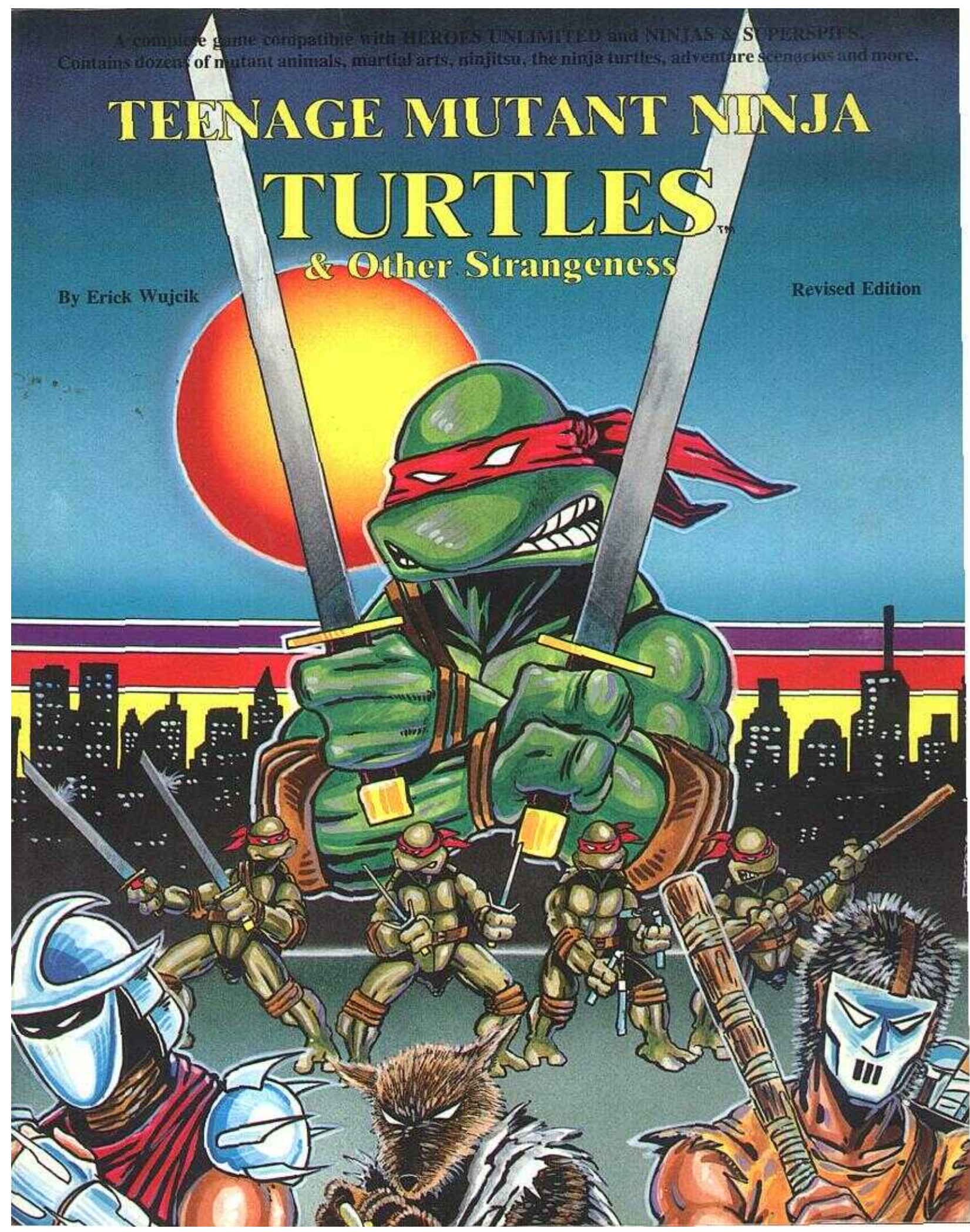


A complete game compatible with HEROES UNLIMITED and NINJAS & SUPERPIES.
Contains dozens of mutant animals, martial arts, ninjitsu, the ninja turtles, adventure scenarios and more.

TEENAGE MUTANT NINJA TURTLES™ & Other Strangeness

By Erick Wujeik

Revised Edition



EASTMAN AND LAIRD'S
TEENAGE MUTANT NINJA
TURTLES™
& Other Strangeness

Revised Edition

**COMPATIBLE WITH . . .
Heroes Unlimited
Ninjas & Superspies
and other Palladium RPGs**

This work is dedicated to the two greatest game masters in the world, Kevin Siembieda and Rene Vega.

Eighth Printing — March 1989

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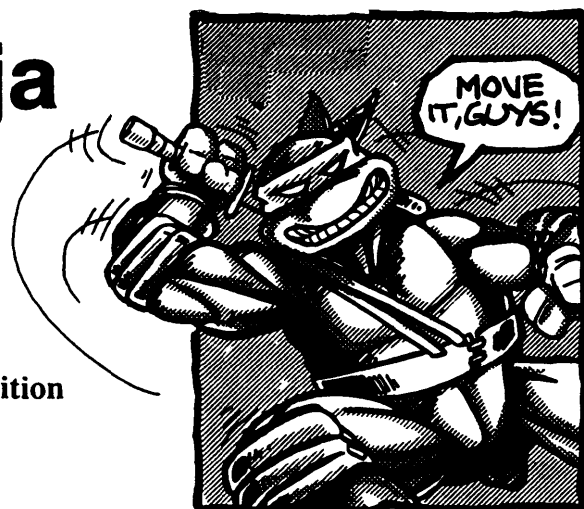
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Palladium Books Presents . . .
EASTMAN AND LAIRD'S
Teenage Mutant Ninja

TURTLES™
& Other Strangeness

Revised Edition



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The Teenage Mutant Ninja Turtles and other supporting characters are adapted from the *comic books* Teenage Mutant Ninja Turtles and Turtle Tales available at comic book stores everywhere.

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INTRODUCTION

The concept behind that of the Teenage Mutant Ninja Turtles is novel but not new. Over the years there have been animal characters in virtually every comic book ever created. From Cerebus the Aardvark through the Teenage Mutant Ninja Turtles, from Superdog through the Cat in American Flagg, Bugs Bunny through Howard the Duck; there's been a fascination with animals that mimic the human form or habit. And where would Tom Terrific be without Manfred the Wonder Dog?

None of this is even a modern trend. Students of Japanese art will recognize the delightful caricatures of priests; peasants and samurai depicted as mice, rabbits and other common animals. This game merely offers animals as characters to the many players in role-playing games.

However, to get back to games, T.M.N.T. is meant to be a complete role-playing experience. You can use T.M.N.T. to play anything from a quickie tournament to a lifetime campaign. No matter how you use the game, on its own, or with *Heroes Unlimited*, or even with some other comic-style role-playing game, it should be a complete and enjoyable role-playing experience.

So how can a game based on a single set of comic book characters be complete? Simple; this game lays out *all* the rules needed to create any kind of animal character. Whether they're mutants or biological experiments, the player can rollup a character that's playable and balanced.

Game masters will find T.M.N.T. to be complete also. Of course, any ambitious game master should take a good look at *Heroes Unlimited* before starting a T.M.N.T. campaign. The point is, you don't NEED anything beyond the rules in this book.

One comment on the Animal Section. Yes; I know that it's incomplete. But do you have any idea how many animals there are in the world? How many birds? We're talking about over 750 species in North America alone. So I've pretty much concentrated on the creatures common to the Eastern United States and Canada. And if you should have any arguments with the various animal descriptions and statistics . . . welcome to the club. It's a rare day when any two expert sources agree on anything!

I hope you enjoy this new expansion to the *Heroes Unlimited* game system. I would like to thank my entire intrepid cast of playtesters, Paul Deckert, Rob Justice, Alan Moen, Greg Paul, Pete Schermerhorn, Eric Snider, John Speck, Jim Webster and Suzie Zick.

RANDOM CHARACTER GENERATION:

A Rationalization

Some readers will be surprised to discover that there is a "point system" for creating the animal characters in this book. There is a good reason for it; we want to make sure that every player could create an animal character to suit themselves. Which, if you think about it, is really not all that different from the way things are handled in *Heroes Unlimited*. After all, Bionic and Robotic characters also build themselves. But this game, just like *Heroes Unlimited* (and most other Palladium games), is based on random character generation.

There's a fair amount of controversy in the roleplaying game community about character generation. Chiefly, some players complain that it is not as much fun or as challenging to roll up characters off a table as it is to 'create' the characters.

There is some validity to the argument. Regardless of our personal opinions on the subject you are free to do what you will with the game. If you are a game master, then simply let the players create their characters according to your own preferences. If you are a player, then lobby your game master for whatever changes you feel will make for the most playable game. However, here are a few good reasons to retain the random character generation system:

1. Excellent players can role-play ANYTHING; granted, the play testers that I and the other folks of Palladium have at their disposal are superb. An excellent player can play any character, and sees a weak character as a challenge, not a liability.

When running my own campaigns, I frequently deprive characters of all their various powers and possessions. It is when the character is in the direst of straits that fantastic role-playing comes about.

Let's look at one example. Recently a pair of players in fantasy game were captured by enemies. They managed to escape, but they found themselves lost in a strange desert with nothing but a piece of wire. The roleplaying went on for several weeks, alternating between the lost survivors dodging armoured hunters and straining to get water, shelter and food in hostile land. It was an intensely interesting role-playing adventure.

2. Another advantage of random character generation is the convenience that it provides to the game master. Instead of laboriously 'constructing' every new villain and N.P.C., the game master can just 'roll-up' the new encounters. This makes scenario design and quick response to player actions much easier.
3. Finally, let's not forget that random rolls reflect real life. Even in the 'perfect' lives of fantasy characters there is no control over their origins. Super characters are usually created by accident or by forces over which the character has little or no control.

HOW TO PLAY A ROLE-PLAYING GAME

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

Let's take it a step at a time.

IMAGINE THE SCENE

Picture a waiting room, there is a desk, 10 comfortable chairs and a large video screen on the front wall. If you face the screen you will see a door on the right hand wall and four, large windows on the left wall. There is also a large clock that tells you it is 3 o'clock, a glance out the dark window lets you know that it is the middle of the night.

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

IMAGINE THE SETTING

At the front of the room there is a mad-looking figure. Half-man, half-bat, it looks around suspiciously. At its feet there are two very frightened people, both in stained blue work clothing. The bat-thing points a large pistol at the people and screams in a hoarse voice, "Where is money?"

Obviously there is some kind of crime taking place here and, judging from the state of the criminal, his victims are in dire danger. The next step is to find out how YOU fit into all this.

IMAGINE THE CHARACTER

Now here comes the tricky part. YOU are not in the room, but there is somebody in the room whose eyes you see through. This person is you Character, an imaginary individual that is you Playing Piece in this game.

Normally you will spend an hour or more developing a new player character. Once the character has been created you will

probably continue playing that character for many weeks, perhaps years.

In our example let us assume that you are play *Raphael*, the Ninja Turtle expert with Sai. Just picture yourself (as Raphael!) standing at the far end of the room.

IMAGINE ACTION

Actually, you need one important extra ingredient to made a role-playing game work, the **Game Master**. The game master (GM) is another player (a real person!) who controls all the characters in the game except the different player's characters. In this case You are the only player and I am acting as the game master (G.M.).

"The bat-thing has not yet noticed Raphael standing quietly in the back of the room," the GM informs you, "but it looks like it is about to shoot one of the janitors." What are **YOU** going to do?

As Raphael **YOU** have an important decision to make. Should you leap at the bat-thing? Attempt to throw a Sai through the thing's weapon hand? How can you best protect the innocent janitors and capture the bat-thing?

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

WHAT YOU NEED TO PLAY

Other than imagination, players, and a game master you will also need the following:

- 1) **Dice:** 2 four-sided, 4 six-sides, 2 eight-sided, 2 ten-sided and 2 twenty-sided.
- 2) Plenty of **pencils and paper**.
- 3) Game Master and players (as least a total of 2 plus the G.M.).

