled there during the Age of Man so that the population included many different ethnic groups. This hasn't changed much as mutants fleeing the destruction of Iran and the Middle East have settled mainly in this province. As a result clothing, culture, and building styles have a distinct Arabian appearance. Most of Bathsheba is mountainous or desert scrub. Summers are hot and winters bitterly cold with much snow. Summer temperatures as high as 120°F have been recorded while winter temperatures can get as low as 15°F. Worse temperatures often range greatly within a single day, ranging from freezing conditions at dawn to the upper 90's F at noon! In addition to heat and cold Bathsheba is noted for its sandstorms and large localized whirlwinds.

Persia (once called Pakistan) is bordered on the west by the Iranian Blast Zone, on the north by Bathsheba, and on the east by Zhongguo. Persia has the widest variety of climate of all Xanadu with huge earthquake prone mountains in the north, scorching deserts in the west, and hot humid tropical jungles and mangrove swamps in the southeast. The Indus River flows the length of Persia from north to south, forming fertile plains perfect for farming.

XANADU



Geography:

Xanadu is very variable in climate. Most of the northwest is temperate forest gradually changing to coniferous taiga in the north and to short grass steppe as one goes south. The vast deserts that once covered central Asia during the age of man have declined due to the increase in glacial runoff from the north and today are found only south of the Sunless Sea. Mountains and foothills can be found on the eastern border with Zhongguo and many of these are very large, indeed parts of the Himalayas can be found in northern Persia. In all but the lowlands of Persia (where it is hot humid tropical forest or wetlands), winter in Xanadu is bitterly cold, windy and snowy, even the deserts will experience light snowfalls and the mountains may contain deep winter snow or even glaciers.

Resources:

The territories claimed by Xanadu were once renowned for oil and natural gas production but today the people lack the means to refine such items due to the anti metal virus and oil eating bacterium. As a result of this lack of petrol the people have gone back to their more traditional lifestyles of farming (mostly cotton, various fruits, corn and wheat), herding and mining. On the steppes vast flocks of jackalope are herded by boulder riding nomadic tribes and herds of Dray are common in the south.

The providence of Bathsheba in Xanadu is also the world's only source of high-grade lapis lazuli and the country also has major diamond deposits to the north. Xanadu is also well endowed with most of the nonferrous metals. Aluminum can be found in the northwest central regions and gold and copper is abundant throughout the country. Other common metals are lead, silver and tin. Large asbestos deposits also exist in the central and southern mountainous areas. Timber especially that of poplar and fir trees is also an abundant natural resource.

Despite the large size of the Sunless sea fish are not very abundant. During the Age of Man much of the water from the Aral Sea was drained away for irrigation. Even worse, Russia's blasé attitude towards pesticides and nuclear waste made the Caspian one of the most polluted lakes in the world. The increase in glacial runoff has refilled the Aral Sea and even caused it to overflow its banks and join with the Caspian but the waters are still to polluted and brackish to drink. The sea life that still survives is horribly mutated from generations of pesticides and nuclear waste and tales tell of hideous monsters that lurk in the black depths of the sea.

Population:

The entire population of Xanadu is approximately 140 million but it must be remembered that these people are scattered over a vast area. Xanadu is a huge country and most of its population only has a density of between 1 and 25 persons per square mile. Xanadu's people are of all species with about 70% being Domesticques, 20 % of the being Freeborn, 2 % being Human and 8 % being Nobles.

Capital:

Xanadu City is located where the old town of Zhangaqazaly used to be on the Syr Darya River (now called the River Alph) off the Aral branch of the Sunless Sea. It is a city of perhaps 14,000 inhabitants dominated by the royal palace of Xanadu. The parts of the city, near the palace are well kept with an architecture that is similar to that of ancient Russia. This part of the city is dominated by freeborn and nobles with most Domesticques living either in the surrounding farmlands and steppe or in the slums of the Wallows, a village known for its thieves, drug dealers, and outlaws located in the swampy deltas to the west of the city.

History:

The majority of the countries that make up modern day Xanadu were once inhabited by yurt dwelling nomads who roamed the vast deserts on the back of specially bred horses with Bactrian camels in tow. When the Union of Soviet Socialist Republics (USSR) formed they conquered and took control of every

country in Central Asia with the exception of Afghanistan and Pakistan. Indeed the USSR's attempts to invade Afghanistan continued until 1996 when the Taliban seized control of the country. Terrorists hired by the Taliban attacked the United States on September 11, 2001, causing a war between the Middle East and the USA. Resentment and anger towards the USA by the Middle East (especially Iran) fueled World War Three resulting in the Crash. For several decades various tribes of barbarians and Noble would-be conquerors from the east were the only inhabitants of this once grand country.

Xanadu was formed out of the chaos of WWII when the unicorn Sying Zhi united the various warring tribes of Kazakhstan under his banner. Under Sying's leadership the various tribes ceased fighting and came together forming minor regional dukedoms that at last brought peace to the war torn land. Gradually more and more tribes joined this peaceful kingdom until most of Central Asia was under the Unicorn King's banner.

The great Empire of Zhongguo to the east however feared the growing might of the unicorn king. Thus Zhongguo declared war on Xanadu, a war that finally came to an honor bound duel between Jin-Long, King of the Dragons, and Sying Zhi himself. By using the water from his unicorn pool to make the ceremonial tea drunk before the battle Sying managed to quench Jin-Long's breath weapon making them even in battle. In this way Sying defeated the Dragon King but instead of conquering his empire the unicorn proposed a trading partnership. Both countries would rule the mountains on the border between their two countries and would send armies to help each other whenever requested.

The most immediate result of the pact between Xanadu and Zhongguo was a vast increase in the Noble population as nobles from the east migrated west. The caste system, already ingrained in Zhongguo became established in Xanadu and now is the main form of social system throughout the country despite some resentment and opposition from the Domestiques and lesser Freeborn.

Court/Government:

The Empire is ruled by a hereditary monarchy in which the closest relative, male or female, takes the throne. The current Emperor is the unicorn Ariel, the daughter of Sying Zhi.

Though the unicorns rule the Empire the various provinces are ruled by other species. Auberon, the current king of Kazak is an elf, Uzbek's Queen is a Senmurv, Turkmen's king is a Pegasus, Kyrgyz is ruled by Griffins, Tajiki is a land of Dragons, Bathsheba's Queen is a Sphinx, and Persia's Lord is a Manticore. Other noble houses consist of counts or barons ruling major areas of land beholden to the kings and Empire.

Economy:

The main coin of the realm is the golden crown. The golden crown is a gold coin roughly equal in value to one American Buck. Other coins used are brass (1 cent), copper (5 cent), bronze (10 cent), silver (20 cents), and electrum (50 cents). Crown notes are issued in denominations of 5, 10, 20, 50, 100, 200, and 500 crowns. Although bills are identical in all countries, each country issues its own coins, which have a unicorn on one side and a national design or emblem from the country of issue on the other.

Current ruler: Empress Ariel (see Characters below)

Technology:

The people of Xanadu are prepared to use pre-crash technology when they can find it but lack the ability to manufacture most items. Weapons are limited to swords, clubs, bows, and slings made of nonferrous metals. Crossbows and blunderbuss-type firearms and adamantium weapons exist but are rare and expensive so are usually owned only by nobles. Most people use bounders and drays for transportation. There is no electricity and radio is limited to the dragon knights. Kazak is however, the location of a major bio-plastic

manufacturing plant and is the location of Baykonur, the space center for the former USSR. Baykonur is in ruins and explorers (mainly Gremlins) often enter the site looking for working pre-crash machinery.

Education:

Most of the people of Xanadu can read and write Russian (though there are many regional languages as well), and most are trained in some form of hand-to-hand combat and use of a weapon. Most of the people of Xanadu do not go to school but all but the poorest receive an education due to an apprenticeship system.

Law:

Strict but fair, the law of the land is maintained by the local militia (who take the role of police) and criminals are usually tied by a jury of twelve peers. Capital punishment is reserved for murder and betrayal of the empire.

Diplomatic Relations:

Xanadu has had a close relationship with the Zhongguo ever since Sying Zhi defeated Jin-Long. Every three years the Zhongguo sends a representative to Xanadu to renew their pact and each country will send an army to help the other if requested. Due to this close relationship, many of the wealthy have fine oriental silk clothing and porcelain plates and urns imported from the east.

Relationships with other countries are not as close. Ganesh and Xanadu are in conflict over the land of Kashmir (located on the border of Ganesh and Persia) and the barbarian tribes and growing bakemono population in the west have caused many mutants to flee their countries of origin and become citizens of Xanadu. Thus, it is not uncommon to find mutants with Egyptian or south European accents in Xanadu.

Army:

Xanadu has two main armies. The main army is composed of most mutant animals and has a cavalry unit mounted on bounders. The other army is an air force made up of winged mutants and nobles. The typical soldier will be armed with chain mail, a shield, and a sword. Dragon Knights have yet to be established in Xanadu but some remain at the palace for emergency protection and to fly important messages to the outlying provinces or to Zhongguo.



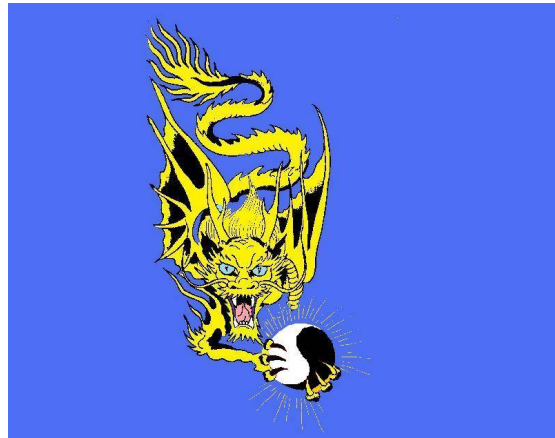
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Zhongguo

National Symbol:

A yin/yang symbol

The national flag is a golden dragon clutching a glowing yin/yang on an azure field.



Position:

Zhongguo is an Empire that incorporates the lands once known as China, Mongolia, Korea, Malaya, and Bhutan. It shares a border with its ally Xanadu to the west and with the Jakartans to the south. On the East, across the Diamond Sea is the Island Kingdom of Nihon while barbarians roam the north.

Provinces and Geography:

The country is divided into seven large natural regions: the forested northeast, the farmlands to the north, the subtropical east, the tropical south, the desert scrubland, the rugged northwest, and the snowy mountains of Tibet. Each of these regions is an independent province under the rule of Emperor Jin-Long.

Jilonging is the region once known as Northeast China. During the previous age, it contained the Chinese provinces of Heilongjiang, Jilin, Korea, and Liaoning. This region lies to the far northeast and consists mainly of forested mountains surrounding broad fertile plains.

Beijinsu comprises what was once known as North China. It lies between the Mongolian Steppe on the north (the Great Wall is its traditional northern border) and the Yangtze River Basin on the south and stretches from the Bo Hai gulf in the west to the Tibetan Plateau. In the previous age, it included Beijing, Tianjin, Shandong, Shanxi, Hebei, Henan, Shaanxi, Jiangsu, Anhui, and Gansu provinces. It has always been the most agriculturally rich region of China and it is extensively terraced and cultivated. Its terrain is composed mainly of rolling hills, heavily eroded mountains, and open plains.

Shangkong in the subtropical east central woods and floodplains is the realm's largest and most populous region. It encompasses the Yangtze Valley and stretches west from the Yellow Sea to the southeastern edge of the Tibetan Plateau. The region includes what was once known as the Shanghai and Chongqing municipalities; Hunan, Hubei, Jiangxi, Zhejiang, Sichuan, and Guizhou provinces; Hong Kong Special Administrative Region; the majority of Guangxi Zhuang Autonomous Region; the southern parts of Jiangsu, Anhui, and Henan provinces; and the northern sections of Fujian, Guangdong, and Yunnan provinces. Many of the Great Cities of this region, such as Hong Kong and Macao were destroyed during the Crash.

Haiyun is the Zhonggou's smallest region. A humid tropical jungle extends west along the realm's border with Jakata. The region included Hainan Province and the far southern portions of Guangdong Province, Guangxi Zhuang Autonomous Region, and Yunnan Province during the Age of Man.

Mongala is an area of arid grassland and stony, nearly lifeless, desert. It includes what used to be called Mongolia in the far north of the realm and stretches east to the Great Wall bordering Jilonging. In addition to Mongolia, the region once contained the Ningxia Hui Autonomous Region, the majority of Inner Mongolia Autonomous Region, and the far northern portion of Hebei Province. The region is most famous for its huge reserves of coal and for the Gobi desert.

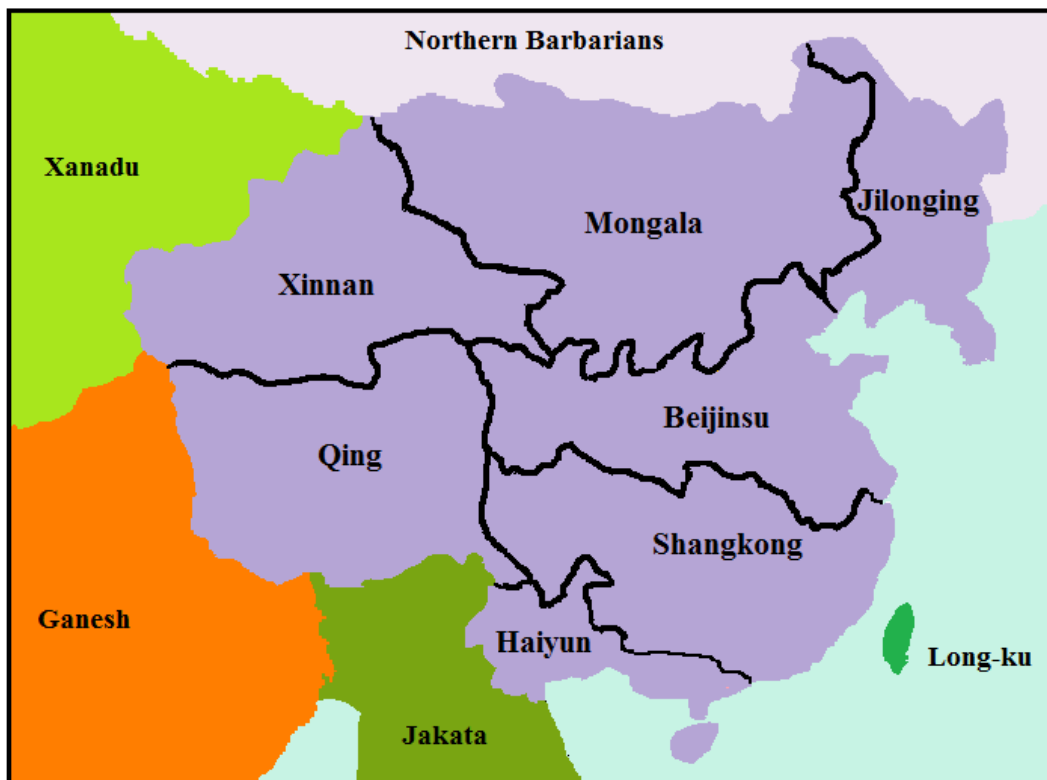
Xinnan is a beautiful country to the northwest of the realm that features tall mountains, glaciers, deserts, broad basins, and streams with no outlet to the sea. From east to west, Xinnan extends from Mongala to the country's northwestern border. The region's southern boundary is the northern edge of the Tibetan Plateau. During the Age of Man, the region included the vast majority of the Xinjiang Uygur Autonomous Region, and small portions of Gansu Province and Inner Mongolia Autonomous Region.

Qing is found in the southwestern portion of Zhongguo. It is a snow-covered land of high mountains and it includes the famous Tibetan Plateau (Qing Zang Gaoyuan). In addition to Tibet, this land also includes Malaya, Bhutan, the Qinghai Province, and parts of Sichuan Province, Yunnan Province, Gansu Province, and the Xinjiang Uygur Autonomous Region during the Age of Man.

Resources:

The Dragon Realm has many mineral resources, including large deposits of coal and such gemstones as sapphires and rubies. The major manufacturing centers of Asia, such as Singapore, and Hong Kong, were completely destroyed by the crash and have few or no significant resources. The most important crops are rice (grown in the summer) and wheat (grown in the winter), while sugarcane, silk, and Tung oil are also important. The dray is the most important form of livestock in the southern jungles (where they originated) while bounders are more common in the north.

Zhonggou



Population:

During the Age of Man more than 1.3 billion people lived in China. Most (about 90%) of the people were ethnic Han Chinese, but China also recognized 55 national minorities, including Tibetans, Mongols, Uighurs, Zhuang, Miao, and Yi. In addition many Caucasian people dwelled in China due to the British ports of Macao and Hong Kong.

Today about 120 million people live in the Zhongguo of which at least 5 % are Dragons. Another 10 % are other Nobles, 20 % are Freeborn, 5 % Human and the remaining population is composed of Domestiques. There is an average of 1-10 people per square mile in the north and west but this rises to 50-100 people in the eastern countries.

