

ANIMAL EXPANSION II

“BIGGER BEASTS”

An unofficial *Mutant Year Zero* supplement by Patrick Reilly (v 1.0)

Following the release of the video game *Mutant Year Zero: Road to Eden*, Matt Kay wrote up a great unofficial expansion, found [here](#), about animal hybrids that may be found in your gaming group’s Genlab or out in The Zone at large.

Being inspired by his work, I thought to put my own notes on off piste animal mutants out into the post-apocalyptic world. Being a fan of the *Beyond Good and Evil* games, I thought I should first address the lack of elephants in the room.

ANIMAL TYPE	COMMON SPECIES	ATTRIBUTE	ANIMAL POWERS
Elephantidae	Elephants or Mammoths	Wits	Furry or Leathery*, Gargantuan*, Herbivore, Predator (Tusks), Trunk*
Rhinoceros	Rhinos	Strength	Charge*, Herbivore, Huge, Horn*, Leathery*, Sixth Sense
Hippopotamus	Hippos	Instinct	Blood Sweat*, Huge, Herbivore, Amphibian, Nocturnal, Leathery*, Predator (Tusks), Warning Call
Giraffe	Giraffes	Agility	Herbivore, Huge, Flight Response, Horns*, Fleet Footed

*Powers found in this document.

Lab Names

Elephantidae are named after famous philosophers. Examples: Plato 03, Aristotle 05, Augustine 02, Rawls 09, Marx 04.

Rhinoceros are named after the ancient human gods of war. Examples: Maahes 21, Mars 24, Gurril 29, Ifri 19, Cratos 01.

Hippopotamus are named after Nobel Peace Prize winners. Examples: Roosevelt 01, Dae-jung 11, Carter 07, Mandela 02, Obama 08.

Giraffe are named after famous painters. Examples: van Gogh 06, Kahlo 15, Warhol 4, Hiroshige 20, Okore 18.

New Animal Powers

BLOOD SWEAT (E/R)

You sweat a sanguine colored sunscreen that acts as a natural defense against the “natural environment” of the Zone. This bloody perspiration allows you to survive longer against the Rot, spending 1 FP allows you to reduce the Rot level you are experiencing by one, and you may reduce it again by spending 2 FP more. In addition, your body naturally processes out the Rot faster than most allowing you the ability to spend 1 FP to eliminate one point of trauma from the Rot immediately after exiting a Rot Area in which you used your Blood Sweat power.

Design note: A heavy handed adaptation of Rot-Eater from MYZ (pg. 76).

CHARGE

For a brief moment, you become a awe-inspiring, logic-defying juggernaut. Nothing stands in your way. You may:

-Attack one or more enemies along a straight path dealing a total amount of damage equal to the FPs spent. Or...

-Run down and trample a single enemy smaller than you dealing damage equal to FP spent + the difference in size scale (see *Zone Compendium* 1 pg. 29). Or...

-Move toward, at a high rate of speed, an article of cover an opponent has decided to occupy, in addition all creatures in near range along your charge suffer one point of doubt.

-You may not use this power if you do not have the freedom-of-movement to run at a full sprint.

Design note: A more dynamic adaptation of Manbeast from MYZ (pg. 74).

GARGANTUAN (E/R)

You are nightmare fuel. The biggest and baddest of The People cannot look you in the eye without a ladder, and no living being but the most dangerous of true monsters can challenge you in a battle of brawn. This power has several facets:

- You may spend FPs up to your strength value after a successful attack to deal that many extra damage (even with a melee weapon). (E)
- You can also spend FPs when suffering an external attack (not while pushing your own rolls) to reduce the damage up to your strength value. (R) When you use this power in this way, you suffer one *fatigue*.
- You are a beast. Strength is a key attribute for you now. If it was already, your strength is increased by one to a max of 6.
- You can only use heavy items normally. The world was built for creatures much smaller than you. Friendly characters can attempt to jury-rig some items for you, at GMs discretion, for double the required resources and time.
- Life is harder being bigger. You must consume twice as much grub and water as other mutants for your daily requirements. You also have a -2 to all actions related to sneaking around or not being found. (Unless you are a hippo in water.)

Design note: This was designed to take *Huge* from MGA (pg 64) off-the-leash and apply some environmental restrictions on playing a character so large in a world so barren.

HORNS

You sport a sturdy pair of horns on your head. You can use these for attacking and defending in close combat, as long as you don't use any handheld weapon. For each FP you spend before you roll for Fight (whether attacking or defending) you get a +2 modification from your horns. Roll for feral effects after the attack is completed.

Design note: from *Animal Expansion I*.

LEATHERY (R)

You have a thick, leathery hide which protects you against damage. You can activate this power when you suffer damage from an external attack (not while pushing your own rolls). The damage is then reduced by one. You cannot spend more than one FP to reduce damage.

Design note: from *Animal Expansion 1*.

TRUNK (E)

You have a long flexible trunk that helps you balance and can hold or retrieve light objects. You can activate this power when rolling Move to jump, climb or perform any acrobatic action that requires a sense of balance. Every FP you spend modifies your roll by +2. Secondly, you may use your trunk spending one FP to retrieve an item you have on your person or an ally in arm's reach. Finally, you can use your trunk in a dominance conflict - every FP you spend modifies your roll by +1. In both cases, you must spend FP before you roll, and have your trunk free of any light objects you may be holding. Your trunk may not be used to carry out melee attacks with or without weapons.

Design note: This is a reskin and minor enhancement of *Tail* from MGA (pg 67).