Glossary OF ROLE-PLAYING GAME TERMS

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

Campaign: A word used to describe an ongoing game. If you play the same characters with the same game master on a regular basis then you are in Campaign.

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

Death: Just as in real life, characters can die. The death of heroes in comic books, or in games, is a fairly rare event. The amount of death in a campaign usually depends on the individual game master. Players should take a characters' death calmly. Remember this is **ONLY** a game and superheroics is a dangerous line of work. G.M. 's should allow players to roll up "NEW" character and include it in the game as soon as is appropriate for the on-going game. However, characters should not be a dime a dozen.

Dice: There are a variety of different dice used in role-playing games. First of all, there are the standard six-sided dice, the kind you use for most board games. We call them "D6". Often we let you know how many dice to roll with an expression like "roll 3D6." This means "roll three six-sided dice and add all results together." Dice are also available with four-sides (D4), eight-sides (D8), ten-sides (D10), and even twenty-sides (D20). They are available at most hobby stores.

Game Master: (G.M.) This is the person who controls the game

"world". All the nonplayer characters, innocent bystanders, police and politicians, even the weather is controlled by the G.M.

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

Role-Playing Game: Sometimes called a role-playing game (RPG), or fantasy role-playing (FRP), these are games with game masters and imaginary characters.

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

Roll Percentile: Take two ten-sided dice of different colors. Let's say we have on green and one red. First you declare which die will be high ("I call red high"). Next you roll the dice, first you read the High die and then the *Low* die, just put the numbers together and you have a percentile. For example, "Red is 4 and green is 8, so I have a 48%."

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

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

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

Animal Characters

Animal Hero Characters are the results of a mutation or some other change that results in a normal animal becoming either more intelligent, more human-like, or super-powered.

The game allows the characters to change from animals to a number of different possible forms. For example, an animal could look exactly like a normal member of the species, but have super intelligence and psionics. On the other end of the spectrum, there might be an animal that has become so completely human that only a few small physical and mental quirks identify it as different form an average person. The Teenage Mutant Ninja Turtles are definitely humanlike (they walk, talk and manipulate objects like humans), they remain very turtlelike in appearance. Even more exotic is the possibility of a creature that exaggerates its animal characteristics away from a human direction. For example, T'Ceass the bat-thing might look nothing like a human, but has mutated far beyond the abilities of a normal bat.

Creating Characters

Step 1: The Eight Attributes Attribute Bonuses

The first step in creating an animal character is to roll-up the eight attributes, I.Q., M.E., P.S., P.P., P.E., P.B., and Spd.

Three sixsided dice are rolled to determine each attribute. The higher the number, the greater the ability. If the attribute is "exceptional", 16, 17 or 18, then an additional six-sided die is rolled and added to the total for that attribute.

Intelligence Quotient (I.Q.): Indicated the intelligence of the character. The exact I.Q. is equal to the I.Q. attribute multiplied times ten. Characters with an I.Q. of 16 or better will receive a one time bonus added to all the character's skill percentiles.

Mental Endurance (M.E.): Measures the amount of mental and emotional stress the character can withstand. Animal characters must have a minimum M.E. of 12 in order to become psionic. Any character with an M.E. of 16 or higher will have a bonus to save against psionics.

Mental Affinity (M.A.): Shows the character's personal charm and charisma. Natural leaders with an M.A. of 16 or higher have a bonus to invoke trust or intimidation in others.

Physical Strength (P.S.): This is the raw physical power of a character. The P.S. times 10 indicates how heavy an object (in pounds) the character can carry. A character can lift 30 times the P.S. Exceptionally strong characters having P.S. of 15-19 can carry 20 times their P.S. and lift 40 times their P.S. Someone with a P.S. of 20-23 can carry 30 times their P.S. and lift 60 times their P.S. Anyone with a P.S. of 24 or higher can carry 50 times their P.S. and lift 100 times their P.S. Any character with a P.S. of 16 or better receives a bonus to damage in hand to hand combat.

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

Physical Endurance (P.E.): Demonstrates the character's stamina and durability. The amount of physical punishment and resistance to fatigue and disease are determined by P.E. A character can carry the maximum weight load (see P.S.) for the P.E. times 4 minutes. Carrying the maximum weight while running or fighting can only be done for the P.E. times 2 minutes. If a character lifts the maximum weight (see P.S.), then it can only be held for as many melee rounds (15 seconds each) as the character has points P.E. A character can run at maximum speed for one minute for each point of P.E. Character's with a P.E. of 16 or better receive bonuses to save vs. coma, death, and toxins.

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

Speed (Spd.): Specifically, this is the character's maximum running speed. The Spd. times 20 is the number of yards the character can run in one minute. If the Spd. is 16 or higher, the character has a bonus to all dodge rolls.

ATTRIBUTE BONUS CHART

	I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.E.	P.B.	Spd.
16	+3	+1	45%	+1	+1	+5%	+1	40%	+1
17	+4%	+1	50%	+2	+1	+6%	+1	45%	+1
18	+5%	+2	50%	+3	+2	+7%	+2	50%	+1
19	+6%	+2	60%	+4	+2	+8%	+2	55%	+2
20	+7%	+3	65%	+5	+3	+9%	+3	60%	+2
21	+8%	+3	70%	+6	+3	+10%	+3	65%	+2
22	+9%	+4	75%	+7	+4	+11%	+4	70%	+3
23	+10%	+4	80%	+8	+4	+12%	+4	74%	+3
24	+11%	+4	84%	+9	+5	+13%	+5	78%	+3
25	+12%	+5	88%	+10	+5	+14%	+5	82%	+4
26	+13%	+5	90%	+11	+6	+15%	+6	86%	+4
27	+14%	+6	92%	+12	+6	+16%	+6	90%	+4
28	+15%	+6	94%	+13	+7	+17%	+7	92%	+4
29	+16%	+7	96%	+14	+7	+18%	+7	94%	+4
30	+17%	+7	98%	+15	+8	+19%	+8	96%	+4
31	+18%	+8	98%	+16	+8	+20%	+8	97%	+5
32	+19%	+8	98%	+17	+9	+21%	+9	98%	+5
33	+20%	+9	98%	+18	+9	+22%	+9	99%	+5
34	+21%	+9	98%	+19	+10	+23%	+10	99%	+5
35	+22%	+10	98%	+20	+10	+24%	+10	99%	+5
36	+23%	+10	99%	+21	+11	+25%	+11	99%	+6
37	+24%	+11	99%	+22	+11	+26%	+11	99%	+6
38	+25%	+11	99%	+23	+12	+27%	+12	99%	+6
39	+26%	+12	99%	+24	+12	+28%	+12	99%	+6
40	+27%	+12	99%	+25	+13	+29%	+13	99%	+6
41	+28%	+13	99%	+26	+13	+30%	+13	99%	+6
42	+29%	+13	99%	+27	+14	+31%	+14	99%	+7

The Attribute Bonus Chart Represents The Following:

- I.Q.** Skill bonus (add to all skills)
- M.E.** Save vs. Psionics
- M.A.** Degree of Charm and Influence; Trust/Charisma
- P.S.** Hand to Hand Combat damage
- P.P.** Bonus to Strike, Parry and Dodge
- P.E.** Save vs. Coma/Death
- P.B.** Degree of Physical Beauty; Charm/Impress
- Spd.** Bonus to Dodge

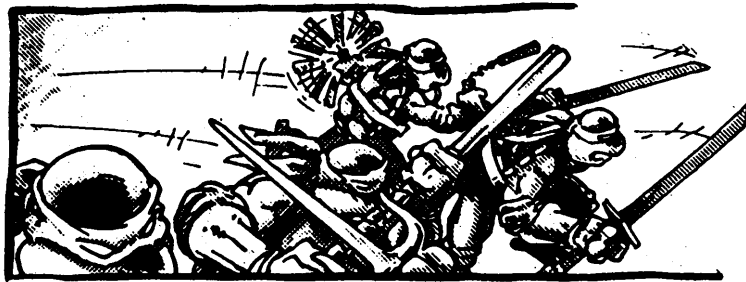
Hit Points

Finally, **Hit Points** are determined by rolling a six-sided die and adding the result to the P.E. Every time the character gains an experience level another 1D6 is added to the total Hit Points.

HIT POINTS (life points) and STRUCTURAL DAMAGE CAPACITY (S.D.C.) POINTS

Hit points might best be thought of as life points, because they indicate how much physical damage (cut, bruises, etc.) a character can withstand before he/she dies. **Structural Damage Capacity (S.D.C.)** points are similar to hit points but represent physical toughness or endurance rather than life. Damage absorbed by one's S.D.C. might best be thought of as superficial damage, aches and pains. While damage to one's hit points are considered severe and often life threatening.

Both S.D.C. and hit points are observed during battle (or melee) to determine how much damage is being inflicted on friend and foe. Each time a character is struck by a weapon he takes physical damage. The individual players keep score of how many hit points or S.D.C. points their character has by subtracting the damage from his character each time that character is hit by a weapon. Likewise, the game master keeps score of how much damage the player inflicts upon his opponent.



Step 2: Animal Type

What kind of animal was the character originally? Roll percentile dice to find the specific table, then roll percentile for specific animal type. **Note:** Check with the game master before rolling. Some GM's may want to restrict the kind of animals in the campaign. For example, a game master could decide that all characters will be Rural Animals.

ANIMAL HERO CHARACTERS

First, roll to determine animal category:

- 01-35 Urban
- 36-50 Rural
- 51-75 Wild
- 76-85 Wild Birds
- 86-00 Zoo**

Second, roll on that specific table to determine the actual animal.

Optional, as always, if the G.M. and players prefer, the animal types may be chosen. However, we recommend random determination.

The Animal

01-35 Urban Animal

- 01-25 Dog
- 26-45 Cat
- 46-50 Mouse
- 51-55 Rat
- 56-60 Pet Rodent (Guinea Pig/Hamster)
- 61-65 Squirrel
- 66-75 Sparrow
- 76-83 Pigeon
- 84-85 Pet Bird (Parakeet/Budgie)
- 86-88 Bat
- 89-92 Turtle
- 93-96 Frog
- 97-00 Monkey

36-50 Rural Animals

- 01-10 Dog
- 11-15 Cat
- 16-25 Cow
- 26-35 Pig
- 36-45 Chicken
- 46-50 Duck
- 51-60 Horse
- 61-70 Rabbit
- 71-80 Mouse
- 81-85 Sheep
- 86-90 Goat
- 91-94 Turkey
- 95-00 Bat

51-75 Wild Animals

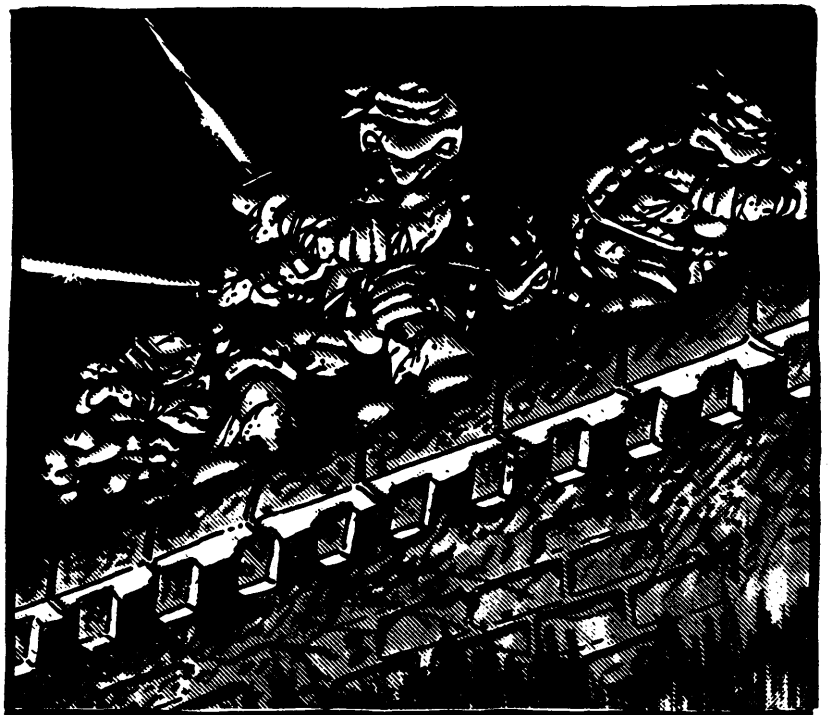
- 01-05 Wolf
- 06-10 Coyote
- 11-15 Fox
- 16-20 Badger
- 21-25 Black Bear
- 26-27 Grizzly Bear
- 28-30 Mountain Lion
- 31-33 Bobcat
- 34-35 Lynx
- 36-37 Wolverine
- 38-45 Weasel
- 46-49 Alligator
- 50-52 Otter
- 53-55 Beaver
- 56-60 Muskrat
- 61-65 Raccoon
- 66-70 Opossum
- 71-75 Skunk
- 76-80 Porcupine
- 81-83 Mole
- 84-85 Marten
- 86-88 Armadillo
- 89-95 Deer
- 96-97 Elk
- 98-99 Moose
- 100 Boar