Capital:

The Imperial palace of the realm is located in Beijinsu province in the city of Beijing. By some miracle Beijing was spared the bombing that destroyed most of the world's capital cities, instead being subjected to chemical weapons that killed off the residents while sparing the buildings. Even so the anti-metal virus made sure that any building less than a hundred years in age became simple scraps of concrete and drywall. Luckily the truly ancient stone landmarks were untouched. In particular the "Forbidden City" once again became the royal palace of China. Since the "Forbidden City" was turned into a museum when the communists took over China it was easily restored to its former glory when the mutants rebuilt the city.

History:

In ancient times, China was East Asia's dominant civilization and other Asian societies shared the same cultural features including food, philosophy, government, technology, and written language. From the 7th through the 14th centuries, China had the world's most advanced civilization.

China's political strength only became threatened when European empires expanded into East Asia. Macao, a small territory on China's southeastern coast, came under Portuguese control in the mid-16th century, and Hong Kong, nearby, became a British dependency in the 1840s. In the 19th century China's last dynasty was overthrown by Chinese Nationalists and the country was torn apart by warlords, Japanese invasion, and a civil war between the Communists and the Nationalist regime. By 1949 the Communist won and China became a communist country.

The communist government failed during the Crash and China became filled with despondent survivors forced to go till the land for subsistence while fending off savaging gangs and barbaric invaders from other areas. This changed when a flight of dragons settled in Beijing with several boatloads of Freeborn and Domestique assistants. The nobles cleared away the rubbish, repaired those buildings they could, and rebuilt those they couldn't. The dragons then went out into the countryside and helped the people by bringing seeds and livestock (especially silkworms) from the east. Eventually the surviving humans and mutants joined the draconic society and civilization was restored to China.

While originally a colony of Nihon the Dragons and other Nobles who had journeyed to China quickly made their new country an independent kingdom once more. They named this country Zhongguo, an ancient name for China which meant the Middle Kingdom, so called because it was between Nihon and the lands of the western barbarians.

When Sying Zhi began to combine the warring western kingdoms into an empire, the dragon king, feared his country would be attacked and declared war. After Jin-Long was defeated (see the Empire of Xanadu, above) Jin-Long became an ally of Sying and the two countries have remained allies for over 60 years.

Government:

The Emperorship goes to the oldest male heir. If no male (drake) of the bloodline exist then the closest female relative is married to an available draconic noble (preferably of the same breed) elected by the provincial rulers in council. .

No matter who is Emperor the government is literally draconian, with every province being ruled by one of seven dragon clans and the Imperial throne being ruled by the eighth clan. The various clans are named after the elements and contain all dragon breeds, though certain clans are noted for their scale color. The

Imperial clan is the fire clan with the current breed being that of the Guivre family (though in Zhongguo guivres are called Ying-lungs). The royal bloodline is easily identified by their five fingered hands all other dragons have only four or three fingers.

Each clan, the predominant coloration of the scales of its members, and the provinces under its care are:

Clan	Province	Color
Earth	Beijinsu	Bronze or Brown
Fire	Empire	Red or Gold
Ice	Jilonging	White or Silver
Metal	Qing	Copper or Grey
Storm	Xinnan	Black or Purple
Thunder	Mongala	Yellow or Brass
Water	Haiyun	Blue or Aqua
Wood	Shangkong	Green or Brown

Dragons hold all the important positions in the realm including the ruling of provinces and the making of laws and tax increases. All other Noble races are subservient to dragon kind and have junior government duties such as tax collecting or ruling over cities.

Economy:

The dollar (often called the “Hong Kong Dollar” in Jakata) is the main coin of the realm. It is worth the same amount of money as an American Buck (or Xanadu Crown) and is made out of a nearly indestructible (fire will destroy it however) type of bio-plastic. Dollar bills are minted in denominations of 1, 5, 10, 20, 50, 100, and 500 dollars. Hong Kong dollars are colorful and have a flying dragon printed on the back.

The dollar is also divided into special coins called Yuan that are rounded with a hole in the center. This hole is used to string coins onto a cord or chain that is worn around the neck in those mutants who do not have hands. Yuan are made of precious metal and are divided into amounts equal to 1cent (copper), 5cents (brass), 10 cents (silver), and 25 cents (gold).

Current ruler:

The current Imperial ruler is still Jin-Long, but as that warrior king is quickly succumbing to his advanced age more and more of the everyday ruling of the land is being performed by his niece Princess Lien-Long. Jin-Long is desperately looking to find her a worthy husband. This lucky dragon will become Emperor upon the death of the ancient dragon lord.

Technology:

Inventions such as paper, printing, gunpowder, porcelain, silk, the spyglass, and the compass originated in China and then spread to other parts of the world. All of these things are still present in Zhongguo though most high tech or iron/steel items are either useless or worth their weight in gold.

For the most of the citizens of Zhongguo the available technology is not much different from that of Xanadu, though minor high tech items like record players, radios and bicycles are more common. The most high tech item in the realm are the steam trains that carry goods and passengers all across the vast land at speeds far exceeding those on boulder-back. All in all the technology is an interesting blend of the Renaissance and the wild west of the early 1800s. In all cases any metal will be copper, brass, or bronze instead of iron or steel.

Education:

Although a common language called Putonghua is taught in schools and used by the mass media, local spoken languages are often mutually incomprehensible. However, the logographic writing system, which uses characters that represent words rather than pronunciation, makes it possible for all Chinese dialects to be written in the same way; this greatly aids communication across the Realm. The main spoken language is Mandarin Chinese.

Law:

The laws are set by the ruling dragon clan of an area and are enforced by noble police who take offenders before their dragon lord to be judged. Punishment is often swift and harsh to non-nobles.

Diplomatic Relations:

Zhongguo is a great ally of Xanadu and it trades extensively with Nihon and Ganesh. Its main exports are silk, tea leaves and rice. The realm has been invaded several times by Jakata but the slow airships of that human nation have been no match for the elite dragon knights that guard Zhonggou's borders.

Army:

Most military men in the Zhongguo are nobles and companies of air, land and water warriors are available to the dragon lords. The most spectacular unit though is the Dragon Knights, a group of non-humanoid fire-breathing dragons and their freeborn riders who protect the borders from invasion. The average Zhongguo soldier is armed with hide armor and a pike.

The Great Wall of China is perhaps the most remarkable fortification used by the armies. The Wall follows the mountainous contours of the realm's northern frontier and the wall has many watchtowers from which alarm signals can be passed in case of attack. The top of the wall is also wide enough for marching soldiers to move along or for the largest dragon to roost. Indeed the rulers are considering building a similar fortification along the border with Jakata for the knights to inhabit.



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Nihon

National Symbol:

The Sun

The national flag is a golden sun on a red field.



Position:

The Nihon is the country east of Zhongguo that was once known as Japan. The realm comprises four main islands (Honshū, Hokkaidō, Kyūshū, and Shikoku) and several smaller islands. The portion of the mainland closest to the Zhongguo is Jilonging (the Korean Peninsula) which is 100 miles away at its nearest point. Travel from this area is dangerous however due to an infestation of pirates. As a result of this danger a longer route (beset with treacherous currants) is taken instead.

Provinces:

A long mountain chain divides the archipelago of the Nihon into two distinct areas. High, steep mountains scored by deep valleys and gorges mark the eastern side bordering the Pacific Ocean, while low mountains and plateaus distinguish the western side closest to the Diamond Sea (the old Sea of Japan). The country is divided into ten major areas: Karafuto, Hokkaidō, the five provinces that make up the island of Honshū, Shikoku, Kyūshū and Ryukyu.

Karafuto was originally owned by Japan but as the USSR expanded into Siberia it claimed Karafuto for its own while giving Japan the Kuril Islands. Renamed Sakhalin by the socialists the Island remained part of Russia until the Crash. Now that eastern Russia has been buried under the ice the island has been reclaimed by Nihon and restored to its original name. Being an island in far north Karafuto is mostly mountainous taiga and tundra. Industries include coal mining, fishing, and lumbering. It is important to Nihon in being one of the few areas where oil is still abundant, as cold seems to inhibit the oil eating bacterium that destroyed deposits in warmer climes. Even so any oil mined must be done so very carefully to avoid contaminating the deposits.

Hokkaidō is a large island just south of Karafuto. Most of Hokkaidō is mountainous (with a number of volcanoes) and heavily forested. The island also holds one of the countries largest alluvial plains, the Ishikari Plain. The fertile soil of this plain supports agriculture and provides the vast majority of the Nihon's crops. In addition, Hokkaidō contains coal deposits, and the cold currents off its shores are full of edible fish. Despite this abundance the winters of Hokkaidō are long and harsh, so the land houses only 5% percent of the Isles population. Most of these people are humans of the ancient Ainu tribes. These tribes are more closely related to the Celts of Europe than to modern Asians and have a society similar to that of the Native Americans a continent away. The few mutant animals that live here include reindeer, moose, wolves, wild boars, leopards, and bears. The only common nobles are yeti, dragons, and elves.

Honshū Island is the largest island in the Nihon and is divided into five regions Tōhoku, Kantō, Chūbu, Kinki, and Chūgoku. As each of these districts is large and distinct they will all get their own description.

The northern part of Honshū is the district of Tōhoku, meaning “the northeast.” Tōhoku is mountainous, forested, and generally lightly settled. Tōhoku’s most important area is the Sendai Plain, located on the Pacific Ocean side of the region. Despite a short growing season, these plains are an important agricultural area.

South of Tōhoku is the Kantō district. This was once the political, cultural, and economic heart of Japan as it contained the capital city of Tokyo. This area was heavily hit by the bomb and is now a monster filled nightmare of crumbling buildings and glowing radioactive soil. No one lives in Kantō except the poorest and most desperate of scavengers or foolish treasure hunters willing to brave death and disfigurement from the horrors of this blasted region.

Chūbu, meaning “central region,” encompasses central Honshū southwest of Kantō. This district is now the capital province of Nihon and is famed for its alpine climate containing the country’s longest rivers, highest mountains, and numerous volcanoes. The Alps run through the center of Chūbu, dividing the region into three districts.

The central district of Tōsan contains the three parallel mountain ranges that make up the Alps and most of its inhabitants live in elevated basins and narrow valleys scattered among the mountains. Silk is the product produced in these valleys and the industry has increased markedly since the crash thanks to the breeding of Giant Silk moths.

West of the Alps lies the Hokuriku district. It receives heavy winter snowfalls, and its rapidly flowing rivers provide bountiful hydroelectric power. Extensive rice fields cover Hokuriku’s plains, while its main cities are important manufacturing centers.

Tōkai, the district east of the Alps is sunnier and warmer. Most of the land’s tea is produced there and the country’s capital Nagoya is located in this province. This, the land’s largest city is surrounded by the Nōbi Plain, a densely populated agricultural region. Nearby is the country’s crowning glory, Mount Fuji. Mt. Fuji is a remarkably symmetrical volcanic cone that rises to 12,387 feet. This, the country’s largest mountain is beloved by the people of the isles and appears often in art and poetry.

The Kinki district lies west of Chūbu in west central Nihon. Kinki spans Nihon from the Sea to Sea, and occupies the Kii Peninsula, a large thumb of land with heavily indented coasts jutting south into the Pacific Ocean. Coastal plains edge Kinki’s mountainous interior. The largest of these grasslands contains Osaka, the region’s largest city. Ōsaka is the second-most populous region in the Isles and was noted for being an area of heavy industry and chemical manufacturing before the Crash.

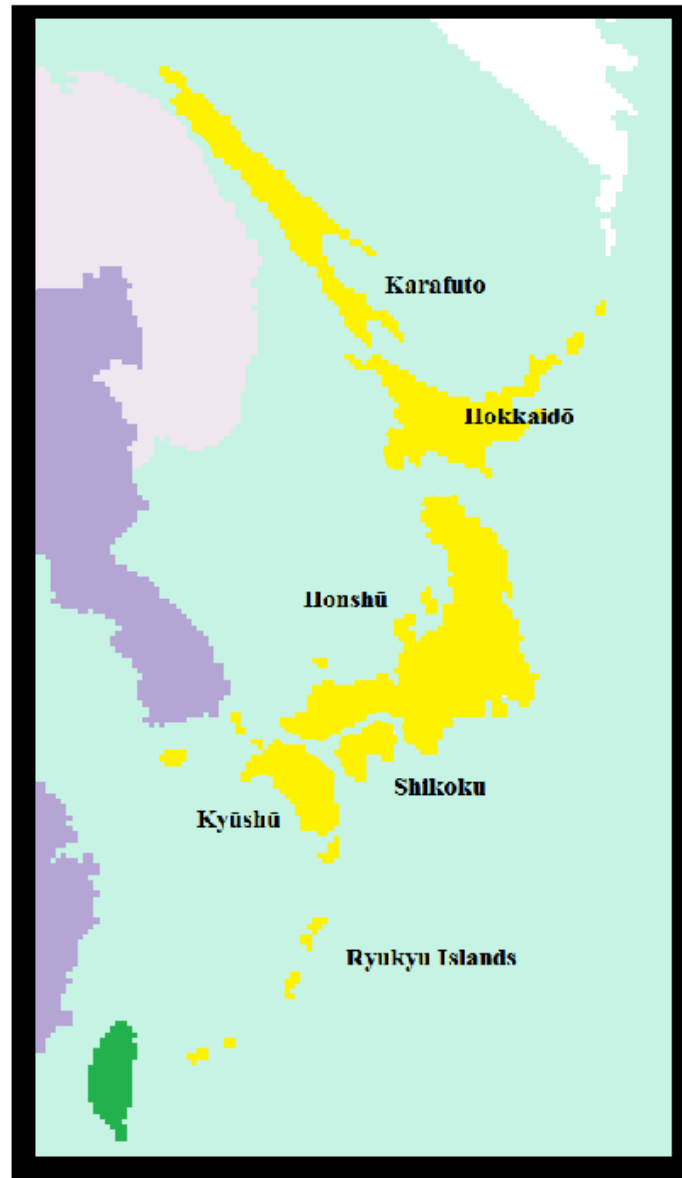
Chūgoku, which means “middle country,” is another sea to sea district of Honshū. This province is notable for the Chūgoku Mountains that run from east to west through the center of the region. The zone south of the mountains is called San’yō or “the sunny side.” The “sunny side” has a mild climate filled with warm coastal plains that support rice fields, citrus orchards, vineyards, and major shipping ports. The west coast, called San’in or “the shady side,” is colder, lacks natural harbors, and is less populous.

Shikoku is the smallest of Nihon’s five main islands and it is covered by low steep mountains and subtropical forest. Shikoku’s mountainous terrain limits settlement primarily to the coastal plains but the mild winters support the growing of citrus fruits and various vegetables that are impossible to grow in the other provinces. Three separate bridge systems built before the Crash run between Shikoku and Honshū. These bridges have been rebuilt and are one of the wonders of the island chain.

Kyūshū is the third largest of the Nihon’s four major islands and it is located south of Shikoku. Kyūshū’s interior is mountainous jungle with numerous active volcanoes. Kyūshū’s is most famed for its thermal hot springs and coal deposits. These features have made it an important industrial center for the production of weapons and machinery. In addition to metals, Kyūshū’s people grow rice, vegetables, and citrus fruits and raise jackalope and drey. The island is connected to the Shikoku by a bridge and several tunnels, including one originally used for Japan’s high-speed train, the Shinkansen.

The Ryūkyū province is a chain of numerous small islands that are scattered across the ocean from Kyūshū to Jakata. Some of the larger islands are inhabited. These islands, including Okinawa (the largest of the chain) are volcanic and used to farm sugarcane and pineapples. In contrast most of the smaller islands are mere uninhabited coral formations frequented by pirates and exiled criminals.

NIHON



Geography:

Nihon is an Island Chain with a total area of 145,884 sq miles. Honshū is the largest of island in the chain, followed by Hokkaidō, Kyūshū, and Shikoku. Together the four main islands make up 95 % of the land's territory. Karafuto and more than 3,000 smaller islands constitute the remaining 5% of the land.

The island chain is characterized by a mixture of high mountains in the north and tropical rainforest in the south. As a result the climate is rainy and humid. In the north there are cool summers and harsh snowy winters. Average mountain temperatures are 25-68°F in the summer and 24-38°F in the winter. The subtropical southern island in contrast has a short, mild winter and hot, humid summer with average temperatures of 45°F in January and 79°F in July. Farther south, the Ryukyu Islands are warmer still, with frost-free winters.

Mountains dominate the landscape of the Nihon, covering nearly 80 percent of the country. Tunnels and bridges keep most of these lofty peaks from being formidable barriers, and flying creatures are (of course) unhindered. The Japanese long celebrated the beauty of their mountains in art and literature, and during the age of man many were preserved as national parks. This means that most of Nihon's mountains are not only free of radiation and pollution but are unscarred by the Bomb.