76-85 Wild Birds

- 01-05 Sparrow
- 06-10 Robin
- 11-15 Blue Jay
- 16-20 Cardinal
- 21-30 Wild Turkey
- 31-35 Pheasant
- 36-40 Grouse
- 41-50 Quail
- 51-60 Crow
- 61-65 Pigeon
- 66-70 Duck
- 71-80 Hawk
- 81-85 Falcon
- 86-90 Eagle
- 91-95 Owl
- 96-00 Escaped Pet Bird

86-00 Zoo Animals

- 01-10 Lion
- 11-15 Tiger
- 16-20 Leopard
- 21-25 Cheetah
- 26-30 Polar Bear
- 31-35 Crocodile (or Alligator)
- 36-40 Aardvark
- 41-45 Rhinoceros
- 46-50 Hippopotamus
- 51-60 Elephant
- 61-65 Chimpanzee
- 66-70 Orangutan
- 71-75 Gorilla
- 76-85 Monkey
- 86-90 Baboon
- 91-95 Camel
- 96-00 Buffalo



Step 3: Cause of Mutation

The next step is to determine the reason for the animal's change or mutation. Roll percentile and consult the following table:

01-14 Random Mutation: This means that the animal just happened to come out like that. For example, in T.M.N.T., Splinter was an unusually intelligent and skilled rat long before the accident that created the T.M.N.T. Roll on Wild Animal Education Table.

15-60 Accidental Encounter: Some "strange stuff, radiation, energy, chemicals, biologicals, or other strangeness, causes the animals to mutate. Roll on Wild Animal Education Table.

61-00 Deliberate Experimentation: Some kind of laboratory experiment is performed on the animal that causes the changes. The animal's structure or genetics were purposely altered for some purpose. Roll percentile again on the following table to find out the character's current relationship with the creator organization. This also determines the character's educational level.

01-10 Adopted and raised as one of a researcher's family. Still living in the home, mutually loves and is loved by family members. This character has been treated as a human and, while some discrimination may have been experienced, the character will feel that humans are basically good. Educated as a normal human student equal to one year of college. Select two skill programs and 10 Secondary skills. Skill bonus + 10% on scholastic skills only. Character can buy any standard weapons, armour or equipment with 3D6 times \$1,000 in savings.

11-20 Raised in the home of a researcher as a pet. Still living in the home and fairly loyal to family members. The character will resent humans somewhat, but will still attempt to find acceptance among mankind. Trained instead of educated. (No skill bonuses) Automatically knows Mathematics: Basic, can read and write and speak native language (the same as the researcher's family). Also, select 14 Secondary skills. Can spend 1D6 times \$1,000 on equipment.

21-30 Raised in the home of a researcher as a pet. Escaped and hostile, but not hunted with deadly force. The character will be resentful of humans. Roll education as wild animal character.

31-40 Brought up as an experiment. Trained and educated with cruel punishments. The character will distrust humans. Education consists of 6 Physical skills and 12 Secondary skills. Escaped, now hunted by the organization. Has 2D6 times \$500 to spend on equipment purchased before the escape.

41-50 Raised as a caged, experimental animal. Character escaped and wants to destroy the organization and has a strong distrust (and possibly hatred) of all humans. Roll education as wild animal character.

51-60 Educated and trained as if the character were a normal human. Character has good relationships and balanced outlook on humans. Education is equal to one year of college. Select two skill programs and 8 Secondary skills. Skill bonus + 10% on scholastic skills only. Separate from the organization, but with a good relationship. Can buy weapons, armour and equipment with 2D6 times \$2,000 in savings.

61-70 Rescued from the organization and adopted by a friendly researcher at a young age. Raised while continuously being hunted by the organization. Character distrusts humans but knows that there are some good people who deserve help and friendship. Education: has learned 4 scholastic skills which can be selected from communications, computer, physical, pilot basic, science or technical. Also knows 3 military/espionage skills and 10 Secondary skills. Skill bonus is + 8% on scholastic skills only. Savings are 2D6 times \$200.

71-80 Highly trained and educated as a specialist using the character's natural abilities. The character feels equal or is equal to Bachelor's Degree in college. Select 3 skill programs and 10 Secondary skills. Skill bonus is + 25% on all scholastic

skills only. Character is a valuable employee of the organization and is paid at least triple the going rate (minimum \$75,000 per year). Character has saved 1D6 times \$10,000.

81-90 Highly trained as a specialist using the character's natural abilities. Education is equal to three years of college. Select 3 skill programs and 8 Secondary skills. Skill bonus is + 15% on all scholastic skill only. The character was treated as a slave and eventually escaped. Character has stolen \$30,000 to \$180,000 (3D6 times \$10,000) worth of cash and equipment before leaving. Character distrusts most humans. Hunted by law enforcement agencies and organization.

91-00 These characters have been deliberately raised as assassins or warriors. Knows 8 Secondary skills and choice of Expert, Martial Arts, or Assassin Hand to Hand combat. +15% bonus in all Military skills. Character knows and respects some humans but distrusts all large organizations. The character escaped the organization and is now considered very dangerous and is hunted by law enforcement agencies and the organization. Before escaping, the character took \$20,000 to \$120,000 (1D6 times \$20,000) worth of equipment and weapons.

ORGANIZATIONS

(Roll percentile dice to determine what was the type of organization)

01-25 Biological Research Facility

26-45 Private Industry

46-50 Secret Medical Experiment Organization

51-55 Secret Criminal Organization

56-60 Secret Crime Fighting Organization

61-65 Secret Military Organization

66-70 Secret Espionage Organization

71-75 Secret Medical Research Organization

76-00 Military Organization

WILD ANIMAL EDUCATION TABLE

(Roll percentile dice. Roll ONLY if educated as a wild animal)

01-20 Everything is self-taught as the animal lives in the wild with no help or assistance. Character mistrusts humans and other animals. Basic reading, writing and arithmetic are at a low level. Wilderness skills include Prowl (+ 24%), Survival Skills (+ 24%), Escape Artist (+10%), Climbing (+ 15%) and Swimming (+10%). There is an S.D.C. bonus of + 10%, a P.E. bonus of +6, a P.S. bonus of +3, an a P.P. bonus of + 2 and two additional attacks per melee. Characters can pick only one (1) Secondary skill. Character has scavenged 3D6 times \$100 in various equipment, most in poor condition.

21-40 By skulking around the fringes of society the character picks up rudimentary education. The character probably has a small number of human friends but distrusts people in general. Knows 14 Secondary skills. Character also has Prowl (+ 12%), a P.P. bonus of +1, and Hand to Hand Basic. Character has scavenged 3D6 times \$200 in equipment.

41-90 Adopted by a "mentor" who teaches and guides the character in some form of special training. This is often Ninjitsu, but all areas of special training can be selected. These characters will learn to be philosophic about all creatures. Their attitude could be summed up as, some people are good, some bad, everyone deserves a chance to earn your trust. Ninja characters learn 3 military/espionage skills, 10 secondary skills (with a skill bonus of + 5%) and Hand to Hand Ninjitsu. In addition, the character has a choice of 3 ancient or ninja weapon proficiencies. Character has scavenged and build 3D6 times \$100 worth of equipment.

91-00 Character goes public and is educated at a major university. The character likes and trusts humanity in general. Education is four years of college. Select 3 skill programs and 10 Secondary skills. The skill bonus is +20% on all scholastic skills only. Although struggling for financing, at least 2D6 times \$500 worth of equipment has been collected.

Step 4: BIO-E Points

Special Abilities

Psionics

Growth Levels (Steps)

Human Features

Biological Energy Points

Measuring Biological Energy: Bio-E Points

Characters created from animals go through some kind of biological transformation. In the fantasy world of comic books that usually means a change into something intelligent and more human in shape. Of course, that kind of thing just doesn't happen in the real world. Real mutation almost always results in death or disfigurement. But, in fantasy, the effects are usually good. . . or at least interesting and dramatic.

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

The reasons for this are simple. Someone rolling up, for example, a tiger, would be at a great advantage compared to someone rolling up a mouse. However, to equalize things, the tiger has many fewer points of bio-energy than the mouse. After all, a tiger doesn't need much BIO-E, because it's already an incredibly powerful creature.

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

- Special Abilities
- Growth Steps
- Human Attributes
- Psionics

Note: Players may Not need to spend all their potential BIO-E points. However, any BIO-E points not used up in the creation of the character are permanently lost and CAN NOT be used at a later date to buy any additional powers, abilities or mutations.

SPECIAL ABILITIES

Every animal character has some kind of special natural defense or ability that can be useful. Consult the section on the particular animal for details. Animals can NOT buy the abilities of a different kind of animal.

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

PSIONICS

Note: Characters must have minimum M.E. of 12 to purchase ANY psionic powers.

Animals are different than other psionics in that they don't have to spend Inner Strength Points to use their powers. Each power can be used as often as the character likes (although no more than the number of attacks per melee). No animal psionic can use more than one power at a time. Average Cost: Varies depending on psionic ability. (See *Psionic Section*).

Growth Levels (Steps)

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

The size of the animal character is measured in growth steps. Each animal's original size level is listed of growth costs 5 BIO-E. Characters can also gain BIO-E points by giving up growth steps. For each growth step given up, the character gains 5 BIO-E points. The BIO-E points can be applied to other changes, powers and abilities found in the animal descriptions. BIO-E points CAN NOT be sold, given or traded to another character.

GROWTH STEP EXAMPLE #1: Increasing Size

Assume that you've rolled up a Size Level 1 creature, a mouse. Playing a creature that small has many disadvantages, especially the penalties of -8 in I.Q., -12 in P.S. -4 in P.E. Fortunately, you can change the character's Growth Level.

By spending 25 points of BIO-E, the character can be raised to a Size Level 6. At level 6 the character now has no penalties whatsoever. Of course, you can continue to spend BIO-E points and make the mutant mouse even larger and even gain attribute bonuses. All it takes is 5 points of BIO-E per level of increase.

GROWTH STEP EXAMPLE #2: Decreasing Size

Suppose that you've rolled up an Elephant character. If you check the Animal Section, you'll see that Elephants have Size Level 20. You'll also notice that Elephants start out with no BIO-E points. Since it wouldn't be much fun to have an unchangeable character, the thing to do is trade in some of the Elephant's Growth Levels for BIO-E points.

Let's reduce the Elephant's by 6 Levels. Every Growth Level sacrificed means it "gains" 5 points of BIO-E. So now the Elephant character is Size Level 14, AND you have 30 points of BIO-E to play with. If that's not enough BIO-E, then you can simply trade in *more* Growth Levels for BIO-E points.