Nihon is notable for lying in a zone of extreme geological instability. Four tectonic plates come together at these islands and cause violent earthquakes and volcanic eruptions. As many as 1,500 earthquakes occur in the isles each year. Occasionally these earthquakes are severe enough to cause widespread property damage and create tsunamis. Earthquakes are so common that the islands have disaster preparedness taught to the general public as part of their basic education.

Resources:

Fossil fuels such as petroleum and natural gas have always been rare in the Japanese Islands. Before the Crash the oil fields of northern Honshū and Hokkaidō supplied less than 1 % of the country's demand. After the Crash the oil eating bacterium destroyed these minimal deposits and now only the subarctic island of Karafuto has surviving oil fields. As the bacterium fills the seas and land of the north any oil imported south must be stored in airtight antiseptic containers until use which limits its usefulness.

Coal deposits are more abundant but are generally low grade, costly to mine, and inconveniently located with respect to major cities or areas of highest demand. The Islands do have abundant water and hydroelectric potential, however, and as a result the country had developed one of the world's largest hydroelectric industries before the Crash. Repairing these dams are now the major industry in the Golden Isles and many cities in the capital province now have electricity and running water as a result.

The Japanese islands were once a leading producer of copper, but its great mines in central Honshu and Shikoku were depleted before the Crash and are now being used to house those mutant animals that prefer to live in caves. Reserves of other ores such as iron, lead, zinc, bauxite are negligible so that Nihon depend on their trade with Zhongguo to make the swords and other weapons once the specialty of the country. On the other hand Limestone and Volcanic stone is abundant and used for making many items including houses and surgical equipment (even before the crash scalpels made of obsidian were common).

Although arable land is limited, agricultural resources are significant in the Nihon. Thanks to its volcanic soil the crop yields of Nihon are among the highest in the world, and the country produces more than 60% of its food by farming. Ranched animals include dray, jackalope, giant beetles, and bounders. The country was logged excessively before the Crash but most of this timber has re-grown in the 150 years since the Crash so wood and bamboo plentiful. As an island chain Nihon is blessed with bountiful coastal waters that provide the nation with fish and other marine foods.

Population:

Today about 120 million people live in Nihon of which at least 10% are nobles, 25 % are freeborn, 5 % human and the remaining 60% are domestiques. Most of the people live on the plains and lowlands found along the lower courses of the country's major rivers, on the lowest slopes of mountain ranges, or along the sea coast.

Capital:

With the destruction of Tokyo the capital of Nihon was moved to Nagoya in the Tōkai, province. Located on the southern coast of Honshu Island, on Ise Bay, Nagoya is the Nihon's leading seaport and industrial center. Manufactures include nonferrous metals, paint and other chemicals, cart and livestock equipment, and textiles. The development of Nagoya dates from the early 17th century, when Nagoya Castle was built by the Japanese general and statesman Ieyasu, the founder of the Tokugawa shogunate. The city grew

rapidly but was badly damaged in World War II. Luckily the bombing that resulted in the Crash targeted nearby Tokyo instead and Nagoya survived with relatively minimal damage.

Cleaned up and restored by the lands new mutant animal people Nagoya is once more a thriving city with many of its ancient buildings restored or rebuilt. Three famous landmarks, Nagoya Castle (now the royal palace), Atsuta Shrine and Ise Shrine (both Shinto shrines), date back hundreds of years before the Crash. Like most 20th Century buildings the major educational facilities of Nagoya (including Nagoya University) were destroyed by the mix of bombing and anti-metal virus but many of the books were salvageable and now fill the Royal University which was built near the castle.

History:

Japan was first settled by the Ainu tribes of Siberia during the Ice Age. By the late Iron Age Asians from China and Korea had settled the islands and mostly replaced the Stone Age indigenous culture. By the 7th Century the Japanese Empire was founded and military rulers, known as shoguns, arose in the 12th century, sharing power with the emperors for more than 600 years. In the 17th century the Shoguns took over and closed the country's borders to almost foreigners and Japan entered the 19th century far behind Western nations in technology and military power. When Western nations, eager to trade with Japan, forced the country to open its borders in the mid-19th century, Japan's shogun was ousted and the emperor was restored to power. Under the rule of the Meiji Emperor (1868-1912), Japan began a crash program of modernization and industrialization.

Japan chose to fight on the side of the Axis powers in World War II (1939-1945) and by the time that war ended with Japan's defeat, most of the country's industrial facilities, transportation networks, and urban infrastructure had been destroyed. The United States then occupied Japan until 1952 and under a revised constitution, the emperor assumed a primarily symbolic role as the head of state. After the WWII Japan rapidly rebuilt its economy and society and was considered the most technologically advanced country in the world

Unfortunately, as an ally of the United States, Japan was heavily hit by the Crash. By the 21st Century over 45% of the country's population inhabited the urban corridor between Tokyo and Kōbe. With almost half of its population squeezed into a mere 17% of the country's land area the people of Japan were especially vulnerable to the bombing and chemical warfare used in the Crash. The loss of so many people and the radioactive ruins of what had been one of the most heavily occupied regions on the planet caused many of the Japanese people to fall into savagery, fighting one another over scarce resources.

The Dreamland complex had lay in ruins for several years, the chimera within gradually forming their own society until 20 years after the Crash when the phoenix Akako Tori was ready to travel throughout Japan with a message. Akako claimed that she was Zhuqiao, the messenger of the Great Goddess Amaterasu and had been sent by the Sun Goddess to bring a message to the people of Japan. The people, human and mutant alike must return to the ancient ways of the old Shinto religion. According to her human technology had offended the old gods and a new land must be built over the old, a land where the wickedness of the past would be forgotten and a new order of peace would be born. She gave Japan back its original name of Nihon and declared herself Empress of the Sun.

In addition Akako stressed the sacred nature of the nobles and how they were divinely given the right to rule. As most of the surviving people were farmers unfamiliar with the technology that had created the Dreamworld chimera they accepted the nobles as being the physical embodiment of the Kami, or Shinto spirits. In this way the nobles took over the government of Japan, now called by its original name of Nihon, and established the caste system now so ingrained in Asian culture.

Government:

The Empire is ruled by a non-hereditary monarchy in which the Imperial Advisors search the land for a young female phoenix who they believe is the next incarnation of the Sun Bird. Their choice is determined

by certain characteristics (a single red feather on her head, the ability to sing certain songs, intelligence when asked questions, etc.) set by the sacred scrolls written when the Empire was first formed.

By tradition the body of the old empress is cremated and the new empress rises from her ashes (aka: flies above the funeral pyre) in a public ceremony. Until she has totally memorized the royal duties of Empress the new ruler is assigned a royal teacher (of any noble race) who educates and aids the new monarch.

The Empress in return relies on other nobles, of any race to manage local Freeborn and Domestique populations. Each noble house controls its own territory in the form of various dukedoms and noble manors scattered throughout the islands. There is no particular species sent to rule over each province, instead the new provincial minister is chosen by a vote among the various nobles within the province in question. The newly appointed minister then must swear fealty and get the blessing of the Empress.

The state religion is Shinto. Shinto is a mixture of religious beliefs and practices, which is unique to Japan and dates back the year 720 where it was mentioned in the Nihon Shoki, Japan's earliest historical chronicle. Unlike most major world religions, Shinto has no organized body of teachings, no recognized historical founder, and no moral code. Instead, it focuses on worship of ancestors and a pantheon of kami or sacred spirits that personify aspects of the natural world.

The Imperial Advisors are another relict of ancient myth, this one predating Shinto and dating back to the Chinese Ancestors of the Japanese. The Advisors are a group of four mutant animals. Two of these mutants are noble (a dragon and a unicorn) and two (a white tiger and a turtle) are Freeborn. The species is based on the five sacred animals of the Elements in Oriental Lore. The Phoenix is the Empress representing the sun, fire, and the south. The Dragon represents the element of air (wood in Chinese lore) and the East. The Unicorn represents the element of Earth and the center. The white tiger is the element of metal (Spirit in western mysticism) and the West. The last adviser is the turtle, symbol of the element of water and the north. The duties of the advisors is to advise the Empress on the affairs of state, control the minor functions of government, and choose a new Empress when the old one dies.

Economy:

The yen is the main coin of the realm. It is divided into 100 sen and into 1,000 rin. One yen is equivalent to 10 golden crowns or bucks. Coins are minted in denominations of 1, 5, 10, 50, 100, and 500 yen, along with bio-plastic banknotes of 1,000, 5,000, and 10,000 yen.

Current ruler:

The current Imperial Mother is Murasaki Cho, third reincarnation of the Phoenix, Mother of Fire. She is new to the throne and still getting her bearings since her coronation less than a year ago.

Technology:

Japan was once the most technologically advanced country in the world. The Crash however ended that since the areas of high tech were also those areas most heavily hit by the bomb. Very few people with high engineering skills survived the chaos that followed and the new religion/ government created by the Empress suppressed the redevelopment of pre-crash technology. As a result Nihon seems barely out of the 16th Century until one runs across some incongruous item like a printed book or telephone.

The Empress has declared that any technological item found by any Freeborn or Domestique must be turned over to the Nobles. As a result only nobles tend to have such items. The majority of pre-crash artifacts are kept in museums but a very few, deemed useful or not dangerous to the people (such as radios, suspension bridges, and printing presses) are used by government officials. Firearms are outlawed but swords, numchucku, and similar weapons are allowed.

Education:

Japan was an ethnically and culturally homogeneous nation before the Crash with only a few small minority groups. There was only one major language: Japanese. The Japanese language is still the main tongue of Nihon, though Mandarin/Putonghua (the main language of Zhongguo) is spoken as well. Most people are literate as schooling is mandatory for all children until adolescence. While some people in the far regions (such as the Ainu) may use a simple apprenticeship program more than 99% of the people have attended school.

Schooling was always important to the Japanese, before the Crash there were at least 604 four-year universities in Japan and 588 two-year junior colleges. Important and prestigious universities included the University of Tokyo, Kyōto University, and Keio University in Tokyo. These Universities were, of course, destroyed but the Empress has declared that every village must have at least one schoolhouse. Students attend classes five full weekdays in addition to half days on Saturdays. The school year runs from April until March.

Law:

The laws are set by the ruling noble of an area and are enforced by noble or Freeborn police who take offenders before their lord to be judged. On request a criminal may request a pardon by the Empress but she usually sends one of her advisors instead. In any case the decision of the Empress or her advisors is final. Punishment is usually some sort of community service unless the crime was particularly heinous (such as deliberate, premeditated murder) in which case banishment on a small island, imprisonment or death may be sentenced.

Diplomatic Relations:

Nihon depends on Zhongguo for most of its metals and the dragons are its only trading partner. Nihon's main exports are silk, tea leaves and tropical fruits. Nihon has been invaded several times by Jakatan boats but all have been captured and neutralized by the Nihon navy. Jakata has yet to use airships on Nihon, probably because they have no idea of its exact location.

Army:

Nihon has three armies, a land force made up of most species, an Air Force made up of flying mutants, and a Navy made up of wooden, double masted, ships armed with copper cannons. The typical Nihon soldier is armed with Daisho or with a Naginata.



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Ganesh

National Symbol:

The wheel of fate

Ganesh's Flag is the same as it was before the Crash, the wheel of fate upon a field striped horizontally with orange, white, and green.



Position:

Ganesh consists of the lands previously known as India and Nepal. It thus borders both Xanadu and Zhongguo in the north and Jakarta in the east. The country is guarded in the north by the world's highest mountains, the Himalayas, and on the east, south, and west by oceans.

Provinces:

Ganesh consists of over 1 million square miles of land divided into seven major territories. Two of these territories are located in the rugged northern mountains, one in the southern sea, and the rest are in peninsular India.

The Himalayan mountain system is 200 miles wide and extends for over 1,500 miles along the northern and eastern borders of Ganesh. It includes the largest mountains in the world including Kānchenjunga (28,209 feet) and Mount Everest (29,035 feet). It is divided into four topographical zones: the Great Himalayas, the Middle Himalayas, the Outer Himalayas, and the Tarāi. The Himalayas region, including the foothills, is sparsely settled. Agriculture and animal herding are the main economic activities. The highest zone is the Great Himalayas; in the far north Eight of the ten highest mountains in the world are located in this area. This is an area of snow-covered highlands noted for its religious temples and monks.

To the south of the Great Himalayas are the Middle Himalayas, dominated by peaks that average less than 9,900 feet. Several rivers run through the Middle Himalayas many forming deep gorges that make navigation difficult.

South of the Middle Himalayas lies the Outer Himalayas, with an average elevation of 3,300 to 6,600 feet and several broad valleys, this area is the only part of the mountain chain that is well suited to agriculture.

The Tarāi is an area of relatively flat, fertile lowland, in the southernmost mountainous zone of what used to be called Nepal. Much of this area comprises the most northern extension of the Gangetic Plain of Ganesh. Rivers rising in the Himalayas emerge in the Tarāi and continue southward, some of them becoming tributaries of the Ganges, Ganesh's most prominent river. The Ganges is susceptible to flooding during the summer monsoons creating fertile soil that make the Tarāi one of the major agricultural areas of Ganesh. The northeastern province is so fertile that it is where nearly a third of the country's population lives.

On the South west bordering Xanadu is Punjab. Punjab is a belt of flat, alluvial lowlands some 250 miles wide that stretches from the Xanadu border through the Gangetic Plain, to the Assam Valley (now part of Jakata) in the east. This area is the most agriculturally productive land in Ganesh as it includes the Indus River and its tributaries.

South of the Punjab plains lies Catshangar (a corruption of the old states Chhattisgarh and Jharkhand) that takes up most of western peninsular Ganesh. This area features a series of mountain ranges and plateaus and the Thar Desert. In the center of this area are a series of low hills. The main river is the Narmada. This

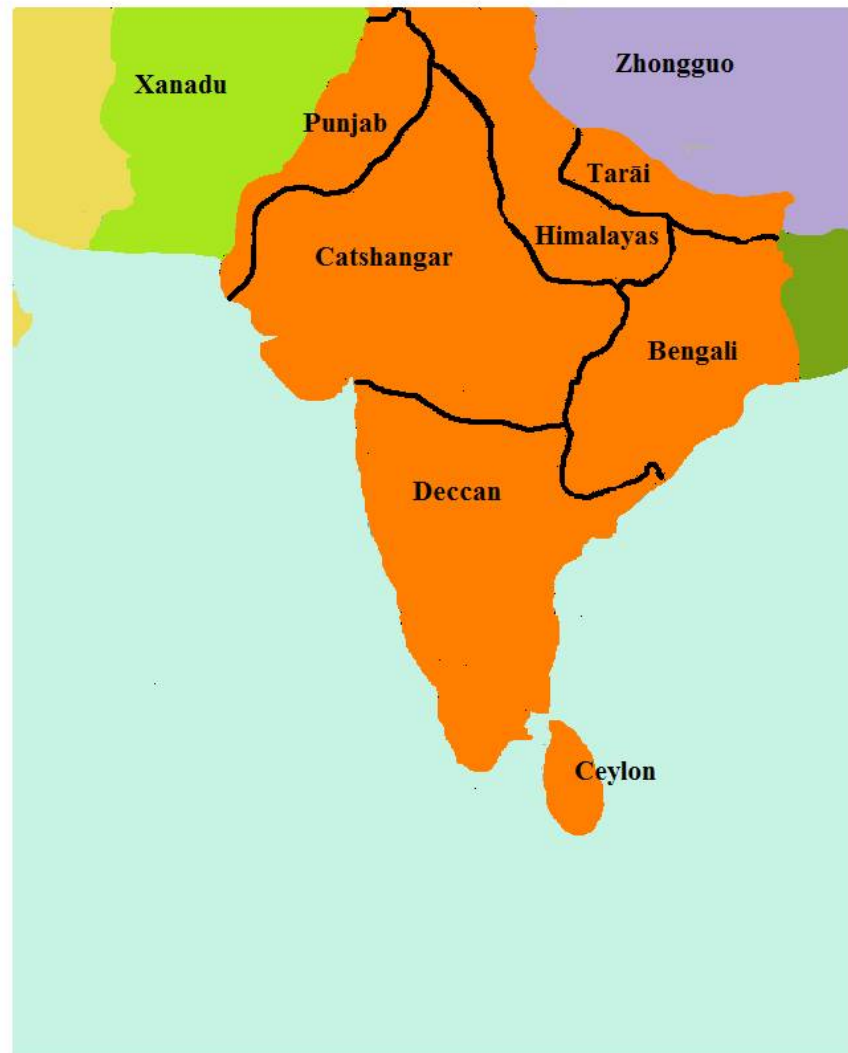
area of rocky and uneven land is sparsely populated and the major occupation is herding and farming coarse millet grain.

East of Catshangar is Bengali, an area of temperate woodland changing to tropical forest and mangrove swamps to the north east. Once the last stronghold of the Indian Elephant and Bengal Tiger it is a wild area with few villages or agricultural areas. The main occupations in Bengali is forestry and watching the border in case of Jakatan attacks.

The Deccan is the name given to southern central Ganesh. The Deccan consist mostly of a vast rocky plateau bordered by three mountain ranges, the Sātpura, the Western Ghats, and the Eastern Ghats. Elevations in the plateau region average 2,000 feet. The Western Ghats are very steep and vary in height from 3,000 to 8,000 feet while the gentle slopes of the Eastern Ghats average only 2,000 feet. The Deccan supports a sparse agricultural population and is also home to Bengali's few remaining industrial enterprises.

The small Island of Ceylon is the final province of Ganesh. This island was known as Ceylon until 1972 when it was named it Sri Lanka. After the Crash it has become part of Ganesh and given back its original name. Ceylon is a country of mountainous rein forest and mangrove swamps with only a major sugarcane and tropical fruit growing industry.

GANESH



Geography:

The topography of Ganesh varies from the barren dunes of the Thar Desert to the highest mountains in the world. Tropical jungles cover the south eastern coastlines and mangrove swamps infest the northeast but most of the country consists of fertile river plains, temperate forests and high plateaus.

Resources:

Most of Ganesh is dedicated to herding, cotton plantations and farming tealeaves and rice. Ganesh also has vast coal reserves and major deposits of bauxite, copper, gold, silver, manganese, lead and chromite. There are also ample reserves of the phosphate rock apatite (called “firestone” and used to make fertilizer and as an aid to maintaining a dragon’s fire), gypsum, limestone, and mica. Apatite is a major import to Zhongguo and the other northern countries and fetches a high price on the open market.

Ganesh is especially famed for its timber. It’s most famed tree species are teak, deodar (a type of cedar), and satin wood. Products such as figs, mangos, perfume (ylang-ylang); nuts, poison (the upas tree) fibers, oils, gums, and resins are among the most valuable commodities from Ganesh’s forests.

Population:

During the age of man there were more than 1 billion inhabitants in India. Today its population has been reduced to only about 22 million. Most of this population consists of elephants, cattle, nilgai, blackbuck, deer, wolves, jackals, dholes, peacocks, bears, tigers, leopards, lions, and porcupines. A few dogs, cats, chickens, horses, pigs, birds, and nobles round out the population. While the northern caste system is not used in Ganesh one can assume that in general 50% of the population is elephants, 25% are other freeborn, 15 % domestiques, 6% are human and only 4% are nobles.

Capital:

N’delhi (New Delhi) is the country’s capital. It is located in the center of Punjab on the Ganges river. It is a huge city that survived the Crash relatively intact.

History:

India’s long history stretches back to the Indus Valley civilization of about 2500 BC. For several centuries India was ruled by countless regional kingdoms and empires until the British began ruling India in the 1700s. India won its independence from Britain 1947.

After the Crash the people once more fell into several regional kingdoms. One kingdom became dominated by a race of (possibly chimerical) mutant elephants born with unbelievably potent psychic powers. Seen as the reincarnation of the Indian God Ganesha these elephants soon became the nobility of India.

Ganesh was attacked about 30 years ago by the people of Jakata who wanted mutant animal slaves. The high technology and encouragement of both magic and psychic powers of Ganesh helped route their foes but Jakata still occasionally sends a small unit to attack Ganesh hoping guerrilla warfare will weaken the country.

Government:

The rulership of the country is by a council of twelve Brahmin (high priest) elders elected by the Rajas (kings) of the various provinces. This council advises and aids the Maharaja (or high king) of Ganesh. The Brahmin may be of any species but the rajas and maharajas are always mutant elephants with the Maharaja being a pureblood Ganesha. If no men of the bloodline exist then the closest female relative is married to a

more distant relative elected by the Rajas and Brahmins in council. The Maharaja directly addresses the minds of his subjects three times a day to distribute news and information.

Economy:

The copper paise is the most basic monetary unit of Ganesh. One paise is equal to about half an American buck (or 50 cents). 100 paise equals one rupee, which is the standard gold coin of the land.

Current ruler:

Maharaja Vivek Ganesha is the current Maharaja of Ganesh. Like his entire breed Vivek is a mutant Indian elephant with three eyes. He is regarded as a very wise ruler who has little quom in interfering with other nations if they seem to be endangering the world. As Palladium is planning a sourcebook on Ganesh I am not going to include statistics for Vivek at this time.

The Brahmins elected by the Rajas are all of different species. The current roster of advisers includes two cows, a kite (a type of hawk), a yeti, a baku, a tiger, and a dhole.

Technology:

Ganesh is much more technical minded than its neighbors to the north. This is mainly because India was spared heavy bombing so that most of the countries power stations survived and as a result much of Ganesh has electricity (the creation of which they keep a well-guarded secret) and hot running water. Pre-crash artifacts (including plastic guns) are fairly common and those that did not contain iron or steel may even be usable. Though the anti-metal virus destroyed almost all automobiles, copper, bronze, and admantium steam powered or electric cars (created using old auto engineering plans from before the change) are used by the richest people of high caste. Bounders and drays are still the mount of choice for low caste people and those who live in the mountains or jungles where cars cannot travel and many of these poor people have no electricity.

Education:

Ganesh ensures compulsory education for all up to age 14. A lack of money and effort put into primary education, however, has hampers the achievement of this goal and only 68% of males and 41% of females (and all elephants) are literate, most learning using religious texts.

Law:

Justice in Bengali is determined by the local highest-ranking elephant and a group or 4-10 Brahmins. Soldiers hired by the local nobles patrol the area in lieu of police officers. Punishments vary from community service to banishment.

Diplomatic Relations:

Ganesh is on good terms with the Zhongguo to which they trade firestone, tea, perfume, mangos and sugarcane in return for silk and porcelain. Xanadu however is looked upon with suspicion as the two countries have a border dispute over the Kashmir valley in the northwest. Ganesh will not allow either country to send missionaries as Ganesh has its own religion and caste system and wants nothing to do with that of the north. Nevertheless as far a technology is concerned Ganesh dominates its neighbors.

Ganesh's main trouble is with Jakata with who they are at war. The Jakatans air ships and advanced weaponry has caused Ganesh much grief and they are currently in a battle to retake their eastern border from the invaders. Vivek is considering asking Zhongguo for help but has put it off to save the pride of the other rajas.

Army:

There are between 10,000 and 20,000 soldiers in the army of the Maharaja, most of which are horses, elephants, wolves and tigers. The army has a reputation for ferocity and strength but lacks an extensive air force, which has made it vulnerable to Jakata's forces. The average soldier is armed with a sword, shield, and handgun. Behemoths are tamed to carry howdahs full of spear and bow carrying soldiers, as did the war elephants of old India.

Special Feature:

The caste system is still pervasive in India even today and it is very different from the relationship between nobles, freeborn and domestiques. A caste (jati in the Ganesh language) is an unchangeable social class to which a person belongs at birth and which is ranked against other castes on a continuum of perceived purity and pollution.

There are five major castes called varnas. These varnas are the Brahmins (priests and scholars), the Kshatriyas (warriors and rulers), the Vaisyas (merchants, farmers, and traders), the Sudras (laborers, including artisans, servants, and serfs), and the Harijans ("untouchables": who traditionally perform tasks considered "polluting," such as slaughtering animals or leatherworking). Physical contact with Untouchable people is viewed as defiling to the higher castes.

The Caste system is very important to the People of Ganesh for it determines where people live, what jobs they can honorably hold, and whom they marry as one is supposed to marry within one's own caste. Even language depends on caste for each caste has its own unique accent and people who use a low caste dialect are identified as lower class and may suffer discrimination. In general elephants, cattle, tigers, peacocks and nobles are of the Brahmin or Kshatriya castes, most other freeborn and domestiques are Kshatriyas or Vaisyas, and such animals as rats, pigs, and dogs are limited to Sudra or Harijan status. Any mutant with psychic powers will be of higher caste than the rest of his kind and will be adopted into a higher caste family.

Another issue that divides the people of Ganesh is religion. About 83% of the people are of the official Hindu religion but 12% are Muslims, and the rest are Christians, Sikhs, Buddhists, or Jains. Non Hindus are looked down upon by the majority of people. The basic clothing worn in this country is a sari (for women) and a dhoti (for men) but Muslims wear brightly colored clothes while Hindus wear white.



Other lands and Cultures

Long-Ku Island

Long-Ku island (literally Dinosaur Island) is the country once known as Taiwan. It is a land of tropical jungle and high mountains that was the location of a theme park that featured genetically cloned dinosaurs before the Crash and after the bombing ceased Taiwan's people had to deal with marauding dinosaurs on top all the other ravages of the Crash. As a result the humans of Long-Ku were driven into savagery.

Of course the dinosaurs did not remain animals long, the same virus that mutated the animals of the other lands also affected the animals of Long-Ku and now the lowlands are filled with an intelligent mutant dinosaur civilization that contrast with the savage cave men of the interior mountains.

The dinosaurs of Long-Ku have a simple medieval culture in which the majority of the people live in villages in which dray are the only livestock. It is considered unworthy to hunt or kill any beast using tools, only the claws and teeth given to one by nature being used to hunt behemoths and jackalopes. Tools (mainly nets, spears and clubs) can only be used in war or when fishing. The immense wooden ships built by the long-ku dinosaurs lack a mast or sails, being pulled along by mutant plesiosaurs. These plesiosaurs are sentient and an indispensable part of the ship's crew. Even so these dragon ships rarely are found more than 200 miles from Long-Ku's coast.

Long-Ku does not allow any non native to land upon their island. Any person from elsewhere in Asia who sails to the island is kept from leaving by the destruction of their ship or possible imprisonment. Some of the current chiefs however are considering trading with the north after hearing about (and seeing) some of the products made on the mainland. They are especially impressed with Zhongguo after having a dragon from that land survive a shipwreck off the coast. Still the pirates and occasional raider from Jakata has made the Long-Ku leery of relations with foreigners so any trading arrangement will not be soon.



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Jakata

Jakata is a human dominated kingdom that takes up most of southern Asia including Bangladesh, Myanmar, Thailand, Cambodia, Vietnam, Laos, Malaysia, the Philippines, and Indonesia. Jakata keeps mutant animals as slaves and uses them to man their huge sky-ships, massive dirigibles that use helium to fly. Jakata has already tried attacking both Zhongguo and Ganesh and failed miserably. Not about to give up Jakata is currently attacking Australia hoping to use the island continent's resources and slaves to aid further attacks to the north to retake Asia for humanity. Jakata is detailed in the book *Mutants Down Under*™ so will not be described here.

The Barbarian Tribes

The Northern barbarians are a collection of warlike tribes of wolves, bears, seals, and reindeer that live in the far northern taiga and tundra. The territory of this group is not as extensive as it seems on the map because most of the far north has become glaciers in recent years; this has steadily pushed the tribes south and into conflict with the empires. The northern barbarians of Asia are very similar to the ones described in the core rules for America.

Another group of barbarians can be found in the west. These are the Horse Nomads, a group of horses, donkeys, cattle, and other herbivores that live a nomadic existence similar to that of the Beduins of ancient Arabia. In many ways this group is similar to the people of the Plains of Free Cattle detailed in the core rulebook and the stats for that culture may be used. The Horse Nomads are often in conflict with the Northern Barbarians as well as with the cultures of Europe and Xanadu.



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Pirates

The government of Nihon has made a practice of exiling their worse criminals on islands. The result unfortunately has been a rise in piracy in the eastern Asian Seas. These pirates build ships out of driftwood, bone, and the remains of the captured ships of other cultures and sail about looking for ships or helpless coastal villages to pillage and steal from. Even worse, rumors abound of cannibal ships that eat those captives who fail to join the pirate's crew. Whether these cannibals are real or just rumor remains to be seen but pirates are defiantly becoming a big problem in the Diamond Sea between Zhongguo and Nihon. Pirate ships may be sailed by any species of mutant animal from Domestique to Noble and the majority of these pirates make their homes in the caves and jungles of the Korean peninsula and Zhongguo has had a hard time trying to destroy them.



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TECHNOLOGY

The Crash affected the technology of Eurasia in three distinct ways. First almost all electronics were destroyed by electromagnetic pulses. Second, a man made virus caused all ferrous metals it encountered to dissolve into rust. Third, an oil eating bacterium introduced into the sea to clean up oil pollution has destroyed most off shore oil refineries. Today only those oil deposits isolated in the most arid deserts or Arctic cold are still viable, even the refineries that once filled the Caspian Sea are now unproductive and many fear that the current scarcity of oil may be due to the bacterium mutating to live on land.

As in Britain, an electromagnetic pulse destroyed almost all communications networks in Eurasia. Only the most remote regions in the arctic north, Southeast Asia (mostly in Jakarta), and Western Europe have retained any electronics and most of these are so rare they automatically belong to the government.

The Asian continent used to be the oil capital of the world but today the Oil-eating bacterium and the weather has changed all that. Only a few isolated fields remain, all others either have been made barren by the bacterium or have been destroyed by natural disasters. The glaciers of the far north, once retreating due to global warming, are once again spreading to cover the tundra. Because of these glaciations, the Arctic oil fields are now buried under tons of ice and the melt water has caused the old Caspian and Aral Seas to merge forming a single vast body of water that has completely submerged the oil platforms that once dotted their shores.

The electromagnetic pulse and oil eating bacterium was bad enough but the anti metal virus was the most destructive force to hit Asia. Not a virus at all, the AM virus was actually a self-replicating nanotechnological machine the size of a bacterium that was developed by the military to destroy enemy weapons. During the Crash this weapon was released and spread widely across Eurasia, only being stopped by water, arctic cold and deep deserts. The result of this “virus” is that anything made of ferrous metal (iron, aluminum, steel and titanium) will rust into slag within days of being infected. Nonferrous metals (such as copper, brass, gold and silver) are unaffected but are very soft so have a reduced S.D.C.

Generally the S.D.C. of all metal items not made of adamantium will be different than what can be found on page 147 of the AtB Core rulebook (or page 61 of TMNT). In general the S.D.C. of gold and silver items will be reduced by 50% while bronze, brass, and copper will be reduced by 25%. In this way a typical Dead Bolt Lock (100 S.D.C.) will have 50 S.D.C. if made of silver and 75 S.D.C. if made out of brass. Only an adamantium lock will have 100 S.D.C.

Due to these changes, Eurasia’s technological standards are equal to the late middle ages and early renaissance eras with the exception, that plastic is common and all metal items are made on non-ferrous metals. Bio-plastic is made using the same equipment that used to make petroleum based plastic with the exception that the main ingredient is keratin provided by shed feathers and hair. Bio-plastic is just as malleable and strong as typical plastics but is biodegradable after several years.

The most useful substance known in Asia is adamantium. Adamantium is an alloy combining diamond dust, silver, and some other elements whose exact composition is a secret known only to the eldest dwarves in Xanadu. The result is a silvery metal, as hard as steel but immune to the anti-metal virus. The creation and forging of adamantium items is a very expensive endeavor so adamantium items (as well as items made of gold or silver) cost double the price listed in the core rulebook. Under no circumstance will a dwarf elder give up the secret of adamantium and a dwarf character must have a Blacksmith proficiency of 90% or higher and prove himself many times over before he may be allowed to forge adamantium items.

Most items given in the core rulebooks are available but most items will be useless due to the anti-metal virus, A.M. pulse, and lack of petroleum. Ganesh (India) is the only land with electricity and electric cars, all others must use animal transportation.

Equipment & Weapons

Below is a list of new weapons (or at least new to the 2nd edition of *After the Bomb*®) appropriate for Mutants in Xanadu. Most of these weapons can be found illustrated and fully described in the first edition, Hero's Unlimited™, and many other Palladium games. Note that many oriental weapons have a blade (or club) attached to a chain or rope, all of these weapons require a separate W.P. Chain as explained in the core rules for Nunchucks. Prices will be given in American Bucks for easy conversion to your country of choice.

Ancient Weapons

Aikuchi or Tanto: These are curved Japanese daggers made for throwing. The Tanto has a hilt and the Aikuchi does not, otherwise they share the same statistics. Cost: varies according to quality, material and beauty, from a mere \$20 for a copper knife to \$1,000 for an ornate gold ceremonial dagger. Damage: 1d4.

Bagh Nakh: This Indian weapon is common in modern anime and comic books. Also known as "Tiger Claws" the Bagh Nakh is a set of metal claws worn on the hands. Cost: \$200. Damage: 2d4.

Bullova: A pole arm from India shaped like a spear with an axe blade attached under the point. Cost: \$ 800. Damage: 2d6 for a spear thrust or 3d6 for a chop.

Bisento: This is a Japanese polearm with a broad curved blade for chopping that ends in two up-curved prongs for catching the armor of an enemy and pulling him off of his riding beast. Cost: \$ 600. Damage: 2d6.

Bow, Ninja: This is a very small bow that can be easily disassembled and hidden. Effective range for the Ninja Bow is 400 feet. Cost: \$500. Damage: 1d8.

Bow, Daikyu: This is one of the most powerful bows ever created. It is so large to hide effectively (being at least seven feet long) and has an effective range of 800 feet. Cost: \$ 1000 and up. Damage: 2d6.