PHYSICAL SIZE CHART

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

HEIGHT & WEIGHT TABLE	Size	Weight	Height—Short	Height—Medium	Long
	1	3D6 ounces	1D6 inches	2D6 inches	3D6 inches
	2	1D6 pounds	3D6 inches	12+1D6 inches	12+ 2D6 inches
	3	4+1D6 pounds	12+1D6 inches	12+ 2D6 inches	12+ 3D6 inches
	4	10+ 2D6 pounds	12+ 3D6 inches	24+ 2D6 inches	24+ 3D6 inches
	5	20+ 4D6 pounds	24+1D6 inches	36+ 2D6 inches	36+ 3D6 inches
	6	40+ 6D6 pounds	24+ 2D6 inches	48+1D6 inches	48+ 3D6 inches
	7	75+3D 10 pounds	24+ 3D6 inches	60+1D6 inches	60+ 2D6 inches
	8	100+ 6D10 pounds	36+1D6 inches	60+1D6 inches	60+ 3D6 inches
	9	150+3D 10 pounds	36+ 2D6 inches	60+ 2D6 inches	72+ 2D6 inches
	10	175+3D 10 pounds	36+ 3D6 inches	60+ 3D6 inches	72+ 3D6 inches
	11	200+ 6D10 pounds	48+1D6 inches	72+1D6 inches	84+ 2D6 inches
	12	250+ 6D10 pounds	48+ 2D6 inches	72+ 2D6 inches	84+ 3D6 inches
	13	300+ 6D10 pounds	48+ 3D6 inches	72+ 3D6 inches	96+ 2D6 inches
	14	350+ 6D10 pounds	60+1D6 inches	84+1D6 inches	96+ 3D6 inches
	15	400+1D% pounds	60+ 2D6 inches	84+ 2D6 inches	108+ 2D6 inches
	16	500+1D% pounds	60+ 3D6 inches	84+ 3D6 inches	108+ 3D6 inches
	17	600+ 2D% pounds	72+1D6 inches	96+1D6 inches	120+ 2D6 inches
	18	800+ 2D% pounds	72+ 2D6 inches	96+ 2D6 inches	120+ 3D6 inches
	19	1,000+ 5D% pounds	72+ 3D6 inches	96+ 3D6 inches	132+ 2D6 inches
EXAMPLES	20	1,500+ (% X100)	72+ 4D6 inches	132+ 3D6 inches	

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

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

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

Team Characters

In Teenage Mutant Ninja Turtles players can choose to roll up their characters as a team. There is no limit to the number to players who join the group. The main disadvantage of Team Characters is that the players lose some of the flexibility and diversity that came from a mixed group of hero characters.

On the other hand, there are important bonuses that characters receive when players create their characters as a group. First of all the characters each receive a skill level bonus for each player who participates in the team. Secondly, all the team characters in a group receive a special group bonus on attributes.

In order to use the Team Character rules, the players must declare their intention to be a group BEFORE they roll up their characters. All the Team Character players decide that they will create their characters at the same time and that they will all have exactly the same powers or abilities. Therefore, all Team Characters must be based on the same animal, MUST have the same background and MUST all spend their BIO-E points on exactly the same abilities, growth levels, human attributes and psionics.

Of course, some variations do occur. Even identical twins usually have different interests and personalities. So each member of the group rolls their attributes (I.Q., P.S., etc.) individually. But there is an attribute bonus. Every time one of the players gets to roll an extra six-sided die for an exceptional attribute (16 or greater) then all the members of the team get that same bonus.

For example, Gorba Chirp of the Sparrow Eagles rolled a 17 for his P.E. He then raised his P.E. to 22 by rolling a 5 on an additional six-sided. All the other Sparrow Eagles would also get to add a 5 to their P.E. If another Sparrow Eagle also got to roll an additional die for P.E. then all of them could choose whatever roll was highest for their bonus.

The major advantage of Team Characters is that the characters receive a collective group bonus in the form of additional skill levels. This is

a one-time bonus only. The T.M.N.T. are a perfect example of such a group. The four of them are not only possessed of animal powers (Turtles) but are also the result of Physical Training. This makes perfect sense when you consider how they helped each other grow up and learn. It is, after all, much easier to learn martial arts when you have partners to practice and experiment with.

Therefore, there's a bonus skill level for each additional member of the team. This is NOT an additional experience level; it applies only to Scholastic, Physical Training, and Secondary skills. The three member team of Sparrow Eagles receive 2 bonus skill levels. The Teenage Mutant Ninja Turtles get 3 bonus skill levels.

For example, Gorba Chirp has Scholastic Skill in Computer Programming. Ordinarily he would have a 45% proficiency, but, with his team bonus, he adds another 10% for a total of 55% proficiency. All the Sparrow Eagles are trained in Hand to Hand Martial Arts and each has attained level 3 proficiency.

Human Attributes

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

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

Hands:

None — this is a natural paw. The character can not pick up or grab objects. Many skills are impossible without hands. Average Cost: 0 BIO-E.

Partial — The paw develops fingers and a (non-opposable) thumb. Manual dexterity is now rough, but capable of grasping objects. All physical Skills are at -20% proficiency. Hand to Hand (HTH) weapons are used at — 4 to Strike, — 6 to Parry. Average Cost: 5 BIO-E.

Full — A hand with a fully opposable thumb. No penalties for use of tools, weapons or skills. Equal to human. Average Cost: 10 BIO-E.

Speech

Important Note: All mutated animals understand human speech.

None — No vocal cords capable of speech. (Character MUST purchase Telepathic Transmission ability listed in the Psionics section.) Average Cost: 0 BIOE.

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

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

Upright Bipedal Stance

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

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

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

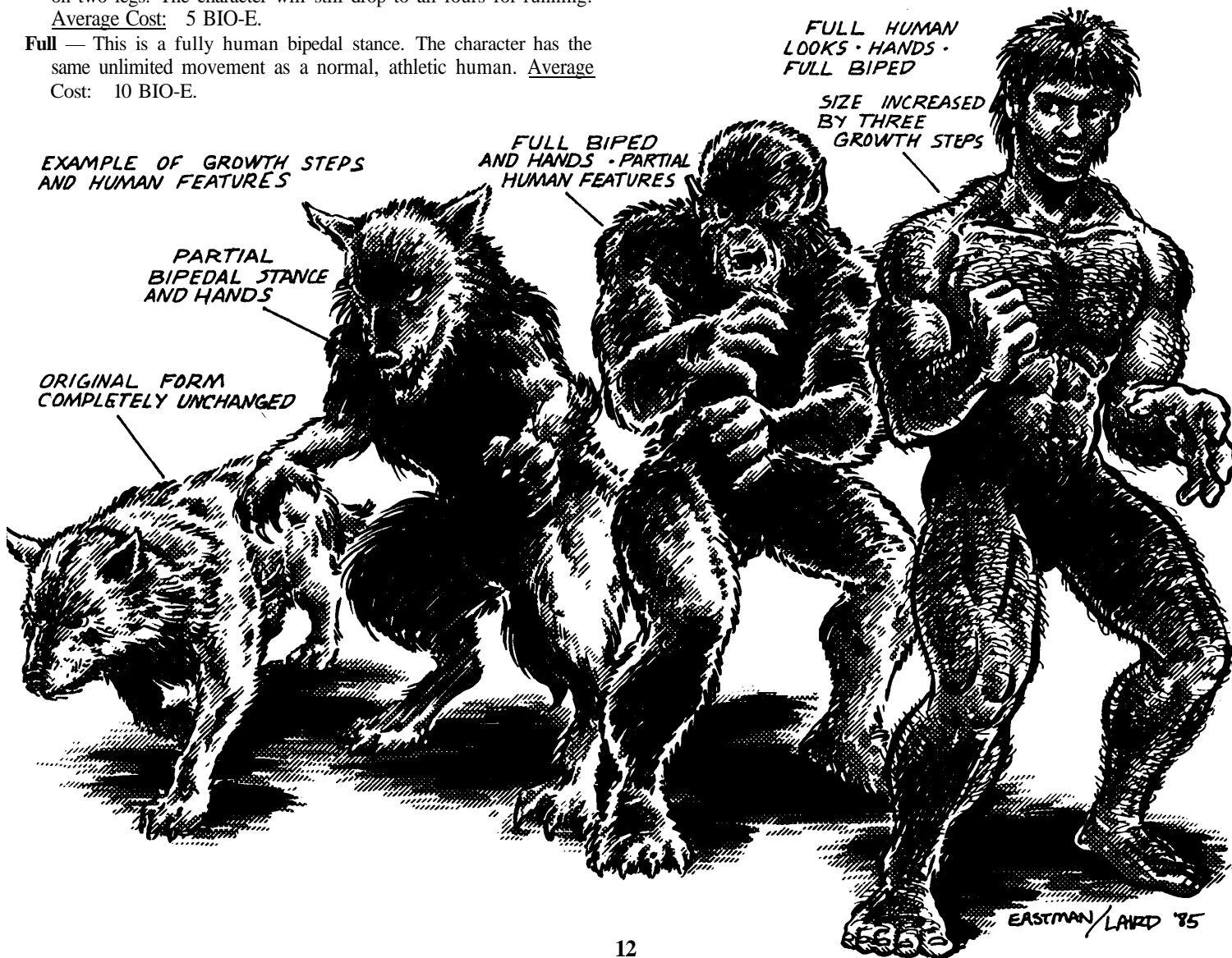
Human Looks

Note: Animal characters who are very small (under Growth Step 5) or very large (over Growth Step 12) will be noticeably tiny or large, regardless of how human-like they might look. But, at least, a very large or small animal with human looks will only be considered unusual, not a monster.

None — Character still looks pretty much like an animal. In other words, a wolf character with hands and bipedal stance would still have a wolf-shaped head, black nose, snout, fur, and pointed ears at the top of the head. Nobody will mistake this creature for human, it will look like a beast or a monster, NOT a human. Normal people will also assume that the character is unintelligent and possibly vicious or evil. (The Teenage Mutant Ninja Turtles and Splinter have NO HUMAN LOOKS!) Average Cost: 0 BIO-E.

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

Full — This fully transforms the character into something that can easily pass for human, not NORMAL human, but human. Hair will appear in normal human amounts. The body will take on a completely human structure, and the features like eyes and teeth will look moreorless normal. Animal characters will never look completely human but, with this option, they won't be immediately suspect.



For example, a badger character would still have a badger-like face, badger-like streaks in the hair and a stocky build. People will tend to say "that ugly guy looks like a badger", not "that badger looks like a human". Average Cost: 10 BIO-E.

Step 5: Equipment and Money

Getting the character dressed and equipped requires money. Characters with savings or with organization equipment can simply buy common items. Use the prices listed in the Equipment Section.

Characters who have to scavenge can "buy" clothing, household electronics, ancient weapons and other consumer goods, but not modern weapons, armour or surveillance equipment. Because these characters must spend a fair amount of time in junkyards, they will also be able to "build" equipment if they have the appropriate skills. The reliability of character built equipment is equal to the character's skill level.

The availability of lock picking tools, surveillance equipment, foreign weapons, explosives and anything illegal is up to the individual game master. It is likely that characters who belong to a secret organization will be able to get this kind of equipment. However, the game master may want to inflate prices, make equipment available only through criminal contacts or even prohibit them from the campaign.

Rounding Out Ones Character

ROUNDING OUT THE ANIMAL CHARACTER:

Alignments Experience Skills and Education Equipment

This is the final part of creating a complete playing character. By the time you get to this section, you should already have rolled up the character's *basic attributes, background, and type of animal*. Then, *spending the BIO-E*, you should have worked out the character's Growth Level, Animal Abilities, Human Characteristics, and Psionics.

In this section you can "fill in" the rest of the character's background by selecting the character's skills. The exact number of Scholastic and Secondary skills was given to you when you rolled the character's background. Now pick the appropriate skills in the Education Section that you feel best suits your character.

The next thing to do is to read the *Alignment Section*. Each alignment is a description of all the possible motivations, moral code and traits for your character.

Money and Equipment. To determine the exact amount of *money* available to you character, you'll find that it was given to you when you rolled the character's *background*. You can then buy any housing, equipment, weapons or supplies listed in the Equipment Section unless limited by the game master. Be sure to carefully read the descriptions on *Scavenging and Contraband* before making your purchases.