Chakram: An Indian weapon shaped like a metal ring with razor sharp edges. Thrown like a Frisbee the chakram can cut through an inch of bamboo or even severing the fingers from an enemy's hand. Cost: \$5.00 each. Damage: 1d4+1.

Eggshell Bomb: This is a hollowed out eggshell filled with pepper, metal shavings, and other irritating substances. When tossed it breaks open and releases a cloud of irritating smoke that causes all who breathe it to save against poison gas or be affected. It does no permanent damage but those affected are blinded (-6 to Strike, Parry, and Dodge) until their next turn.

Katana: The Japanese long sword and the primary weapon of the Samurai warrior. Up to three feet long these swords range from cheap everyday swords to swords made with special metals and techniques so that it is more resistant to damage. An everyday katana cost around \$300 and does 2d6 points of damage. A high quality one cost at least \$5,000, does 3d6 points of damage, and is +20 S.D.C. When a katana is paired with a Wakizashi (see below) the character is said to be armed with Daisho. Using both weapons together counts as a separate skill.



Kawanga: This is a rope with a metal grappling hook on one end. While normally used as a climbing aid (adds +25% to climb skill) it can be used as an emergency weapon. Cost: \$50. Damage: 1d8.

Kris: This famous short sword from Indonesia has a wavy blade that makes a larger wound than a typical sword. The number of waves varies from three to twenty nine and is always an odd number in order to allow for a pointed tip. Deliberately forged in a crude fashion the number and shape of any cracks in the blade is believed to predict whether the sword is cursed or fated to bring good fortune to its user. Cost: \$700. Damage: 2d8.

Kusari-Gama: This weapon is a combination of a sickle with a weighted chain attached. The blade is used for striking while the chain entangles a foe. This weapon cannot be used unless the character has hand to Hand Assassin or Martial Arts. Cost: \$300. Damage: 1d10.

Kyoketsu-Shogi: This weapon is a rope with a metal ring attached to one end and a double blade on the other. Though primarily meant for climbing (adds 25% to climb skill) it can be used to entangle or strike a foe. Like the Kusari-Gama this weapon can only be used by those who have Hand to Hand Martial Arts of Assassin. Cost: \$100. Damage: 1d8.

Manriki-Gusari: A chain with a weight on either end, this simple weapon is easy to make, disassemble, and hide. It can be used to entangle with one end while striking with the other. Cost \$30. Damage: 1d8.

Metsubishi: This Japanese weapon is the ancient ancestor of the modern Pepper Spray. While used by ninjas, the metsubishi was most popular among law enforcement officials as it allowed them to take criminals alive. In shape this weapon looked like a small wooden box (either round or square) with a mouthpiece on one end and a tube on the other. By blowing on the mouthpiece the user could spray a pepper mixture into an opponent's eyes, blinding him long enough to restrain him. Naturally this weapon is useful only at short range (2 yards) and causes no wounds. Cost: \$ 50. Damage: See Eggshell Bomb above.

Naginata or Yari: These weapons are a type of oriental spear. The Naginata has a curved blade and the Yari has a straight blade but otherwise they are alike. Cost: \$150. Damage: 1d8.

No-Dachi: The classic Anime Sword, the No-Dachi is 5 to 6 feet long and is carried on the back. To use this sword the user must pull it from the scabbard over the shoulder. Cost: \$750 and up. Damage: 3d6.

Nunchaku: This is the same item called "Nunchucks" in America. The features, cost, and damage are the same as in the core rulebook.

Sang Kauw: This Chinese weapon is like a very short spear (about 2 feet long) with a point at each end and a half-moon shaped blade (positioned points up) in the center. Held on the knuckles the Sang Kauw is used to stab sideways with the points while using the moon blade to parry. A special Weapon proficiency is needed to use the Sang Kauw effectively and it gives a +2 bonus to parry. Cost: \$200. Damage: 2d4.

Sai: Three pronged daggers designed to be used as a pair, one in each hand. A skilled user can use one sai to entangle an opponent's sword while striking with the other. Cost: \$50 per pair. Damage: 1d6.

Sa Tjat Koen: This Malaysian weapon looks like a Nunchaku with an extra chain and handle attached. Like Nunchaku it can be used to both entangle and strike and counts as two W.P. skills. Unlike Nunchaku the Sai Tjat Koen cannot be used as a paired weapon. Cost: \$ 150. Damage: 1d10.

Shikomi-Zue: This is a special cane sword with a spring loaded concealed blade that pops out of the end at the push of a button. It can be used to stab or club someone but the S.D.C. of the cane handle is only 50 S.D.C. Cost: \$ 150. Damage: 1d8.

Shuriken: Shuriken are the famous “Ninja throwing Stars” of Japan. They are razor sharp metal discs or stars thrown at an opponent to discourage him from fighting. Shuriken require a different technique than throwing knives so this weapon counts as a separate skill. Cost: \$5.00 each. Damage: 1d4.

Tail Blade: This is a weapon wielded by dragons, crocodilians, and other mutants with long tails. It is a sharp blade that attaches to the end of the tail. This blade is swung at enemies behind the wielder and can sever the limbs of an attacker. Cost: \$5000. Damage: 3d6.

Tail Mace: This is a weapon wielded by dragons, crocodilians, and other mutants with long tails. It is a heavy spiked ball that attaches to the end of the tail. This ball is swung at enemies behind the wielder and can crush the bones of opponents. Cost: \$3000. Damage: 2d6.

Tetsubishi: Oriental caltrops that come in a variety of shapes and stiles. All are designed so that the sharp metal points point upward no matter how they land on the floor. Anyone stepping on a caltrop must immediately stop and pull it out before they can move on. Cost: \$1.00 each. Damage: 1 point.

Wakizashi: The Japanese short sword and the primary weapon of the Samurai warrior. About two feet long these swords range from cheap everyday swords to expert quality weapons just like katanas. Cheap Wakizashi cost around \$300 and does 1d8 points of damage. A high quality one cost at least \$5,000 and does 2d6 points of damage. When paired with a Katana (see above) the character is said to be armed with Daisho. Using both weapons together counts as a separate skill.

War Fan: Folding fans are carried by most women in Asia both to wave in order to keep cool and for making social gestures. Most are made of bamboo and silk but a few have an edge reinforced with metal. In the war fan this metal has been sharpened to a razor edge that can be used to cut a victim. The war fan is usually carried by highborn or noble ladies as a fragile but easily concealed weapon whose shape makes it hard for an opponent to counterattack or parry. Anyone attempting to attack someone wielding a war fan is at -1 to strike or parry due to the distracting movement and colors of the fan. A war fan has only 10 S.D.C. so is usually only used in an emergency. Using a war fan is a separate weapon proficiency. Cost: \$300. Damage: 1d4.

Wing Blades: These are sharp dagger-like blades that are attached to the wings of flying creatures. They can be used to scratch people struck by the wings in combat or to rip the wings of other flying creatures. They are also useful for puncturing Jakatan dirigibles. Cost: \$ 5,000. Damage: 1d6.

Modern Weapons

Even before the Crash firearms made of ceramic and plastic were being made so it is no surprise that such items are still in existence. Basically any gun found in the basic rulebook can be found in Asia, just assume it is made of ceramic and plastic. Bullets are made out of plain lead (or a ceramic and lead alloy for those bullets that cause shrapnel damage) so are poisonous if eaten. Some firearms unique to this setting are found below.

Aerosol AMV Spray: This is a spray bottle filled with a variant of the Anti Metal Virus. Unlike most weapons the Aerosol AMV Spray does not directly harm anyone it is sprayed upon. Instead the nanobots within the spray infest any metal objects carried by an opponent. Unlike the natural AMV the virus in these cans is very virulent and will dissolve any metal object it is sprayed upon (including gold, copper, silver, and admantium) in mere rounds. Once the item is destroyed the virus becomes inert as the nanobots are devoured by the “wild” AM virus. This weapon is most often carried by Border Guards and Army Officers.

Cartridge: None, but is refillable. Feed: 15 sprays per bottle at a rate of fire of 1 squirt per melee. Weight: 1 pound. Effective Range: 20 feet. Cost: \$



75. Damage: 2d6 S.D.C. damage per round for 2d4 rounds to anything made of metal. One squirt will cover everything in a 10 foot radius but it will have no effect on non metallic objects.

Behemoth Rifle: This is a huge gun designed to bring down giant sized creatures such as behemoths or giant centipedes. It is also an effective weapon against dragons and other characters of size level 19 or higher. A small cannon, this gun cannot be concealed and requires two hands to use. It also has a nasty kick, make a successful P.P. roll after firing or take 1 point of hit point damage from the impact. Cartridge: .50 mm. Feed: 2 round magazine. Weight: 20 pounds. Effective Range: 100 feet. Cost: \$3,000. Damage: 4d10/round.

Cricket Derringer: This tiny gun is specially made for sprites and other tiny characters. It is only a few inches long and fires ceramic lead alloy bullets. Its tiny size means it is easy to carry but characters over size level 4 will be unable to activate the trigger because their fingers will be too wide. Cartridge: .2 mm armor piercing rounds. Feed: 6 round detachable magazine. Weight: 1 pound. Effective Range: 50 feet. Cost: \$100. Damage: 1d8/round.

Squirt Gun: A typical plastic squirt gun of the sort used as toys for generations. It is basically a lightweight plastic pistol, powered by compressed air. It squirts a narrow stream of liquid and while normally assumed to be filled with plain water it can actually hold any liquid such as pepper spray or the musk of a Bonnocon. A squirt gun can only attack a single target at a time. Instead of storing the liquid in a magazine inside the gun, most modern squirt guns have a bottle mounted on top, just above the trigger that allows the user to reload by snapping a new bottle into place, taking only a single melee to do so. Cartridge: ½ liter bottle, refillable or spare reservoir (1/10 pound, \$5 plus cost of filling agent). Feed: 20 sprays per bottle at a rate of fire of 1 squirt per round. Weight: 1/2 pound. Effective Range: 60 feet. Cost: \$ 25. Damage: depends on what it is filled with, water usually is harmless, pepper spray causes blindness (see eggshell bomb above), Bonnocon musk has the same affect as being sprayed by a skunk, and insect spray is a caustic poison that does 2d6 points of damage to mutant insects only.

Ling-Po Automatic Ceramic Pistol: This is a common gun from Zhongguo that combines a light weight with powerful armor piercing bullets. It is prized for its quiet discharge and great range. Cartridge: .7 mm. Feed: 15 round detachable magazine. Weight: 2 pounds. Effective Range: 150 feet. Cost: \$1,000. Damage: 1d10/round.

Ganesh Garuda Machine Pistol: A handheld machinegun the size of a pistol. The Garuda does away with a bulky ammo belt (which is placed in the stock) and tripod, instead having a gyrostabilizer inside its thickened barrel. It uses blocks of caseless ammo and keeps track of ammunition using a small counter on the side. This is the primary weapon of the Ganesh military. Cartridge: .5 mm. Feed: 100 round magazine. Weight: 4 pounds. Effective Range: 200 feet. Cost: \$3,000. Damage: 2d6/round.

Banshee Sonic Blaster: A pistol-like plastic weapon whose barrel expands into a cone shape, the Banshee does not shoot bullets but rather beams of concentrated sound. This sound can shatter an opponent's ear drums. The victim takes damage and must make a saving throw of 10 or higher (15 or higher to characters with advanced hearing) or be deafened. Those who roll a natural one are particularly unfortunate and are permanently deafened. Treat the effects of deafness the same as in the psionic power Bio-Manipulation: Deafness. This weapon does not affect targets that have no sense of hearing or which are deaf. Cartridge: Energy Cell (½ pound, cost \$100). Feed: 10 round magazine. Weight: 3 pounds. Effective Range: 20 foot cone. Cost: \$4,000. Damage: 2d6 plus -3 to Strike, loss of Initiative, and -6 to Parry and Dodge attacks from behind.

Other Equipment

Adventurers Kit: This kit is basically a variety of useful items. It is a cloth bag filled a bunch of stuff. Included is a Dagger (or other weapon of up to \$100 in price), an 100 foot hemp rope, 12 Tetsubishi, a 3 foot towel, a small cooking pot, paper, pencils, matches, first aid kit (bandages, ointment, small scissors,

and painkiller), lock picks, spare clothing, silverware (knife, chopsticks, spoon) and enough food for seven days of tight rations. Note: This item is a variation of the Ninja Emergency Kit of 1st Edition. So many of my players bought the Ninja Kit because it was a cheap source of basic equipment that I started to use a variation of it as a sort of introductory package. If you want to use the original Ninja version just change the dagger to a Kyoketsu-Shogi, the rope to 6 Shiriken, and the silverware to a single eggshell bomb. Cost: a real bargain at \$120.

Climbing Claws: called Tekagi or Shuko this is a leather band with metal spikes on the palm that add +15% to climbing skills if climbing wood or stone surfaces. Cost: \$85 a pair.

Climbing Spikes: As above but worn on the feet. Wearing these also adds 15% to climb skills for the same surfaces as Climbing Claws. Cost: \$ 45 a pair.

Ippon-Sugi Nobori: A special spiked belt-like tool used for climbing trees, poles, or similar cylindrical items. It adds +24% to climb skills. Cost: \$20.



MAGIC

Magic in Mutants in Xanadu can be simulated by using the Druid rules from *Mutants in Avalon*™ and the Wizard Magic rules from *Transdimensional Teenage Mutant Ninja Turtles*®. Because this last book is out of print one can also use spells from *Heroes Unlimited*®, *Rifts*®, *Palladium Fantasy*®, or any other Palladium game that used Wizard Magic. Due to legal as well as space saving reasons I will not reprint the magic rules or spells here but simply give an overview and some new spells for the Xanadu setting.

Experience Progression for Shamans & Sorcerers

As explained in the Avalon rulebook magic using mutant animals grow in experience much more slowly than other mutant animals. Use the following chart instead of that in the core rulebook to determine the experience points that a shaman or sorcerer needs to advance in level.

Level	Experience Points
1	0 – 2,950
2	2,951 – 4,900
3	4,901 – 8,800
4	8,801 – 16,600
5	16,601 – 24,200
6	24,201 – 35,400
7	35,400 – 50,800
8	50,801 – 70,900
9	70,901 – 96,000
10	96,001 – 126,100
11	126,101 – 184,200
12	184,201 – 234,300
13	234,301 – 284,400
14	284,401 – 344,500
15	344,501 – 404,600

Optional Rule: Somatic Spell Components

Instead of a triggering word some (or even most) spells have gestures that must be made with the hands to activate the spell when casting it. Mutant Animals cannot effectively cast spells if they have hands at the end of the wings while flying as the hands are effectively being used as limbs. If a mutant needs to cast a spell in flight and has this restriction than reduce their casting roll by a -2 penalty.

Shamanistic Magic

The Shaman's magic works with the same rules and spells given for the Druid Profession in *Mutants in Avalon*®. Shamans generally have a long (20 years is not uncommon) apprenticeship during which they are taught tribal lore, the names of the spirits, the uses and lore of herbs and various animal signs, the location and purpose of various sacred spots, and of course how to focus their Qi (inner energy in Chinese lore) to cast magic spells. Shamans don't write down spells in books or scrolls, it is all taught verbally and retained in the shaman's memory. Shamans are also tested at each level by a council of elders to see if they are worthy to be taught the greater mysteries (and spells) of their faith. These tests vary from recounting what the young shaman has learned in his wandering to quests to find some sacred artifact so will not be detailed here.

Shamanistic Earth magic is cast at 45% + 5% per every level above eighth level. Magic that mimics psionics follows the same rules as the animal psionic power it mimics. A basic list of the magic powers gained by a shaman per level can be found below as can a new spell.

List of Shamanistic Powers by Level

- Level 1** Mind Block and See Aura (as the animal psionic power)
- Level 2** Bio-Manipulation: Tissue manipulation (as the animal psionic power)
Healing Touch (heals 2d6 points of damage once per day per level)
- Level 3** Sixth Sense and Telepathic Transmission (same as the animal psionic powers)
- Level 4** Prophecy (see *Mutants in Avalon*® for description)
- Level 5** Detect Psionics and Bio-Manipulation: Deafness and Mute (as the psionic powers)
- Level 6:** Levitation (his own weight plus 15 pounds per point of M.E.) and Shape-changing (see *Mutants in Avalon*® for details)
- Level 7:** Bio-Manipulation: Paralysis and Stun (as the animal psionics)
- Level 8:** Two Earth Magic Spells (see *Mutants in Avalon*® page 54-55)
- Level 9 – 15:** One Earth Magic Spell per level (see above).

New Earth Magic Spell: Summon Spirit

The Shaman can summon the guardian spirit (totem, genus loci, or kami depending on culture) of a place. The Shaman can not control the spirit other than by requesting it to appear but the spirit will listen to and respect the summoner. The spirit may agree to perform a certain task (or not) depending on how persuasive the shaman is. Common requests are for the shaman to ask the spirit to bless a sacred item or event, to ask about something that has occurred near the spirit's location, and to beg for fertile crops, rain, or another boon for the community. The type of spell this is depends on the type of spirit being summoned, a dolphin spirit will not be found in the mountains or a snow leopard spirit in the sea.