When you do all of this, you will find that you have a complete and satisfying character and are ready to play. It may be a good idea to read through the sections on *Experience* and *Vigilantes* before starting to play, to give you some ideas on how best to play a character in **Teenage Mutant Ninja Turtles** or **Heroes Unlimited** campaign game.

ALIGNMENTS

THE ALIGNMENTS

Good: Principled and Scrupulous

Selfish: Unprincipled and Anarchist

Evil: Miscreant, Aberrant and Diabolic

Alignments are an important factor in developing a character, his/her attitudes and moral principles. ALL players *must* choose an alignment for their character.

HEROES

Most heroes will be of a good alignment, — principled or scrupulous. These characters have a great regard for life, justice and freedom. They will never (or rarely) intentionally take the life of even a villain.

ANTI-HEROES AND VIGILANTES

These characters are best suited to the selfish alignments of unprincipled and anarchist. The evil alignments of aberrant and even miscreant may apply depending on the character's regard or disregard of life, justice, and the law.

These characters tend to have their own code of ethics and views of justice which usually conflicts with the law. Anti-heroes, and often vigilantes, are ruthless and merciless characters who blatantly break the law and violate the rights of the individual. It is not uncommon for either to threaten or beat up a person if they feel justified, break into homes and offices, steal documents, items (and even dirty money); destroy property and act as judge, jury, and executioner! **The end always justifies the means!**

Many may argue that these are both appropriate and necessary actions to combat those villains who are "beyond the law". But in the eyes of the law these actions are just as illegal as the criminals these characters bring to *their* justice. The degree of violence, cruelty and mercy is also a factor in an anti-hero alignment. Those who have a strong personal code of honor and regard for innocent people are likely to be aberrant. Anti-heroes who have little regard for others and have no code of honor are likely to be anarchist or miscreant.

NO NEUTRAL ALIGNMENTS

There is no such thing as an absolute or neutral alignment. An absolute, true neutral person could not make a decision, fight crime, go adventuring, kill, or take any action of any kind without leaning toward good, evil, or self-gratification. It is humanly impossible and is therefore eliminated in the context of this game.

I realize that some of the philosophers out there may disagree with this, but that's a topic for philosophical debate and not a factor of this game. Sorry, no neutrals; this is one of the very few definitive, unbending rules of this game.

GOOD ALIGNMENTS

Principled, Scrupulous

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

Principled (Good)

Principled characters are, generally, the strong, moral character. Superman is of principled alignment, with the highest regard for other's lives and well-being, truth and honor. They will always attempt to work with and within the law.

Principled characters will . . .

1. Always keep his word.
2. Avoid lies.
3. Never kill or attack an unarmed foe.
4. Never harm an innocent.
5. Never torture for any reason.
6. Never kill for pleasure.
7. Always help others.
8. Always work within the law whenever possible.
9. Will never break the law unless conditions are desperate. This means no breaking and entry, theft, torture, unprovoked assaults, etc.
10. Respects authority, law, self-discipline and honor.
11. Works well in a group.
12. Never takes "dirty" money or items.
13. Never betrays a friend.

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

Scrupulous (Good)

Scrupulous characters value life and freedom above all else, and despise those who would deprive others of them. This type of hero is typically portrayed in many Clint Eastwood and Charles Bronson films; the person who is forced to work beyond the law, yet for the law, and the greater good of the people. They are not vicious or vindictive men, but are men driven to right injustice. I must point out that these characters will always *attempt* to work with or within the law whenever possible.

Scrupulous Characters Will . . .

1. Keep his word to any other good person.
2. Lie only to people of selfish or evil alignments.
3. Never attack or kill an unarmed foe.
4. Never harm an innocent.
5. Never torture for pleasure, but may use muscle to extract information from criminals or evil characters.
6. Never kill for pleasure; will always *attempt* to bring the villain to justice alive no matter how vile he may be.
7. Always help others.
8. Attempt to work within the law whenever possible.
9. Bend and, occasionally, break the law when deemed necessary. This means they may use strong-arm techniques, harass, break and enter, theft, and so on.
10. Distrust authority and fears the law may not be an effective weapon against crime. However, they will try not to blatantly break the law.
11. Work with groups, but dislike confining laws and bureaucracy (red tape).
12. Never takes "dirty" money or items.
13. Never betrays a friend.

SELFISH ALIGNMENTS

Unprincipled Anarchist

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

Unprincipled (Selfish)

This, *basically*, good person tends to be selfish, greedy, and holds his/her personal freedom and welfare above almost everything else. He/she dislikes confining laws, self-discipline, and distrusts authority. He views the law as well intentioned, but clumsy and ineffective. Keeping his best interests in mind he will always look out for himself. This tends to be an arrogant, impetuous, schemer seeking the praise of millions and making a buck to boot. He is a freebooter who will do

what he must to achieve his goals, stopping short of anarchy and a total disregard of the law. This guy is likely to be a vigilante type whose intentions are good, tries to be fair and honest, but finds the law too confining to be effective. Thus, he goes his own more efficient route (at least that's how he sees it), working outside the law.

This character is also likely to take "dirty" money and items, with the concept that it will help him in his crusade against evil. An ironic twist of justice as he sees it. After all, the loss of money/items will hurt the villains too. With this in mind, he may also destroy property of known criminals. He will not deal in illegal activities, drugs, or take money from innocent or good people (only known criminals). The unprincipled character may associate with both good and evil characters, and often has paid informants, spies, and stoolies. He is often tempted to lie and cheat, and hates himself for being loyal to his ideals and helping others. He is basically a good guy.

Unprincipled Characters Will . . .

1. Keep his word of honor.
2. Lie and cheat if necessary (especially to those of anarchist and evil alignments).
3. Will not kill an unarmed foe (but will take advantage of one).
4. Never harms an innocent.
5. Not use torture unless absolutely necessary.
6. Never kills for pleasure; will *attempt* to bring the villain to justice alive, or ruin him.
7. Usually helps those in need.
8. Rarely attempts to work within the law.
9. Will blatantly break the law to achieve his crimebusting goal.
10. Dislikes and distrusts authority, the law, and bureaucracy. Feels they have been corrupted and abused.
11. Works with groups, especially if it serves his needs, is profitable, and/or he's in the limelight.
12. Will take "dirty" money.
13. Never betrays a friend.
14. Has a high regard for life and freedom.

Anarchist (Selfish)

This type of character likes to indulge himself in everything. He is the insurgent, con-man, gambler and high roller. The uncommitted freebooter who is more likely to be a crimefighter because he enjoys the thrill of danger and excitement than any cause. This character will at least consider doing anything if the price is right, or the challenge great. Like moths drawn to a flame, the anarchist is attracted to the lure of the impossible, dangerous, and the underdog. These people are intrigued by power, glory and wealth. Life has meaning, but his has the greatest meaning. Innocent lives are protected, but occasionally some must be sacrificed for the greater cause.

Laws and rules infringe on personal freedom and were meant to be broken. He will not hesitate at using strong-arm techniques, breaking and entering, theft, harassment, destruction of private property, and so on. This includes acting as judge, jury, and executioner. After all, there is the wrong way and his way. These characters are usually the daring vigilante or anti-hero who feels the end justifies the means. The anarchist aligned person is always looking for the best deal and self-gratification, and will work with good, selfish or evil to attain his goals. The anarchist is continually teetering between good and evil; rebelling, and bending the law to fit his needs.

Anarchist Characters Will . . .

1. May keep his word.
2. Lie and cheat if he feels it necessary.
3. Not likely to kill an unarmed foe, but certainly knockout, attack, or beat up an unarmed foe.
4. Never kill an innocent (but may harm or kidnap).
5. Will use torture to extract information, but not likely to do so for pleasure.

6. Seldom kills for pleasure.
7. Not likely to help someone without some ulterior motive (even if it's only to show off).
8. Rarely works within the law unless it serves his purpose.
9. Constantly breaks the law to achieve his goals.
10. Has little respect for authority, the law, or self-discipline.
11. Does not work well within groups; tends to do as he pleases despite orders to the contrary.
12. Will take "dirty" money or items without hesitation.
13. May betray a friend.

EVIL ALIGNMENTS

Miscreant

Aberrant

Diabolic

All evil characters are not bent on global domination or universal genocide. They are not maniacal people actively seeking to harm innocent people. Nor are all evil characters sadistic and untrustworthy. Many evil characters may actually seem kind or likable.

There is nothing wrong with playing an evil character, although he may not survive too long if he betrays or harms too many people. This is fantasy role-playing, not reality. You can play any type of character you desire. However, if an evil character is chosen be prepared to play in character.

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

Game masters, if a good character ignores his alignment guidelines, betraying friends, and breaking the law, using unnecessary violence; drop his alignment to the appropriate selfish or evil alignment.

Miscreant (Evil)

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

If a miscreant character becomes a vigilante/hero it will be for some personal reason or vendetta. This character can be no more than an anti-hero unless he changes his ways. (Yes, just as good characters can fall into an evil alignment, evil aligned characters can upgrade themselves into good alignments. To change to a good alignment, the character must work at it and not break the guidelines set for that specific alignment).

Miscreant Characters Will . . .

1. Not necessarily keep his word to anyone.
2. Lie and cheat indiscriminately (good, evil, or selfish).
3. Will kill an unarmed foe as readily as he would a potential threat or competitor.
4. Use or harm an innocent.
5. Use torture for extracting information and pleasure.
6. May kill for sheer pleasure.
7. Feels no compulsion to help without some sort of tangible reward.
8. Has no deference to the law, but will work within the law if he must.
9. Will blatantly break the law for his own goals and pleasure.
10. Dislikes and distrusts authority and the law.
11. Works with others if it will help him attain his personal goals.
12. Will take "dirty" money and "hot" goods without hesitation.
13. Will betray a friend if it serves his needs.
14. Has little respect for other's lives.

Aberrant (Evil)

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

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

Whether villain or anti-hero, the aberrant character looks upon people without honor or loyalty as worthless and disgusting low life. Likewise, neither will he allow anyone to interfere with his activities.

Do not think of the aberrant characters as misguided good guys. They will break all laws with impunity, harass their victims, destroy property, beat and murder. This applies to both villain and anti-heroes. Only their methods and degree of violence *may* vary.

Aberrant Characters Will . . .

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

Diabolic (Evil)

This is the category where the megalomaniacs, violent, and most despicable characters fall. This is the cruel, brutal killer who trusts no one and has no value for any life other than his own. A diabolic person will crush anyone or anything that gets in his way. They will lie, cheat, use and abuse anyone not more powerful than themselves. Aberrant aligned characters find these dishonorable people just as revolting as good aligned characters.

Diabolic Characters Will . . .

1. Rarely keep his word (and have no honor).
2. Lie to and cheat anyone.
3. Most certainly attack and kill an unarmed foe.
4. Will hurt and kill an innocent without a second thought or for pleasure.
5. Use torture for pleasure and information.
6. Kill for sheer pleasure.
7. Is likely to help someone only on a whim.
8. Rarely attempts to work within the law.
9. Blatantly breaks the law.
10. Despises honor, authority and self-discipline. Views them as weaknesses.
11. Does not work well within a group; constantly disregarding orders and vying for power/command.
12. Will always take "dirty" money, hot goods, drugs, etc.

13. Will betray a friend; after all, you can always find another friend.
14. Associates mostly with other evil alignments.

CRIMINALS AND VILLAINS

Criminals and villains will always be of an evil or selfish alignment. Most common alignments will be Anarchist, Miscreant, Diabolic and then Aberrant. The following is a kind of general alignment category. Most of the petty thieves, robbers, stoolies, numbers runners, strongmen and flunkies tend to be of Anarchist and, especially, Miscreant alignments. Armed robbers, burglars, murderers, drug dealers, upper echelon gangsters, hit men and similar tend to be of Miscreant alignment or possibly Diabolic, Anarchist or Aberrant. Especially brutal criminals, murderers, and rapists, are likely to be Diabolic or Miscreant. Any criminal can be of any of the evil alignments or Anarchist. Of course, anyone can break the law under the right circumstances.

EXPERIENCE POINTS

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

WHY AN EXPERIENCE POINT SYSTEM?

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

In this game the player's character begins his career as a superhero. The character has studied, practiced, trained, plotted and planned. He or she is ready physically and emotionally to begin a career of crime-fighting, but no matter how well prepared, the character still lacks practical experience.

Likewise, the character generally starts off at a slight disadvantage. His superpowers are not yet fully developed or defined and, much like the scholastic skills, must be developed through use and experimentation. Thus, the character's powers, whether they be super, psionic, or trained; develop, grow and strengthen as the character grows in experience. Even in comic books, most character's powers and skills grow and develop as the characters mature and grow combat hardened. Those fantastic-fellows and that spider-guy are two excellent examples of characters that started out fairly formidable, but matured and mastered their powers and abilities to become truly formidable forces of power (and good).

The experience system is specifically designed so that characters will mature fairly rapidly, tapering off as they reach higher levels of experience (around fifth and sixth level).

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

EXPERIENCE POINTS AND THEIR APPLICATION

It is difficult to devise a point system by which a game master can judge and reward his players fairly. The ultimate purpose of experience points and experience levels is to provide a means by which the player's character can grow and develop. Many fantasy role-playing games have their own unique system, charts, equations, and computations for distributing experience points. You may want to adapt one of these systems to this game if that's what you're comfortable with. Many superhero games avoid the whole question of experience points by a system in which points are pumped back into the powers, but this leaves skills undeveloped as well as being pretty drab.

The subjective method of observation and logic introduced in the **Palladium Role-Playing Game** has been so well received that I'm just transplanting it into **Ninja Turtles**. I feel that any twit can punch-out or blast a villain that just crawled out of the woodwork. Most experience systems concentrate on the "kill factor", but what about the thought process? What about the decisions, plans, or motives behind a particular action? Doesn't cleverness and a cool head count? Aren't these the true ingredients of good role-playing? Shouldn't the brilliant medical student playing a character with an I.Q. of 4 (and staying firmly in character, saying and doing things as the character would, even though he realizes the stupidity as a player) get experience for playing in character? Hell Yes!!! Considering how flexible and subjective most of the other role-playing conditions and rules are, I don't see the logic in having a strict, limited experience point system.

Each player's character involved in a given situation/confrontation should receive the appropriate experience points. The game master should make a list of his players at the beginning of the game and jot down each player's experience points as they gather them throughout the course of the game. At the end of the game, the game master totals each player's points and gives them the total so that they can keep track of their growing experience and skills.

The difficulty with this system of determining experience points is the subjectivity. The game master must utilize the proceeding experience outline with some thought. Example: Eight third level heroes brimming with cosmic power and armed to the teeth attack and subdue one, lone, fourth level supervillain. The eight players should receive experience points for subduing a minor menace. After all, the poor guy didn't have a chance and presented no real threat to the characters. However, if one or two first or second level characters subdued or killed the same supervillain, they should receive experience for subduing a major or even a great menace, because the threat and ingenuity involved is much greater.

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

CHARACTER EXPERIENCE LEVELS

Each random power category has a listing for levels of experience. A character involved in an adventure gains experience points for his thoughts, actions and deeds. As these experience points accumulate, the character will reach new plateaus indicating his continual growth, development, and mastery over his superpower and skills. Each time a player's character accumulates enough experience points to reach the next level of experience, his skill increases accordingly. In many instances the superpower also increases in range, duration, power/damage, and scope. Example: When a first level mutant has accumulated at least 1951 experience points, he has attained second level, and *all* his scholastic and secondary skills become second level; meaning that he can perform them at a higher level of proficiency.

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

EXPERIENCE AND HIT POINTS

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

PER LEVEL OF EXPERIENCE

Per level of experience, or per each level of experience, or per level of the hero (or psionic or superbeing), indicates that the person can perform a skill, superpower, or ability at his highest level of experience. This often indicates the amount of damage that can be inflicted or a duration of an effect.

EXPERIENCE POINTS TABLE

Awarding Experience Points

Experience Points	Action
25	Performing a skill (successful or not).
25	Clever, but futile idea.
100	Clever, useful idea or action.
100	Quick thinking idea or action.
200	A critical plan or action that saves the character's life and/or a few comrades.
400-1000	A critical plan or action that saves the entire group or many people.
100-300	Endangering the character's own life to help others.
500-700	Self-sacrifice (or potential self-sacrifice) in a life and death situation (like leaping in front of a fireball meant for someone else to save that person, even though he/she is likely to die, or offering his/her own life to save the group or another).
100	Avoiding unnecessary violence.
100-200	Deductive reasoning and/or insight.
50	Good judgement.
50	Playing in character bonus.
50-100	Daring (clever or not).
25-50	Killing or subduing a minor menace.
75-100	Killing or subduing a major menace.
150-300	Killing or subduing a great menace.

Levels of Experience For Animals

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

Education and Skills

EDUCATIONAL SKILLS

Unintelligent animals have instincts, they don't have to be taught the basic skills they need for survival. On the other hand, intelligent animals like wolves, bears and chimpanzees must be taught how to hunt or swim or tract or, in other words, they must learn all their skills. For example, the otter has adapted so well to the water that we have trouble picturing them anywhere else. Yet they must be 'taught' how to swim.

Since all player characters in Teenage Mutant Ninja Turtles are intelligent, they too must learn skills. The exact number and kind of skills available is listed along with the character's background and education (*see Animal Characters Section*).

DETERMINING EDUCATIONAL LEVEL

The *Educational Level* reflects the character's years and intensity of study. This directly translated to the educational bonus and the number of skill programs a character can select. The one time bonus is applied to *All scholastic skills*. Do not add this bonus to secondary skill.

Scholastic Skills are skills learned through formal education, whether it be high school, college, military or on the job training.

Secondary Skills are skill learned and developed on one's own through observation, practice and selfeducation.

SKILL PROGRAMS (Scholastic Skills)

A skill program is an area of study, training and knowledge attained form formal education. ALL the skills listed under the program heading are known. Apply the educational bonus to each. See the individual skill descriptions for exact details regarding each skill ability.

Special Restrictions: 1) Espionage Skills are limited to specialized training and can NOT be selected by any other education levels. 3) Only ONE hand to hand combat skill can be selected. In cases where more than one type is available, the player must select only one and disregard the others. 4) Medical Doctor is limited to characters who have achieved the educational level of Master's. Characters with less education must settle for paramedic. First Aid is available as a secondary skill. Note: The Science Program must also be selected to be a M.D. 5) The Military Skill Program is limited to the Military, Military Specialist and specialized training. 6) High School Educational Level can only select form the following skill programs: Computer, Domestic, Physical, Language, Technical and W.P. Ancient. 7) A Skill Program can be selected only ONCE unless otherwise stated.

AVAILABLE SKILL PROGRAMS

Select as many skill programs as allowed by your character's Educational Level; usually 2 or 3 programs. Remember to add the educational skill bonus to each of these *Scholastic Skills*.

Automatic Skills

(known by all characters)

Mathematics: Basic

Read/Write Native Language

Speaks Native Language

SKILLS LISTED BY CATEGORY

Communications Program

Cryptography
Laser
Optic Systems
Radio: Basic
Radio: Scrambler
Radio: Satellite
T.V./Video
Read Sensory Equipment

Computer Program

Computer Operation
Computer Programming

Domestic Program

Select Three

Electrical Program

Electrical Engineer
Surveillance Systems
Computer Repair
Robot Electronics (but is -40%)

*Espionage Program

Select Six

Journalist/Investigation Program

Computer Operation
Intelligence
Photography
Writing (Journalistic Style)

Language Program

Select Three

Mechanical Program

Mechanical Engineer
Locksmith
Automotive *or* Aircraft
or Computer Repair (pick one of the three) and
Robot Mechanics (but —40%)

Medical Program

Criminal Science/Forensics
Paramedic
Pathology
**Medical Doctor (conditional)

*Military Program

Hand to Hand Basic
Demolition
Demolition Disposal
Pilot Tank
Read Sensory Equipment
Pilot Advanced Program
Navigation (Air, Land, Water)
Read Sensory Equipment
Weapon Systems
Pilot: Select two aircraft from advanced pilot list.
Note: Pilot Basic — see secondary skill

Physical Program

Select Four

Science Program

Computer Operation
Select Four

Technical Program

Select Three, excluding language.

Weapon Proficiencies (W.P.)

W.P. Ancient Weapons Programs

Select Three

* Availability is restricted to characters who can select Military and/or Espionage skills.

**Available only to Medical Program. Training is equal to a college master's degree.



COMMUNICATIONS

Cryptography
Laser
Optic Systems
Radio: Basic
Radio: Scrambler
Radio: Satellite
Surveillance
T.V./Video

Note: Read Sensory Instruments is found under Pilot related skills.

COMPUTER

Computer Operation
Computer Programming

DOMESTIC

Cook
Dance
Fish
Sew
Sing

ELECTRICAL

Basic Electronics
Electrical Engineer

ESPIONAGE/MILITARY

Concealment
Detect Ambush
Detect Concealment
Disguise
Escape Artist
Forgery
Impersonation
Interrogation
Land Navigation
Palming
Pick Locks
Pick Pockets
Tracking
Wilderness Survival

MECHANICAL

Automotive Mechanics
Aircraft Mechanics
Basic Mechanics
Computer Repair
Locksmith
Mechanical Engineering

MEDICAL

Criminal Science/Forensics
First Aid
Medical Doctor
Paramedic
Pathology

MILITARY

Demolitions
Demolitions Disposal
Pilot Tank

PHYSICAL

Hand to Hand Basic
Hand to Hand Expert
Hand to Martial Arts
Acrobatics
Archery
Athletics (general)
Body Building
Boxing
Climbing
Fencing
Gymnastics
Prowl
Running
Swimming
Swimming Advanced
Wrestling

PILOT BASIC (ground, Air and Water) (Secondary Skills)

Automobile
Race Car
Motorcycle
Truck
Airplane; old style, single or twin engine.
Boats: Sail
Boats: Motor

PILOT, ADVANCED

Helicopter, Basic
Helicopter, Combat
Jet
Jet Fighter

PILOT RELATED SKILLS

Navigation (Air, Land, Water)
Read Sensory Instruments
Weapons Systems (missiles, lasers, etc.)

SCIENCE

Astrophysics
Biology
Botany
Chemistry
Chemistry: Analytical
Mathematics: Basic
Mathematics: Advanced

Note: Computer is found under Computer.

TECHNICAL

Art *
Language
Photography
Writing

Note: Instrument Reading see Pilot Related Skills

WEAPON PROFICIENCIES (W.P.)

<i>Ancient Weapons</i>	<i>Modern Weapons</i>
W.P. Blunt	W.P. Revolver
W.P. Bow	W.P. Automatic Pistol
W.P. Chain	W.P. Semi & Fully Automatic Rifle
W.P. Knife	W.P. Rifle
W.P. Sword	W.P. Sub-Machinegun
W.P. Staff	W.P. Heavy
W.P. Spear/Forked	W.P. Energy Pistol
W.P. Target	W.P. Energy Rifle
W.P. Paired Weapons	

Also see Fencing under Physical Skills

SECONDARY SKILLS

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

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

SECONDARY SKILL LIST

Note: Do not add educational skill bonuses to any of the secondary skills selected. Secondary skills are selected in addition to scholastic skills.