Typical Guardian Spirit (Totem, Genus Loci, or Kami)

The statistics given here are for a materialized guardian spirit of the land. Such a spirit may be assigned by the gods to look after a hill, mountain, lake, farm, tree, or even a tribe of men. Its purpose is to protect its charge and make sure it thrives. If the thing a spirit protects becomes impure or polluted the spirit may become evil or insane, materializing to attack anyone that comes near. If its protectorate is destroyed the spirit may die. A guardian spirit, even an insane one, will respond to the requests of a shaman who knows the proper rite. When materialized the spirit may look like an animal, a plant, or a mythical creature and may even change its form. The dingo spirit Mamu in *Mutants Down Under*™ is a spirit of this sort as the Aborigines also practiced shamanism. Statistics are given below to create your own spirits.



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Alignment: Unprincipled or Miscreant

Size Level: 11 (height and weight varies)

Hit Points: 5d8, S.D.C: 40 + 4d6 (in *Rifts*® combine H.P. and S.D.C. and change it to mega damage).

Disposition: aloft but polite to the summoning shaman but utterly ruthless and cruel towards anything it sees as threatening to its territory.

Human Features: it can change its shape to any it chooses.

Powers: Mega Damage Creature - Impervious to normal weapons, poisons, toxins, drugs, gases, fire, energy, or explosives (though they may knock down and stun it for 1d6 melee rounds), it is vulnerable only to magic, psionics, or magic (and mega damage) weapons. Prowl (80%), Advanced Senses (The exact type: Smell, Hearing or Vision depending on the type of spirit, an eagle spirit will have Advanced Vision while a wolf spirit will have Advanced Smell), Nightvision (300 feet or 9 meters), Bio-Regeneration (total recovery every 24 hours), .Summon and Control Brood (can only summon and control physical aspects of its own type, so a fox spirit can summon a fox while a peach tree spirit can summon a cloud of peach blossoms), Tongues (can speak any language), Self-Metamorphosis (can take the shape of their animal or plant analog, a completely human form, or anything in between changing Looks, hands, Biped, or Speech at will).

Psionic Powers: Mind Block, See the Invisible, and Sixth Sense.

Natural Weapons: as animal type, plant spirits will club with their branches or strangle with their vines or roots for 2d6.

Attacks per Melee: 4

Bonuses: +2 to strike, +2 to parry, +3 to dodge, +6 to damage, +2 to Saves vs. Magic, +6 to Saves vs. Horror Factor.

Sorcery (Wizard Magic)

This is an optional magic system for After the Bomb ® based on the rules given in the 1st edition supplement *Transdimensional Teenage Mutant Ninja Turtles*®. I personally prefer it to the P.P.E. or Chi optional rules given in core rulebook but you can use whatever system you prefer.

The magic of a sorcerer is the same as that of a Wizard in other Palladium Games. The sorcerer studies as an apprentice for many years, learning the necessary skills to memorize spells and create the tools of his trade. By the time he graduates he will have accumulated a total of 14 spells in his spell book and can cast up to eight spell slots per day. As he rises in experience the number of spells he can cast improves.

In the Orient it is said that the body is made up of an energy called qi. Qi (sometimes spelled Ki or Chi) is kind of like the *Force*™ in the *Star Wars* movies, it is the life energy of the universe and a person may use it to create magic. Casting spells drains the body of qi leaving the sorcerer mentally as well as physically exhausted. As the sorcerer practices his art he gradually builds up a tolerance to this qi drain (or perhaps exercising one's qi makes it stronger) and can cast more spells. This resistance is reflected by the character rising in levels.



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The sorcerer can memorize his entire spell book and select the one to cast depending on the circumstances. Because the spells are committed to memory, there are no restrictions as to how many times the same spell is cast. The only limit is the amount of qi his body can expend before total exhaustion. A first level sorcerer has fourteen spells memorized but after casting eight qi points he is too exhausted to cast any more and must rest for at least 24 hours before casting another spell. During this time of rest his body recharges its qi and the sorcerer is fresh and ready to cast more spells. The sorcerer can add two more Qi Points at levels 3, 6, 9, 12, and 15.

Sorcerer's Level	Total Qi Points
1-2	8
3-5	10
6-8	12
9-11	14
12-14	16
15	18

Qi Points: Some spells are a lot more difficult to learn than others. For example the spell Anti-Magic Cloud takes a lot more qi to cast than does a simple Wind Rush spell. In most games this is reflected in the spells level. In *After the Bomb*® ones level does not determine what spells you cast so I have found that changing the words spell level to qi points reduces confusion among my players. When using sources other than *Transdimensional Teenage Mutant Ninja Turtles*® for spells assume the spell's level is the amount of qi needed to cast that spell. In other words first level spells (like Wind Rush) take up one qi point while a third level spell (like Anti-Magic Cloud) spends three qi points.

List of Sorcery Powers by Level

- Level 1** 14 spells, 8 Qi Points, can cast two spells per melee, Save vs. Magic: 12
- Level 2** +1 to Save vs. Magic
- Level 3** +2 Qi Points, +1 spell cast per melee
- Level 4** +2 to sorcerers spell strength (increases the requirement to save vs. the sorcerer's spells)
- Level 5** +1 to Save vs. Magic
- Level 6:** +2 Qi Points, +1 spell cast per melee
- Level 7:** +1 to spell strength
- Level 8:** Astral Projection (as the psionic power)*
- Level 9:** +2 Qi Points, +1 spell cast per melee
- Level 10:** +1 to Save vs. Psionics
- Level 11:** +1 to spell strength
- Level 12:** +2 Qi Points, +1 spell cast per Melee
- Level 13:** +1 to Save vs. Magic
- Level 14:** +1 to Spell Strength
- Level 15:** +2 Qi Points, Shapechange (as the Shaman power)*

* I do not use Circle magic in my *After the Bomb*® games so I replace it with the powers given here. If circle magic is used in your game replace these powers with +2 to Save Vs Circle Magic at level 8 and +1 to save vs. Circle Magic at level 15.

The casting of a spell counts as one action/melee attack and will take the place of any natural of Hand-to-Hand attack. The sorcerer may have more magic attacks than melee attacks but to use them all the sorcerer

can not use physical attacks that melee. The sorcerer can otherwise mix physical and magic attacks as he wills.

New Wizard Magic Spell: Spectral Guardian

Level/Qi points: 2

Range: one object and a 50 foot radius around that object

Duration: one year per level of the spell caster

Saving Throw: None

Spectral Guardian is a spell that is similar to the spell *Mystic Alarm* except that instead of making a sound it summons a creature made of magic. This creature is the size of a large cat or small dog and usually takes the shape of an animal or mythical beast. Common spectral guardians are dragons, gargoyles, wildcats and dogs, but any animal may be summoned from the caster's subconscious. The creature looks just like a member of its proper species except that it is made up entirely of glowing energy. Its sole purpose is to protect the object that the spell was cast upon and it will emerge from the object and attack anyone who disturbs the item. The only people it will not attack are the caster who enchanted the item and a number of people equal to half the casters level can who were named during the casting of the spell.

A spectral guardian has the following statistics:

I.Q.: 7, M.E.: 7, M.A.: 7, P.S.: 10, P.P.: 16, P.E.: 18, Spd: 24, Hit Points: 40, Attacks per Melee: 3, Damage: 1d6 claw or hooves, 1d8 bite or horn, 2d6 breath weapon (energy blast). Dodge bonus: +5, Strike bonus: + 5.



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CHARACTERS

Ariel Empress of Xanadu

Real Name: Zhi Ariel

Species: Unicorn (Chimera)

Social Rating: a

Alignment: Scrupulous

Attributes: I.Q: 13, M.E: 18, M.A: 17, P.S: 20, P.P: 15, P.E: 15, P.B.: 22,
Spd: 37

Age: 20

Sex: Female

Size level: 8

Build: long

Height: 5 foot 3 inches

Weight: 145 lbs.

Hit Points: 20 **S.D.C:** 55

Disposition: In public Ariel is courteous, hospitable, and a flirt towards unmarried males of all species. This is an act and in the privacy of her inner chambers Ariel turns into a conniving and arrogant woman who will use any means at his disposal ensure the safety of her empire

Human Features: Hands – Full, Biped – Full, Speech – Full, Looks – None

Powers: Antidote Horn, Bestly Strength, Extra Physical Beauty, Extraordinary Speed, and Unicorn Pool

Psionics: +2 to Save vs. Psionics

Level of Experience: 3rd

Profession: Royalty

Occupation: Empress of Xanadu

Primary Skills: Antiquarian (75%), Art (82%), Artistic Fabrication (97%), Blacksmith (75%), Carpentry (65%), Dance (75%), General Repair and Maintenance (70%), Intelligence (54%), Languages: Japanese, Mandarin and Russian, (65%), Leadership (52%), Literacy (85%), Masonry (65%), Mathematics: Basic (99%), Musical Instrument (60%), Sculpting & Whittling (65%), Sewing (75%), Recognize Weapon Quality (65%), Ride Bounder (50%), Ride Dray (55%), Ride Flying Beast (50%) and Writing (60%).

Secondary Skills: Identify Plants and Fruits (50%), Heraldry (65%), First Aid (70%), History (62%), Swimming (75%), Tactics (39%), and Use and Recognize Poison (38%)

Physical Skills: Fencing, Hand-to-Hand: Expert

Weapon Proficiencies: Sword, Targeting, and Revolver

Natural Weapons: 1d6 hooves and 2d6 horn

Attacks per Melee: 4

Non Combat Bonuses: 50% bonus to invoke trust or intimidate others and a 70% chance to charm and impress others.

Combat bonuses: +7 to damage, +8 to dodge, +1 to strike, +3 to parry, +2 to roll with punch/fall

Other Abilities: none

Disadvantages: Diet: Ruminant, Ears, and Hooves,

Personal Profile:

The daughter of the Emperor Sying Zhi, Ariel's mother died of a fever when she was only a child. Raised as a princess of the realm, Ariel grew up in a time of peace and was taught the arts from the best master Zhongguo could produce. By the time she was fifteen years old her watercolors and sculptures were highly prized among collectors.

This peaceful existence shattered when a gang of bandits led by a sphinx sorcerer began slaughtering villages in the north. When Emperor Sying rode forth to battle he was slain by the criminals and Ariel abruptly became Empress. Until then Ariel had had no experience with the harshness of war but she rallied the troops and sent the scout Black Tom to spy on the bandits. Using the intelligence he brought back she donned armor and sword, and went into battle where she proved that she could wield a sword just as well as she could a paintbrush.



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Arial is a unicorn with cremallo fur (white with a golden mane and tail) whose blue eyes and golden horn contrast beautifully with the deep blue robes she usually wears at court.

Black Tom

Real Name: Tomas Maksim

Species: Cat **Social Rating:** c

Alignment: Unprincipled

Attributes: I.Q: 12, M.E: 14, M.A: 19, P.S: 15, P.P:24, P.E: 17, P.B.: 16, Spd: 14

Age: 20 **Sex:** Male

Size level: 8 **Build:** medium **Height:** 5 feet, 5 inches **Weight:** 140 pounds.

Hit Points: 20 **S.D.C:** 35

Disposition: Kala is a cocky and overconfident spy who likes to take chances when on the job.

Human Features: Hands –Full, Biped – Full, Speech – Full, Looks – None

Powers: Righting Reflex

Psionics: none

Level of Experience: 1st

Profession: Scout

Occupation: Royal Spy

Primary Skills: Animal Husbandry (45%), Carpentry (40%), Disguise (60%), Escape Artist (55%), Farrier (44%), Fishing (65%), General Repair & Maintenance (45%), Heraldry (60%), Intelligence (67%), Impersonation (50%), Interrogation (65%), Languages: Russian, Mandarin, and Japan (69%), Literacy (55%), Mathematics: Basic (74%), Prowl (40%), Tailing (55%), Land navigation (55%), Ride Bounder (40%), Ride Dray (40%), Ride Mutant Insect (40%), Rope Works (55%), Teamster/Wagoner (65%), Tracking (35%), Wilderness Survival (40%), and Writing (50%).

Secondary Skills: Detect Ambush (35%), Detect concealment and Traps (30%), Locate secret compartments/door (20%), Pick Locks (35%), Preserve Food (35%), Streetwise (25%)

Physical Skills: Hand-to-Hand: Assassin

Weapon Proficiencies: Knife, Revolver, Paired weapons

Natural Weapons: 1d6 retractable claws, 1d6 teeth

Attacks per Melee: 3

Non Combat Bonuses: 30% chance to charm and impress others, 55% chance to invoke trust or intimidate others, 5% chance to save VS coma/death, and +1 to save VS magic or poison.

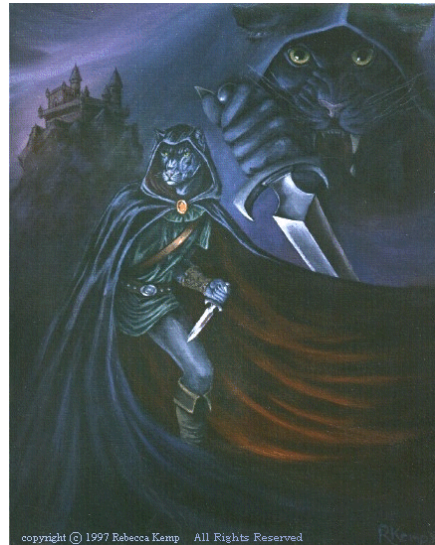
Combat bonuses: +7 to strike, +5 to parry and dodge

Other Abilities: none

Disadvantages: none

Personal Profile:

Tom once lived in a small village on the western border between Zhongguo and the northern waste. When his village was attacked by bandits his parents fled to Xanadu. Growing up in various villages, Tom became enamored of the daring life of a thief and begged a local burglar to apprentice him. Once grown to adulthood Tom made his way to the capital where the black cat decided upon a daring attempt to rob the very palace of Xanadu! In his attempt to escape the palace guards Tom met up with the fox Namiko Sen who helped him to escape. It was love at first sight. Later he was pardoned by the Empress in exchange for spying upon the bandits raiding in the north. Tom was able to gain the bandit leader's confidence and the intelligence he brought back to the palace was instrumental in the sphinx's defeat. Tom now works as an undercover agent for the Empress of Xanadu, a duty which has already given him more status than a normal Domestique of his species.



Jin-Long

Real Name: Long-Jin

Species: Dragon, Guivre (Chimera)

Social Rating: a

Alignment: Principled

Attributes: I.Q: 18, M.E: 14, M.A: 25, P.S: 15, P.P: 8, P.E: 9, P.B.: 8, Spd: 8

Due to his advanced age Jin-Long's P.P., P.S., P.E. and P.B. are only half of what they were in his prime.

Age: 120

Sex: Male

Size level: 15

Build: long

Height: 9 foot 8 inches (+ a 5 foot 2 inch tail)

Weight: 495 lbs.

Hit Points: 80 **S.D.C:** 150

Disposition: majestic and arrogant, he has lived so long that he sees others as children.

Human Features: Hands –Full with Extra Limbs, Biped – Partial, Speech – Full, Looks – None

Powers: Extra Limbs with Wings, Basic Flight, Fire Breath, Brute Strength, Bladed Tail, Light Natural Body Armor (A.R: 9 and + 20 S.D.C).

Psionics: none

Level of Experience: 15th

Profession: Nobility

Occupation: Emperor of Zhongguo

Primary Skills: Art, Dance, Blacksmith, General Repair & Maintenance, Intelligence, Interrogation, Languages: Japanese, Mandarin, Indian, and Russian, Leadership, Literacy, Mathematics: Basic, Mechanics: Basic, Optic Systems, Pilot Sail & Steam boats, Ride: Dray, Sculpting/Whittling, Recognize Weapon Quality, and Writing. All at 98%

Secondary Skills: Secondary Skills: Heraldry (98%), Tactics (75%), History (98%), Read Music (98%), Sing (98%), Wilderness Survival (98%), Land Navigation (98%)

Physical Skills: hand-to-Hand: Basic, Fencing

Weapon Proficiencies: Sword, Wing Blades

Natural Weapons: 1d6 claws, 1d8 teeth, 2d6 tail lash, Kick for 1d6

Attacks per Melee: 6

Non Combat Bonuses: 88% chance to invoke trust or intimidation in others.

Combat bonuses: +1 bonus to strike with wing blades, +1 to strike and parry with a sword. Critical Strike from Behind, Knock out/Stun on a roll of 19-20, Critical Strike on a roll of 19-20, +3 Strike, +5 to damage, + 4 Parry, +4 Dodge, and +4 Pull/roll with punch/fall.

Other Abilities: none

Disadvantages: Diet: carnivore, Ears, Horns, Reptile Brain: Predator, Tail.