Computer

Computer Operation

Domestic

Cook
Dance
Fish
Sew
Sing

Electrical

Basic Electronics

Espionage Type (thief)

Escape Artist
Forgery
Land Navigation
Pick Locks
Pick Pockets
Wilderness Survival

Mechanical

Basic Mechanics
Auto Mechanics

Medical

First Aid

Physical

Hand to Hand: Basic
*Hand to Hand: Martial Arts
Athletics (general)
Body Building
Climbing
Prowl
Running
Swimming

Pilot Related Skills

Navigation (air, land, water)
Read Sensory Instruments

Science

Advanced mathematics

Technical

Art
Language
Photography
Writing

W.P. Ancient Weapons

W.P. Blunt
W.P. Chain
W.P. Knife

W.P. Modern Weapons

W.P. Revolver
W.P. Automatic Pistol
W.P. Rifle
W.P. Sub-Machinegun

Pilot: Basic

Automobile
Race Car
Truck
Motorcycle
Airplane; single or twin engine
*Helicopter
Boats: Sail
Boats: Motor

* Hand to Hand: Martial Arts and Pilot: Helicopter each count as two skill selections

SKILL DESCRIPTIONS

COMMUNICATIONS

Cryptography: Skill in recognizing, designing, and cracking secret codes and messages. After 10 minutes of studying a code, the character can attempt to decipher it, but at a — 10% chance. Otherwise, the character must study for two hours before every additional roll. **Base Skill:** 30% -1- 5% per level of experience.

Laser: This skill provides the character with an in depth knowledge of laser communication systems. **Base Skill:** 50% 4-5% per level of experience.

Optic Systems: Training covers a wide variety of optic systems, from video to optical enhancements devices, to laser optics. The character will understand the operation of optical readings, recording, transmission, and use of special equipment like thermo-imagers, passive light intensifiers, infrared, ultraviolet, etc. **Base Skill:** 50% + 5% per level of experience.

Radio Communications: All these skills enable the character to effectively use various communications equipment and techniques.

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

Radio: Scramblers: This is training in the use of electronic masking and scrambling (unscrambling) equipment, and codes, for increased security. **Base Skill:** 40% + 5% per level of experience.

Radio: Satellite Relay: This is an understanding in the methods and operations of satellite transmission. **Base Skill:** 25% + 5% per level of experience.

Surveillance Systems: This is the study and understanding of the operation, methods, and techniques in the use of surveillance systems. Includes motion detectors, simple alarm systems, complex alarm systems, video and camera equipment, amplified sound systems, miniature listening devices (bugs, telephone tapping), recording methods, and some optical enhancement systems (specifically as they relate to camera lenses). **Requires:** Electronics (basic) or electrical engineering, photography skills, prowl, and investigative skills may also be used, but not required. **Base Skill:** 40% + 5% per level of experience.

Tailing, or following someone without their knowledge, is another form of surveillance. This also includes stakeout procedures. A failed surveillance roll indicates that the tail was spotted and the subject is aware of being observed/followed. A failed roll in the use of equipment indicates ruined or garbled recording/film (not usable) or malfunction. Bugging equipment can be easily located or noticed through the course of casual activity if a character fails his surveillance roll while planting it.

T.V./Video: Techniques and understanding of video and audio, filming editing, special effects, transmissions and equipment. **Base Skill:** 40% + 5% per level of experience. Spending two skills on this one skill area makes the character of professional film quality/abilities. A one time bonus of 10% applies in this case.

COMPUTER

Computer Operation: A knowledge of how computers work, along with the skills to operate peripherals like keyboards, printers and modems. Characters can follow computer directions, enter and retrieve information, and similar, basic, computer operations. However, this does NOT include programming. **Base Skill:** 60% + 5% per level of experience.

Computer Programming: Designing, programming, debugging, and testing computer programs/software. **Note:** Computer Operation is required before taking Computer Programming. **Base Skill:** 40% + 5% per level of experience.

Note: Computer Repair is found under mechanical skills.

DOMESTIC

Note: All domestic skills taken as part of a *Scholastic Skill Program* are considered to be of professional, commercial calibre. If chosen as a *secondary skill*, the abilities are satisfactory, but still amateur.

Cook: Skill in selecting, planning and preparing meals. A cooking roll failure means that the cooked food is either inedible (burnt!) or distasteful. **Base Skill:** 60% + 5% per level of experience.

Dance: A practiced skill in the art of dancing. **Base Skill:** 40% + 5% per level of experience.

Fishing: These are the fundamental methods and enjoyment of the relaxing sport of fishing. Areas of knowledge include the use of lures, baits, poles, line, and the cleaning and preparation of fish for eating. **Base Skill:** 60% + 5% per level of experience.

Sewing: The practiced skill with the needle and thread to mend, layout, cut and sew simple patterns, and do minor alterations. This is a tailoring ability as a scholastic skill. **Base Skill:** 40% + 5% per level of experience.

Sing: The simple ability to read music and carry a pleasant tune. **Base Skill:** 40% + 5% per level of experience. The character's singing is of professional quality if taken as a scholastic skill.

ELECTRICAL

Basic Electronics: This is a rudimentary understanding of the principles of electricity, simple circuits, wiring, and so on. This person can do basic wiring, repair appliances and read schematics. **Base Skill:** 40% + 5% per level of experience.

Electrical Engineer: Knowledge of electricity. Characters can diagnose and locate electrical problems. It is also possible to put together electrical equipment. The character can attempt to bypass security systems and burglar alarms at a — 25%; if Surveillance Systems is also taken, then there is a + 10% bonus instead. **Basic Skill:** 45% + 5% per level of experience.

ESPIONAGE

Concealment: The practiced ability of hiding something on one's body or in hand usually by continually moving it around from hand to hand or place to place unnoticed. Objects must be no larger than 14 inches in height and length, 6 inches in width and weigh 10 lbs. or less. The smaller/lighter the item such as a knife, gem, small sack, scroll, etc., the easier it is to conceal. Larger items such as a book or club or statue or other similarly larger and heavier objects are more difficult to conceal on one's person for obvious reasons. Giant size characters can add six inches to the size and six pounds to the weight. Penalty of —5% applies to items over 7 inches (remember 14 inches maximum) because it is a more difficult size. Larger than 14 inches are impossible to conceal. **Base Skill:** 20% + 5% per level of experience.

Detected Ambushes: Training which develops an eye for spotting locations and terrain suitable for ambushes and being ambushed. It also provides a rudimentary knowledge of guerrilla tactics used by the enemy. **Base Skill:** 40% + 5% per level of experience.

Detect Concealment: This is a skill which enables the individual to spot and recognize camouflage, tricks, concealed huts, buildings and vehicles, as well as the ability to construct unobtrusive shelters that blend into the environment. **Base Skill:** 30% + 5% per level of experience.

Disguise: The character knows how to apply makeup, wigs, skill putty, and other special effects, in order to alter his own appearance or those of somebody else. **Base Skill:** 40%+5% per level of experience.

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

Forgery: The techniques of making false copies of official documents, signatures, passports, I.D., and other printed material. The character must have an original or photocopy to work from in order to make an accurate copy. Skilled forgers can recognize other counterfeits at 6%. **Base Skill:** 30%+5% per level of experience.

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

The **Base Skill** is 40% to impersonate general personnel and 20% to impersonate a specific individual (which may require weeks of study and special disguise), +4% per level of experience.

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

Interrogation: This skill includes training in the questioning of prisoners, captives and informers, and the assessment of that information. **Base Skill:** 40%+5% per level of experience.

Land Navigation: This skill allows the person to stay on course, while traveling over land, by means of observation. This includes mentally marking/recognizing geographic landmarks, estimating distance and movement, recognizing sounds, and other navigation tricks. Techniques include night travel. The player should roll once for approximately every three miles traveled. A failed roll means the group is drifting off course by up to 2000 yards (roll 2D10 x 100 yards) Do not roll again until the next three miles. A successful roll at that time will allow the character to recognize this error and correct it. Of course, errors mean lost time and traveling through unknown or potentially dangerous areas. A second (and third), failed roll means the team continues to travel 2D10 x 100 yards further off course. All failed rolls are cumulative unless corrected. Note: A group of average men can cover approximately 5 miles an hour at a brisk, but relaxed pace, through grassland, along dirt roads or paved streets. Travel through dense forest or jungle at a cautious pace, with eyes open for danger, is about one mile per hour. At this pace, one can easily watch for booby traps, snipers, ambushes, wild animals, tracks, clues and other observations, without fear of traveling too fast (and missing them). Only at a faster pace will one begin to miss details and court death. **Base Skill:** 40%+4% per level of experience.

Palming: Simply the ability to pick up and seemingly make a small object such as a coin, key, playing card, knife, etc. disappear by hiding or concealing it in ones hand. Adds a bonus of +5% to pick

pocket skill. **Base Skill:** 25%+5% per level of experience.

Picking Locks: The character knows the methods, techniques and tools for picking/opening key, and basic, tumbler type locks.

It takes 1D6 melee rounds for each attempt to pick a lock. A failed roll means the lock holds; try again. **Base Skill:** 35%+5% per level of experience.

Pick Pockets: An ability to remove items from a person without their being aware of it. If a pick pocket attempt fails, the item has NOT been removed and there is a 67% likelihood of the intended victim recognizing the intent of action. **Base Skill:** 30%+5% per level of experience.

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

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

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

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

Wilderness Survival: Techniques for getting water, food, shelter, and help, when stranded in wild forests, deserts or mountains. Characters without this skill will not be able to stay healthy for more than a few days out in the wilderness area. **Base Skill:** 40%+5% per level of experience.

MECHANICAL

Automotive Mechanics: Ability to repair, rebuild, modify, and redesign conventional vehicles with internal combustion (gas) engines, as well as body work, turbine engines, and diesel truck engines.

Base Skill: 50% -I- 3% per level of experience.

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

Basic Mechanics: This is a rudimentary understanding of how machinery operates. This person can repair and maintain simple mechanisms and common automobiles. **Base Skill:** 40%+4% per level of experience.

Computer Repair: Knowledge of the internal electronics of computers and related devices (terminals, printers, etc . . .). The character can attempt to repair, sabotage, or fix computers. Note that figuring out a repair problem requires one roll, and the character must roll again before actually fixing it. No computer operation or

programming skills are included. Many computer repair personnel don't even know how to turn on the machines! **Base Skill:** 40% + 5% per level of experience.

Locksmith: The practiced study of lock designs, and ability to repair, build, modify and "open" locks. The methods, techniques, and tools of lock picking include the old style key and tumbler, combination, and modern electronic locking systems. Time Requirements: 14 melees to open an antiquated, key type lock; 16 minutes to open an elaborate tumbler type; 2-16 minutes to open a simple electronic lock (usually by patching in a bypass system); and 16 minutes to break a complex, state of the art electronic system, such as those used in high security and restricted areas.

If an unsuccessful skill roll is made, the lock is not opened and the process must be repeated. If an attempt to open an electronic lock fails, roll to see if the lock has been irreparably damaged; 32% chance. If damaged, the lock CAN NOT be opened. **Base Skill:** 25%+ 5% per level of experience. **Special Bonus:** Add a one time bonus of +5% if the Electronics Skill is also taken.

Mechanical Engineer: A training, understanding and knowledge of how machinery is designed, operated, built, and maintained. Characters can attempt to redesign, modify, sabotage, repair, or construct mechanical devices. The first percentage is how to operate/analyze/design machinery; the second is how to repair, construct or sabotage. **Base Skill:** 45% + 5% per level of experience. **Special Bonus:** +5% to Locksmith skill and +5% to Surveillance Systems skill.

MILITARY

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

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

Pilot Tank: The piloting of armored assault vehicles, includes armored all terrain vehicles, amphibious recon, and other armored heavy vehicles and construction vehicles. **Base Skill:** 50% 4-4% per level of experience.

MEDICAL

Criminal Sciences & Forensics: Basic knowledge of police skills. Includes simple criminal law, fingerprinting, ballistics (matching bullets to weapons and angles of impact), and general investigative techniques. Forensic medicine is also included, allowing the character to find evidence of time of death, cause of death, and other details when examining a corpse. Note: Biology, Chemistry, Chemistry-Analytical, and some Mathematics, are all ready required before taking Criminal Sciences & Forensics. **Base Skill:** 35% -1-5% per level of experience.

First Aid: Rudimentary medical treatment which includes how to bandage wounds, stop bleeding, administer CPR/artificial respiration, and use antiseptics, and common anti-inflammatory drugs and pain killer. **Base Skill:** 50% -1-5% per level of experience. **A failed roll** means the patient has not responded to treatment or that treatment was improperly applied.