Personal Profile: Jin-Long is the Emperor of the Zhongguo and the uncle of Lien-Long. The Emperor is very old and was actually born only twenty years after the Crash. Long-Jun traveled from Nihon when he was a mere 15 years old. Along with a group of colonizers he actually united the people of China and founded the country of Zhongguo bringing to that country many Japanese terms and cultural idioms. Because of his great age, Jin seldom leaves the Forbidden City and sends others to act on his orders. Long-Jun is a yellow scaled dragon with a long, low oriental body type with four limbs and two huge bat-like wings. He is the sole possessor of the "Pearl of Wisdom", a ball-shaped item that when soaked in wine will produce a potion that will allow a dragon to regain its fire if it is lost.



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Lien Long

Real Name: Long-Lien

Species: Dragon (Chimera)

Social Rating: a

Alignment: Scrupulous

Attributes: I.Q: 12, M.E: 17, M.A: 18, P.S: 18, P.P:17, P.E: 12, P.B.: 18, Spd: 12

Age: 18

Sex: Female

Size level: 9

Build: long

Height: 6 foot 2 inches

Weight: 130 lbs.

Hit Points: S.D.C: +6

Disposition: Lien presents herself as the stereotypical oriental lady but she is actually an excellent strategist and technician who is not above being devious

Human Features: Hands –Full with extra limbs, Biped – Full, Speech – Full, Looks – Full

Powers: Extra Limbs with Wings, Basic Flight, Fire Breath and Brute Strength

Psionics: Animal Speech (Snakes), Cell reader, Hypnotic Suggestion, and Telepathic Transmission

Level of Experience: 1st

Profession: Sorceress

Occupation: Princess

Primary Skills: Antiquarian (65%), Astronomy (55%), Dance (50%), Drawing and Painting (64%), Folklore (93%), Genetics (53%), History (64%), Literacy (75%), Language: Ancient Han (65%), Language: Japanese (60%), Language: Mandarin (60%), Musical Instrument (45%), Sing (60%), Read Music (60%) and Writing (70%).

Secondary Skills: Back Flip (65%), Climb (44%), Climb Rope (82%), Cryptography (40%), First Aid (55%), Imitate Voice (50%), Land Navigation (50%), Impersonation (34%), Palming (35%), Prowl (35%) Recognize Enchantment (74%), Ride: Bounder (40%), Sense of Balance (65%), Sense Magic (38%), Walk Tightrope (65%), and Wilderness Survival (45%).

Physical Skills: Acrobatics

Weapon Proficiencies: War Fan and Staff

Natural Weapons: none

Attacks per Melee: 2

Non Combat Bonuses: +1 to Save VS Psionics, 50% chance to impress, charm, invoke trust or intimidate others.

Combat bonuses: +3 to damage, +1dodge, parry and strike, +2 to roll with punch/fall.

Other Abilities: Sorcery (14 Wizard spells in her spell book, and can cast eight spells per day)

Disadvantages: none

Personal Profile:

Lien is the niece of Jin-long, Emperor of Zhongguo and his last living relative. Unlike her uncle she is almost fully human in appearance with only her dragon wings (which she hides under her elaborate robes) and great strength betraying her draconic ancestry. As a female and not directly in line to the throne Lien followed the sorcerer's path when young and knows a number of spells, including Spectral Guardian. Now a series of accidents and time has put her as the last of the imperial line. This means that her husband will become Emperor after Jin-Long dies and as a result she now has more suitors than she can deal with. Romantic enough to want someone who will love her for herself and not for the Emperorship, she is seriously thinking about running away to find a real prince worthy of her and the kingdom.



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Max

Real Name: Maksim Zmai

Species: Dragon (Chimera)

Social Rating: a

Alignment: Scrupulous

Attributes: I.Q: 17, M.E: 14, M.A: 19, P.S: 18, P.P:15, P.E: 10, P.B.: 15, Spd: 12

Age: 25 **Sex:** Male

Size level: 10 **Build:** long

Height: 6 foot 8 inches **Weight:** 190 lbs.

Hit Points: 35 **S.D.C:** 90

Disposition: Max is charming and princely with a cultured voice and regal manner.

Human Features: Hands –Full, Biped – Full, Speech – Full, Looks – None

Powers: Fire Breath, Bladed tail, Brute Strength, 30 Bio-E for Medium Natural Body Armor (A.R: 13 and + 35 S.D.C).

Psionics: Mind Block, Detect Psionics

Level of Experience: 5th

Profession: Courtier

Occupation: Sage and Royal Advisor

Primary Skills: Animal Husbandry (63%), Astronomy (58%), Biology (88%), Brewing (58%), Chemistry (78%), Clinical Genetics (58%), Computer Operation (theory only: 68%), First Aid (68%), Herbal Medicine (58%), Identify Plants & Fruits (58%), Intelligence (69%), Languages: Russian and Mandarin (68%), Languages: Nihon, English, and Indian (48%), Literacy (58%), Mathematics: Basic (87%), Pathology (63%), Photography (78%), Pilot: Motorcycle (82%), Pilot: Boat (77%), Surgery (87%), Writing (63%), and Veterinary Medicine (92%).

Secondary Skills: Art (57%), Dance (48%), Dowsing and Water Location (38%), Electronics: Basic (58%), Mechanics: Basic (58%), Read Music (58%), Ride Bounder (63%), Rope Works (48%), Sculpting and Whittling (48%), Sign Language (53%) and Swimming (68%)

Physical Skills: Hand-to-hand: Martial arts

Weapon Proficiencies: Knife (Scalpel), Sword, and Paired Weapons

Natural Weapons: 1d6+3 claws, 1d8+3 teeth, 1d4+3 horns

Attacks per Melee: 4, +3 to Pull Punch, +3 to Roll with Punch/Fall

Non Combat Bonuses: 60% chance to invoke trust or intimidate others,

Combat bonuses: +3 to damage

Other Abilities: none

Disadvantages: horns

Personal Profile:

Max is a wingless dragon with jade green scales and a refined appearance. He was apprenticed to Long Chin, the original Royal Advisor during his teenage years and ascended the post only recently upon the old dragon's death. Max has considerable knowledge gained from reading volumes of encyclopedias and by studying books of magic, which fascinate him. However he has no actual magical ability or in his own words there is "more of the sage than the sorcerer" about him. He always gives good advice, has several magical talismans hidden away for emergencies, and (no doubt from putting up with the cantankerous Long Chin) never loses his temper.



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Namiko Sen

Real Name: Sen Namiko

Species: Red Fox

Social Rating: b

Alignment: Scrupulous

Attributes: I.Q: 13, M.E: 18, M.A: 13, P.S: 13, P.P:14, P.E: 11, P.B.: 18, Spd: 16

Age: 20 **Sex:** Female

Size level: 7 **Build:** Long **Height:** 5 foot 4 inches **Weight:** 95 lbs.

Hit Points: 14 **S.D.C:** 35

Disposition: Namiko is a friendly and open vixen with a personality that seems sweet until you annoy her. She is emotional and prone to tears and anger at the drop of a hat.

Human Features: Hands –Full, Biped – Full, Speech – Full, Looks – None

Powers: Advanced Hearing and Smell

Psionics: none

Level of Experience: 1st

Profession: Courtier

Occupation: Lady in Waiting

Primary Skills: Antiquarian, Art: Drawing & Painting, Artistic Fabrication Skill (83%), Blacksmith (65%), Carpentry (55%), Dance (60%), General Repair & Maintenance (60%), Languages: Japanese, Russian, and Mandarin (75%), Literacy (55%), Masonry (55%), Mathematics: Basic (88%), Musical Instrument (50%), Recognize Weapon Quality (45%), Ride: Bounder (40%), Ride: Dray (45%), Sculpting & Whittling (45%), Sewing (65%), Writing (60%)

Secondary Skills: Astronomy (40%), Botany (40%), Cook (50%), Detect Concealment and Traps (35%), Farming and Gardening (49%), First Aid (55%), History (49%), Ride Flying Beast (30%), Read Music (50%), Sailing (70%), and Sing (50%).

Physical Skills: Fencing and Hand-to-Hand Basic

Weapon Proficiencies: Sword & War Fan

Natural Weapons: 1d6 Teeth

Attacks per Melee: 2

Non Combat Bonuses: +2 to save VS psionic attacks or insanity. \$40% to charm and impress others

Combat bonuses: +1 to Strike and Parry with a sword, +2 to roll with punch or fall

Other Abilities: none

Disadvantages: none

Personal Profile:

Namiko is a red fox from the island country of Nihon. She has been Ariel's Lady-in-Waiting ever since both of them were five years old when her mother Nami Sen (now retired and returned to Nihon) came to Xanadu to teach the princess the Art of painting and sculpture. Namiko is proud of her Japanese heritage and always wears a kimono or similar garb in public. Despite this she is very loyal to the Empress and will never betray Xanadu. Despite her friendship with the Empress, Namiko has fallen in love with the black cat Tom and she fears for him whenever he is sent on a dangerous mission by the Empress.



Philip

Real Name: Philip Zivon

Species: Hippogriff (Chimera)

Social Rating: a

Alignment: Unprincipled

Attributes: I.Q: 12, M.E: 12, M.A: 14, P.S: 17, P.P:16, P.E: 12, P.B.: 15, Spd: 12

Age: 25 **Sex:** Male

Size level: 10 **Build:** medium **Height:** 6 foot 4 inches

Weight: 185 lbs.

Hit Points: 35 **S.D.C:** 55

Disposition: Shahin is impulsive, hot-tempered, and quick to defend the honor of his family and friends.

Human Features: Hands – Full, Biped – Full, Speech – Full, Looks – None

Powers: Extra Limbs with Wings, Basic Flight

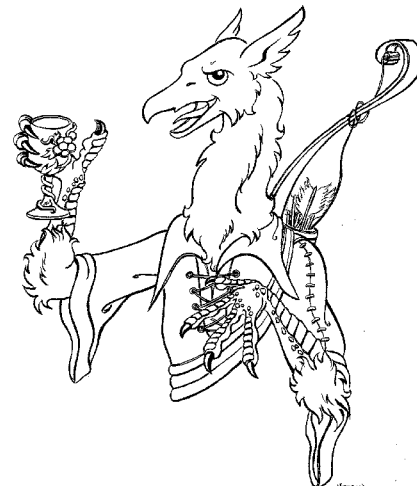
Psionics: none

Level of Experience: 1st

Profession: Court Attendant

Occupation: Royal Courier

Primary Skills: Animal Husbandry (55%), Astronomy (55%), Carpentry (50%), Cook (40%), Dance (45%), Farrier (53%), General Repair & Maintenance (55%), Identify Plants & Fruits



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(55%), Intelligence (66%), Land Navigation (64%), Languages: Russian, Mandarin, Japanese (75%), Mathematics: Basic (83%), Photography (75%), Pilot: Truck (79%), Ride Bounder (45%), Ride Dray (50%), Rope Works (65%), Teamster/Wagoner (80%), Wilderness Survival (50%) and Writing (60%).

Secondary Skills: Barbering (83%), Blacksmith (55%), Canoe Building (46%), Electronics: Basic (55%), Dowsing and Water Location (35%), Farming and Gardening (54%), First Aid (60%), Literacy (45%), Pilot: boat (74%), Preserve Food (45%), Skin and Prepare Animal Hides (45%), Trapping (40%), Tracking (40%)

Physical Skills: hand-to-Hand: Basic

Weapon Proficiencies: Archery

Natural Weapons: 1d8 Claws, 1d8 hoofed Feet, 1d10 Beak

Attacks per Melee: 2

Non Combat Bonuses: 60% bonus to invoke trust or intimidate others

Combat bonuses: +2 to roll with punch or fall.

Other Abilities: none

Disadvantages: Hoofed Feet

Personal Profile:

Philip is the royal courier of Xanadu; it is his job to deliver the Emperor's messages throughout the kingdom. Growing up as the son of a court attendant in charge of verifying the origins of Teamster Wagons Philip has a lot of experience with the various towns and villages throughout Xanadu. As a hippogriff, Philip has the head, wings and fore claws of a falcon with the body and ears of a horse. In Philip's case his falcon half is white with golden wings while his equine half is skewbald (brown and white pinto) except for his tail which matches his wings. Philip is notable for his love of archery and he particularly enjoys entering shooting contests throughout the country.

Zhuqiao: Mother of Fire, Messenger of the Great Goddess Amaterasu (the Third)

Real Name: Murasaki Cho

Species: Phoenix (Chimera)

Social Rating: a

Alignment: Scrupulous

Attributes: I.Q: 13, M.E: 15, M.A: 16, P.S: 10, P.P: 16, P.E: 11, P.B.: 20, Spd: 15

Age: 15 **Sex:** Female

Size level: 4 **Build:** Medium **Height:** 2feet, 8 inches **Weight:** 16 lbs.

Hit Points: 9 **S.D.C:** 30

Disposition:

Human Features: Hands – Full at the end of her wings, Biped – Full, Speech – Full, Looks – None

Powers: Winged Flight, Immunity from Flames, Generate Light, Light Pulse

Psionics: None

Level of Experience: 1st

Profession: Royalty

Occupation: Ruler of Nihon

Primary Skills: Antiquarian (65%), Art (74%), Blacksmith (65%), Carpentry (55%), Dance (75%), Fabrication (83%), General Repair & Maintenance (60%), Intelligence (56%), Interrogation (75%), Languages: Japanese, Mandarin, Russian (65%), Leadership (44%), Literacy (75%), Masonry (55%), Mathematics: Basic (88%), Musical Instrument (50%), Recognize Weapon Quality (55%), Ride Bounder (40%), Ride Dray (45%), Ride Flying Beast (35%), Sculpting & Whittling (55%), Sewing (65%), and Writing (60%).

Secondary Skills: Anthropology (35%), Farming and Gardening (54%), History (54%), Language: Indian and Jakartan (55%), Public Speaking (45%), Sing (55%), and Tactics (33).

Physical Skills: Fencing

Weapon Proficiencies: Blunt and Knife

Natural Weapons: none

Attacks per Melee: 2

Non Combat Bonuses: 40% chance to invoke trust or intimidate



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others, 30% chance to charm or Impress others.

Combat bonuses: +1 to Dodge, +1 to Parry, +1 to Strike, -1 to Damage

Other Abilities: none

Disadvantages: Diet: Herbivore

Personal Profile:

Murasaki yearned to be a professional artist specializing in pottery and to obtain this goal she became apprentice to the best potter in the district. Thus it came as a surprise when an envoy of Imperial Guards and Advisors showed up at her master's house and announced that she was the reincarnation of the Empress. She was rushed through the coronation and now sits on the throne listening to four old men try to drill the memories and skills of the country's former matriarch into her head. A year later and Murasaki feels frustrated and very lonely. She can not even work clay as it is seen as unseemly for an Empress to "play with mud". Her only real joy is working in the palace garden (which is seemly according to the advisors) while wishing for some excitement in her life.



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GLOSSARIES

For the most part I have written this supplement in plain English with as few oriental words as possible. However, as the nobles spread from Japan they brought a lot of their words and culture with them. As a result many Japanese words have fallen into common use throughout northern Asia. In a similar vein the Japanese gods of ancient Shinto have become mixed into or equated with the ancient gods of China to create a common religion worshiped in Nihon, Zhongguo, and Xanadu and a result a second glossary of deities is also provided here.

Common Terms

Those players and GMs who want to use the mixture of Chinese and Japanese words that are common terms in this setting can use this glossary for a list of common terms.

Ashigaru: Common soldiers below the rank of Samurai.

Bakemono: "goblin"- the severely mutated human savages of the nuclear wastelands

Bakeneko: "goblin cat"- a large cat-like civet that has taken the place of the big cats in Asia.

Bu: Japanese word for martial Arts.

Bun: Japanese word for the literary arts.

Bushi: a warrior without ties to a lord, temple, or monastery. Originally the Japanese word for warriors it has become the common term for a mercenary.

Bushido: The code of the Samurai stressing gentlemanly manners, love of the arts, kindness to women, death before dishonor, and fearlessness in battle. It is he similar to code of chivalry of ancient Britain.

Catty: 1.1 pound, a unit of measurement for weight

Chang: About 7 ½ feet, a unit of measurement for length or distance

Ch'ishu: magic or psychic powers.

Daimyo: Any noble or highborn lord.

Domesticque: The lower classes of society, usually composed of mutant domesticated animals or foreign species

Fang Chang: an abbot in a Taoist monastery

Freeborn: The middle caste of society, usually composed of mutant wild animals

Foot: A unit of measuring length equal to about 9 inches. Not to be confused with the 12 inch western foot

Jin: The measure of weight for gold (and other precious metals and stones) equal to the western carat

Gai'nan: a ranking court official

Gaijin: Stranger or Foreigner

Gaki: a vampire, in this setting used for the living noble sort instead of the undead type of Rifts®.

Hengeyokai: any sentient mutant animal

Hsien: any mutant human

Kamakiri: A mutant (especially giant-sized) praying mantis

Kamui: Nobles of the Hsien

Kensai: weapon master (especially with a sword)

Koku: A unit of measurement equal to the amount of rice needed to feed a single man-sized (size levels 8-10) creature for a year. This amount in money is the typical wage of the Domestique class per year.

Kumo: “goblin spider”- a mutant (especially giant-sized) spider

Li: A measure of distance equal to about 1/3 of a mile

Mons: The family crests displayed on flags and uniforms, the Japanese version of Heraldry.

Mou: 0.165 of an acre

Mukade: a giant mutant centipede

Naga: a mutant snake

Nezumi: “goblin rat”- a giant predatory wolf-like rodent

Ninja: spies and assassins

Pa: a giant anaconda-like python native to the southern jungles and seas of Xanadu

Qi: The life energy that flows through the body and is used to power magic and psionics. The people of Asia use it to refer to Inner Strength Points, Bio-E and the energy that powers magic. This energy is sometimes spelled Ki or Chi in English.

Picul: a quart

Rishi: an ascetic

Ronin: a samurai who has lost his lord due to death or disgrace.

Same-bito: a mutant shark

Samurai: An oriental knight named after the soldiers who followed Bushido in ancient Japan.

Sensei: teacher

Sentai: a war party

Samurai: a warrior who works for Royalty, originally used for a Japanese Warlord

Shih: The nobility, usually reserved for the Royal Families (pronounced as "she")

Shu: a very small amount of measurement equal to a “drop” or “pinch”

Shukenja: a wandering monk

Tael: 1 1/3 ounces

Tao-shih: Taoist monk

Tengu: any mutant bird with human looks

Wu: a sorcerer

Yakuza: the mafia

Yi jing: A very ancient book (at least four thousand years old) used for divination, also called the I Ching

A Glossary of Deities

The people of Xanadu, Zhongguo, and Nihon have a rather complex religion involving powerful gods that are served by thousands of lesser spirits. Many of these gods are from Shinto but in many cases the original Shinto deity was identified and merged with one from China. In cases where the same deity is called different names in Nihon and Zhongguo the Japanese name gets priority and the Chinese name will be in (brackets). In cases where only a Chinese name is used the name will be in *italics*.

Amaterasu Omikami (*Kuan Yin*): The Sun Goddess, in charge of mercy, hope, childbirth and fertility.

Ama-Tsu-Mara: God of Blacksmiths

Amatsu-Mikaboshi: God of Evil, the devil.

Chih-nii: Goddess of weavers, silkworm farmers, and sheep. Magpies are said to be her messengers.

Chung Kuel: God of Examinations, prayed to by students wishing to pass their final exams.

Daikoku (*Fu-Hsing*): The God of Luck who appears as a jolly fat man, rats are his messengers.

Hachiman (*Kuan-Ti*): God of War and protector of the people, he wears green armor and rides a tiger.

Ho Masubi: God of Fire

Inari (*Liu*): Goddess of Rice (and other crops) worshiped to save the farm from disasters. Foxes are her messengers.

O-Kuni-Nishi (*Shou Hsing*): God of Life, Medicine, and Nature, knows everyone's final fate.

Raiden (*Lei Kung*): God of Thunder and the punisher of the Gods, Raiden is a winged bat-like being who strikes the guilty with lightning.

Sung Chiang: God of Thieves, he has eight arms, three faces, and silver dragon scales.

Susanoo (*Shan Hai Ching*): God of the sea, wind, and birds, albatrosses are his messengers.

Tsuki-Yoma (*Shang-Ti*): The Jade Emperor, The Supreme Being, God of Heaven and husband of Amaterasu

Yen-Wang-Yeh: The god of Death

BIBLIOGRAPHY

This section contains several books or other products suitable as references or aid for *Mutants in Xanadu*. They may be helpful for setting the mood for a campaign, in inspiring scenarios or for creating appropriate wildlife and monsters. I have even put links to two websites that contain paper miniatures appropriate for this and other After the Bomb ® games.

Ludography

After the Bomb ® by Kevin Siembida (Palladium Books, 1985) – The original supplement for the Teenage Mutant Ninja Turtles ® RPG. This entry includes all the original supplements as well.

After the Bomb® by Erick Wujcik (Palladium Books, 2001) – The second edition RPG, created independently of the TMNT franchise and using modern advances in genetics as its sources.

Ironclaw ® by Jason Holmgren (2001, Sanguine Productions) – An anthropomorphic “furry” role playing game set in a medieval Europe similar to that of *Mutants In Avalon* ®.

Jadeclaw ® by Chuan Lin (2002, Sanguine Productions) – A companion game to Ironclaw set in a medieval fantasy Orient, a somewhat different take to an Asian culture dominated by humanoid animals.

Sanguine Miniatures by (Various artists, 2002) – A collection of paper miniatures designed to use with Ironclaw ® or Jadeclaw ®, however most of them would be perfect for After the Bomb ® especially a game set in the orient. There are dozens of pre drawn characters of many species (including dinosaurs) as well as blank cards to make your own. You can get them free at:
<http://www.sanguine.com/Downloads/errata.pdf> and <http://greywolf.critter.net/ironclaw/paper.htm>

Fiction, Post Apocalyptic

Ariel: a Book of the Change by Steven Boyett (Berkley Books, 1983) - A boy and a unicorn travel across a post apocalyptic America where magic has returned. One of the best books in the genre and recently republished under the title *Ariel*.

Bitterwood by James Maxey (Solaris Books, 2007) – the first book of the Dragon Age novels in which a future North America is ruled by a race of genetically engineered dragonic chimeras who keep humans as slaves.

The Chronicles of Krystonia by Beau Dix and Mark Scott (Midlonian Ltd, 1978) - In an ice age post apocalyptic America the surviving men, mutant animals and dragons must join together to defeat an evil sorcerer.

Dream Park by Larry Niven & Steven Barnes (Ace Books, 1981) –While not a mutant novel, this book is a good mystery and its RPG Theme Park inspired the Dreamland of this paper.

Forests of the Night by S. Andrew Swann (1993, DAW books) – In the near future humanity has created genetically engineered mutant animals called Moreaus. Nohar is a Moreau tiger detective who, against his better judgment accepts a case to solve the murder of a human politician. This book and two of its sequels *Emperors of the Twilight* and *Specters of the Dawn* are included in the *Moreau Omnibus* (DAW book collections, in 2003) but this version is filled with typos and mistakes so it is worth it to find the original editions. A fourth book, *Fearful Symmetries*, is also available. Want to set an After the Bomb ® game before the bomb was dropped? If so this is the series to read.

Hiero's Journey by Sterling E. Lanier (Tor Books, 1973) - Hiero, a Canadian exorcist travels across a post apocalyptic land filled with mutant beasts and monsters. A sequel was written in 1983 (*The Unforsaken Hiero*) but that book ended in a cliffhanger that was never finished do to the death of the author. Nevertheless this series is highly recommended for Game Masters looking for inspiration for encounters in a post apocalyptic world full of intelligent mutant animals.

Kung Fu Panda (Dreamworks Animation, 2007) – a recent computer animated tribute to the classic kung-fu films of the 1960's and 70's featuring humanoid Asian animals. it's a pure joy to watch Jack Black's overweight giant panda defeat an evil kung-fu master snow leopard using only his wits and weight.

World Enough and Time by James Kahn (Ballantine Books, 1980) - the first of the "New World" trilogy. This is the perfect source book for *After the Bomb*® or *Rifts*® as it is set in a post apocalyptic world where humanity now shares the world with mutant animals, cyborg neuromen and genetically engineered mythical beasts. Along with Wyman's Xanadu books this was my main inspiration for this book.

Xanadu: Thief of Hearts by Vicky Wyman (Thoughts and Images, 1988) - This comic book series was the main inspiration for this paper. *Xanadu* tells the story of an insurrection against the Empire of Xanadu by the griffin Reginald Plume.

Xanadu: Phelia's Tale by Vicky Wyman (Eclipse Comics ™, 1988) - The "Xanadu Color Special" tells the story of the last phoenix and how the Middle Kingdom became divided.

Xanadu: Across the Diamond Sea by Vicky Wyman (MU press, 1994) – The second Xanadu story telling of the sea voyage to the Golden Realm and the events that followed.

Xanadu: The Ever-Changing Palace by Vicky Wyman (MU press, 1994) – a variety of short stories by various authors set in the Xanadu universe.

Nonfiction: Dinosaurs

Dinosaurs: the most Complete, Up-to-Date Encyclopedia for Dinosaur Lovers of All Ages by Dr. Thomas R. Holtz, Jr. (Random House, 2007). A book on the state of Dinosaur Science written for the layman by one of the best paleontologists in the world. Includes a list of all known genera and their weights when alive as well as hundreds of illustrations by Luis V. Rey. There simply is no better book on dinosaurs currently in print.

How to Build a Dinosaur: Extinction Doesn't Have to be Forever by Jack Horner and James Gorman (Dutton Adult, 2009). A book that gives specific instructions on how to modify chicken eggs to produce a baby dinosaur.

The Macmillian Illustrated Encyclopedia of Dinosaurs and Prehistoric Animals: A Visual Who's Who of Prehistoric Life by Dougal Dixon, Barry Cox, R.J.G. Savage, et al. (Marshall Editions limited, 1988). A good visual source book of prehistoric animals, though in desperate need of revision and updating.

Nonfiction: Speculative and Common Zoology

The Contribution of Diphosphane to the Fire-Breathing Mechanism of Dragons by Matthias Dormeyer translated into English by Ingeborg Denner, Self Published radormey@cip.informatik.uni-erlangen.de.

A Wizard's Bestiary by Oberon Zell-Ravenheart and Ash "LeopardDancer" DeKirk (Book-mart press, 2007) – Perhaps the best encyclopedia of mythical animals on the market (and I have read dozens), it also contains an in depth discussion on how Oberon reconstructed living unicorns from surgically altered goats.

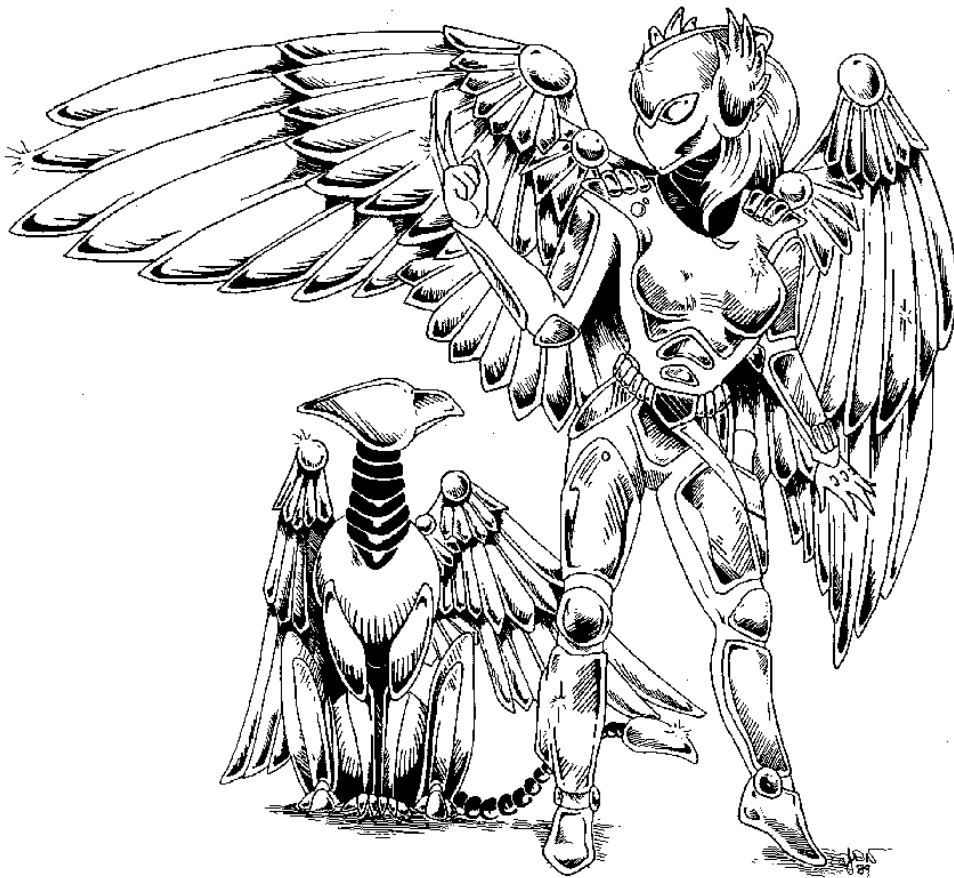
For more on the first unicorns see...Oberon Interview: www.sideshowworld.com/interview-OZ.html and the US Unicorn patent: www.colitz.com/site/4429685/4429685.htm).

After Man: a Zoology of the Future by Dougal Dixon (St. Martin's Press, 1981). The first book on future animal evolution and still the best. Set 65 million years in the future this is a wonderful sourcebook for animals that could populate the world After the Bomb®. An internet sequel/supplement can be found at www.metazoica.com .

Mammals of Eastern Asia by G.H.H. Tate (the Macmillian Company, 1947). The only field guide I could find on east Asian Mammals.

The Incredible World Tour to the Neocene by Paul I. Volkov (WWW Publishing, 2006) located at galaxy@cyberenet.net A Russian website illustrating Life on the Earth 25 million years in the future. It is pretty much a prequel to After Man and can be used for the same purposes.

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* **After the Bomb Warehouse** by various contributors <http://atbwarehouse.blogspot.com> – A collection of After the Bomb® articles containing character sheets, new apprenticeships, new backgrounds, new mutants, alternate snow leopard and Panda rules, and much more. I did not know of this site when I wrote this book so it is not part of the Bibliography but, as one of the few websites dedicated to ATB, it is too good a source to ignore so I am adding it to this most recent updating of the text.

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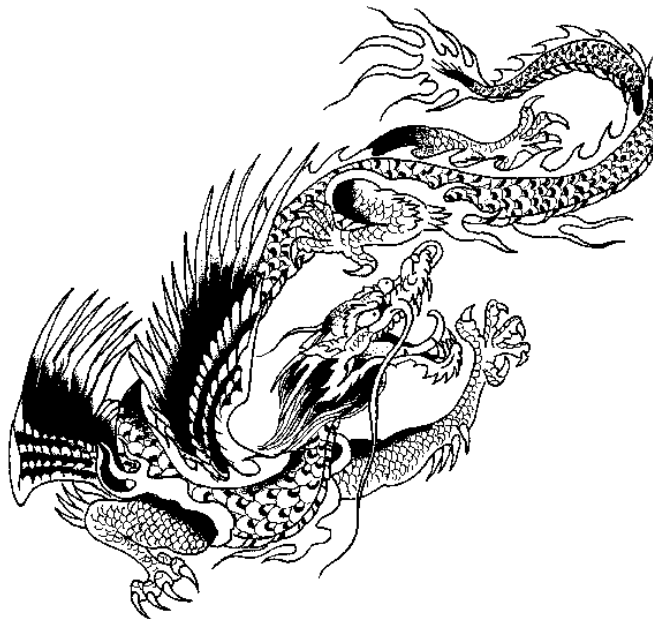
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FINAL WORDS

Our previous Internet Policy was well received by the vast majority of Palladium fans, and this 2008 update simply takes into consideration new technology, applications and usage of the Internet and digital mediums. We are going to keep an eye on how our policies are being received and followed. We also expect some of you to raise issues about our Internet Policies for us to think about. In short, we expect our Internet Policy to continue to evolve. Palladium therefore reserves the right to change or even revoke this “limited license.” Palladium also reserves all rights which are not specifically granted above.

Over the past 27 years we have built a company and gaming community that is unlike any other in the RPG industry, a family of friends. We have done so by being open, friendly and caring. We want to promote gaming, fun, interaction and the sharing of ideas. We want YOU, our fans, to be an interactive part of Palladium’s business, and be able to enjoy our games in a wide range of mediums. Our Internet Policy and “limited license” is an attempt to facilitate this. At the same time, Palladium MUST preserve and protect its valuable trademarks, copyrights and other intellectual property rights. We hope you understand. We also hope this information about intellectual property, limited license and notices is useful to you. Please don’t hesitate to ask us questions about anything.

– Kevin Siembieda, Publisher, and Larry Jordan, Esq.
January 2008



Mutants in Xanadu



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This book is a complete revision of the original Mutants in Xanadu for the second Edition of After the Bomb®.

Inside these covers is a complete sourcebook for Central Asia, China, Japan, and India, including maps, magic, and the new wild beasts that roam the wilds.

This book also contains dozens of New Mutant Animals for your Game including: 28 Asian Animals, including three purebred horses, Pandas, Snow Leopards, Kuban, and Sharks! 24 Throwbacks, including Dinosaurs and Prehistoric Mammals! 47 Chimeras based on Mythical Animals, including Dragons, Unicorns, and Faerie Folk! And Just for completeness I have even added the Giraffe!

That's 100 new mutant animals for your After the Bomb® Campaign!