Paramedic: An advanced form of medical emergency treatment which includes *all* first aid techniques, the setting of broken bones, suturing of wounds, use of oxygen and emergency equipment, use of drugs, knowledge of how to move a critically injured person, and other lifesaving techniques. **A failed roll** means the patient has not responded to treatment or that the treatment has been improperly administered. Note: For serious injury or coma, roll three times, consecutively, on percentile dice. A roll of two successful out of three means the wound has been properly treated or the patient's condition is stabilized. Failure means the patient's condition is unchanged. Another Character can immediately attempt to apply medical aid or the same player can try again, but only after he or she has spent six minutes of examination and/or concentration. **Base Skill:** 50% + 6% per level of experience.

Medical Doctor: The character needs a Ph.D. (doctorate degree), with Master's of Science, to be a practicing doctor.

Areas of training/study include: clinical skills, medical discipline, code of ethics, laboratory skills, techniques, methods of data collection, physiology (muscles, respiratory, blood, body fluids); fundamentals, principles and procedures of pathology (diseases, their structure and function), and rudimentary pharmacology (use, reaction, and interaction of drugs). The medical doctor (M.D.) is also trained in surgical procedures (he is a surgeon). Note: the first percentile number indicates the ability to diagnose a problem and the second is the ability to successfully treat it. **Base Skill:** 70/60% + 3% per level of experience.

Pathology: This is that branch of medicine that deals with the nature of diseases, their causes and symptoms, and the functional and structural changes caused by disease. Training includes anatomy, physiology, cell biology, manifestation of disease, tissue injury and repair, abnormal cell structure, metabolism, diagnosis of human disease, tissue culture methods and applications, analysis of drugs in biological samples and laboratory research, investigative methods, and use of instruments, tools and equipment. **Requirements:** Chemistry. **Base Skill:** 45% + 5% per level of experience.

PHYSICAL

Special Note: One of the unique aspects of this RPG is that the player can build and increase his or her character's physical attributes (P.S., P.P., P.E., Spd., S.D.C.) by selecting physical skills. ALL attributes and skill bonuses are accumulative creating a very versatile and powerful hero. Only one hand to hand skill can be selected and a skill may only be chosen once. Educational bonus applies to all individual skill abilities when applicable.

Hand to Hand Combat: There are three major kinds of fighting techniques available to all characters:

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

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

Hand to Hand Martial Arts: This is some from of oriental fighting skill (karate, kung-fu, etc. that teaches advanced hand to hand combat. Counts as three skills (except for the Military Specialist and special conditions for upgrading Hand to Hand Combat). *See the combat section for listing of specific abilities.*

Acrobatics: Aerial feats of agility and strength, such as walking a tightrope, high wire, trapeze, and stunts performed above the ground. Other physical abilities include rolls, somersaults, leaps and falls. Provides the following abilities:
60% + 5% per level — Sense of Balance
60%+ 5% per level — Walk Tightrope or High Wire

80% + 2% per level — Climb Rope
 40% + 4% per level — Climbing (or adds a bonus of +15% to Climb Skill)
 60% + 5% per level — Back Flip
 30% + 5% per level — Prowl (or adds a bonus of +10% to Prowl skill)
 + 2 to Roll with Punch/Fall
 + 1 to P.S.
 + 1D4 to P.P.
 + 1 to P.E.
 + 1D6 to S.D.C.
 Leap four feet high and five feet long, plus 2 feet per level of experience.
 Fearless of heights.

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

+ 1 to parry and dodge
 + 1 to strike with a body block/tackle; does 1D4 damage
 + 1 to roll with punch or fall
 + 1 to P.S.
 + 1D4 to Spd.
 + 1D8 to S.D.C.

Body Building: The building of muscle tone and body strength through weight lifting and exercise. Provides the following:

+ 2 to P.S.
 + 10 on S.D.C.

Boxing: Classic art of fighting with fists. Training helps build the body and reflexes. Skilled boxers will *Automatically* knockout opponents on a natural twenty for 1D6 melee rounds. Unlike normal Knockout/Stun, this does NOT have to be declared before the stride roll.

One additional attack per melee.

+ 2 to Parry/Dodge
 + 2 to Roll with Punch/Fall
 + 1D4 to P.S.
 + 3D6 on S.D.C.

Climbing: Knowledge of the tools and techniques for climbing up sheer surfaces. Player should roll once for every 20 ft. (6m) of a vertical climb. Every "skilled" climber gets a second roll to recover his/her hold. **Base Skill:** 50% + 8% per level of experience.

RappeUing is a specialized, rope climbing skill used in descending from helicopters, scaling walls and cliff facings, for game purposes, rappelling will include ascending and descending climbs. Minimum base effectiveness is 30% + 5% per level of experience. A failed roll means a slip or fumble; roll to regain hold or fall. Provides the following:

+ 1 to P.S.
 + 1 to P.E.
 + 1D6 to S.D.C.

Damage from Falls: 1D6 from a 10 foot height plus 1D6 for each additional 10 feet of height, or fraction thereof.

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

Gymnastics: Learning to do falls, rolls, tumbles, cartwheels, and to work on rings and parallel bars. Characters with Gymnastics can leap 4ft up or 4ft across, with an additional, 2ft per level. **Note:** Characters with Leap Attack can use these distances in a strike. Provides the following abilities:
 50% + 5% per level Sense of Balance

70% + 2% per level Climb Rope
 20% + 6% per level Climbing (or adds a bonus of + 10% to a climb skill)
 70% + 8% per level Back Flip
 30% + 5% per level Prowl
 + 3 to Roll with Punch/Fall
 + 2 to P.S.
 + 1D4 to P.P.
 + 1 to P.E.
 + 3D6 to S.D.C.
 Leap four feet high and four feet long plus 2 feet per level of experience.



Prowl: This skill helps the character to move with stealth; quietly, slowly and carefully. Techniques include balance and footing, short steps and pacing, rifle positioning, prone positions for low visibility, and crawling. A failed Prowl roll means that the character has been seen or heard. If the Prowl is successful, then the character is not seen and may make a Sneak Attack. **Base Skill:** 46% + 8% per level of experience.

Running: A routine and exercise to build speed and endurance.

+ 1 to P.E.
 + 4D4 to Spd.
 + 1D6 to S.D.C.

Swimming: The rudimentary skill of keeping afloat, dives, lifesaving, and swimming techniques. **Base Skill:** 50% + 8% per level of experience. The percentile number indicates the overall quality of form as skill execution. A special bonus of + 1 to parry and dodge while in water applies. Note: A character can swim a distance equal to 3 x his P.S./Strength in yards/meters per melee. This pace can be maintained for a total of melees equal to his P.E./Endurance.

Swimming Advanced: Competitive swimming and advanced techniques including dives, lifesaving, snorkel and S.C.U.B.A.

S.C.U.B.A.: The letters S.C.U.B.A. stand for Self-Contained Underwater Breathing Apparatus. Characters learn the methods of skin diving and underwater swimming, and use of oxygen tanks/apparatus, mask and flippers. **Base Skill:** 50% + 5% per level of experience and reflects the degree of skill and expertise and S.C.U.B.A. **Note:** A character can swim a distance equal to 4 x his P.S./Strength in yards/meters per melee. This pace can be maintained for a length of time equal to 4 x his P.E./Physical Endurance in melees. Advanced swimming provides the following:

+ 2 to dodge underwater
 + 1 to P.S.
 + 1 to P.E.
 + 3D4 to Spd. when swimming only
 + 1D6 to S.D.C.

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

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

Crush/Squeeze does 1D4 damage
Body Block/Tackle does 1D4 Damage and opponent must Dodge or Parry to avoid being knocked down.
+ 2 to Roll with Punch/Fall +1 to P.E.
+ 2 to P.S. + 4D6 to S.D.C.

PILOT SKILLS (Ground, Air, Water)

Automobile: Skills in driving conventional automatic and manual (stick) transmission cars, jeeps, and mini-vans. **Base Skill:** 76%+4% per level of experience.

Race Car: Training in piloting automobiles specifically designed for high speed competition (like the 500 Formula cars) at speeds of 200 mph and greater. **Base Skill:** 55% + 5% per level of experience.

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

Truck: Manual or automatic transmission; includes vans and trailers. **Base Skill:** 60% + 4% per level of experience.

Airplane: Includes the old propeller, single and twin engine types. **Base Skill:** 70% + 4% per level of experience.

Boats—Sail Type: **Basic Skill:** 60% + 4% per level of experience.

Boats — Motor Type: Large and small (not ships). **Base Skill:** 60% + 4% per level of experience.

PILOT ADVANCED AIRCRAFT

Basic Helicopter: Includes the small, two-seater, observation types; large transport and assault. **Base Skill:** 60%+4% per level of experience.

Combat Helicopter: Requires special training in assault type helicopters of all kinds, as well as the use of their weapons. **Base Skill:** 52% + 4% per level of experience.

Jet: Includes the fan jet and commercial jet liners. **Base Skill:** 60% + 4% per level of experience.

Fighter Jet: Training in the flying, maneuvering, techniques and weapons of jet fighter planes. **Base Skill:** 50%+4% per level of experience.

PILOT RELATED SKILLS

Navigation: Skills in map reading, star charts, course computation, following landmarks, and use of navigational equipment. Includes air, land and water navigation, as well as piloting by instruments alone. Note: Basic mathematics and read sensory equipment are required to navigate. **Base Skill:** 60%+5% per level of experience. A failed roll means the pilot is off course. Roll 2D6x 100 for Aircraft, 4D6x 100 for Fighters, and 1D6x 100 for land vehicles, to determine how many miles/kilometers they are off course. Roll for every hour that one is off course.

Read Sensory Equipment: Individuals with this training can maintain, understand, operate, and "read" or interpret sensory data from all types of conventional sensor devices. These devices include radar, sonar, motion detectors, surveillance equipment, optical enhancement, instrument panels and so on. **Base Skill:** 40% + 5% per level of experience. **Note:** Characters without a sensory skill can not understand nor operate air vehicles, radar or detection/surveillance equipment.

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

SCIENCE

Astrophysics: Knowledge of stellar astronomy and how it relates to nuclear physics, quantum mechanics, relativity, and other explanations for the creation of deep space phenomena, like quasars and black holes. Note: Basic and advanced Mathematics is required before taking Astrophysics. **Base Skill:** 30% + 5% per level of experience.

Biology: Basic understanding of cells, anatomy, physiology, evolution and genetics. The character will know the basic use of a microscope, cultivating bacteria and how to classify new organisms. **Base Skill:** 40% + 5% per level of experience.

Botany: Plants, their categories and functions, are studied extensively. Characters will know the basics of cross-fertilization, germinating and growing experimental plants. **Base Skill:** 40% + 5% per level of experience.

Chemistry: Basic understanding of chemical principles and formulae. Characters know enough chemical laboratory procedures for analyzing and synthesizing chemical compounds in order to be competent assistants. **Base Skill:** 50% + 5% per level of experience.

Chemistry Analytical: Chemical engineering theory, useful in the analysis of compounds and their practical applications. Characters will be highly skilled in the use of laboratory equipment, and can analyze and synthesize chemicals. **Note:** Basic and advanced Mathematics are prerequisites. **Base Skill:** 45% + 5% per level of experience.

Mathematics — Basic: Includes, algebra, geometry, trigonometry, calculus and techniques for advanced mathematics. **Base Skill:** 80% + 2% per level of experience.

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

TECHNICAL

Art: The ability to draw or paint or sculpt or craft work. Scholastic art skills indicate a professional quality, while a secondary skill indicates a talented amateur. **Base Skill:** 40%+4% per level of experience.

Language: Characters with a language skill can understand, speak, write and read in a language other than his/her native tongue. Language is one of the few skills which can be selected repeatedly as a skill program and/or repeatedly as a secondary skill, so long as a different language(s) is selected each time. Three languages can be selected for each skill program, but only one for each secondary skill. **Base Skill:** 55%+5% per level of experience.

Photography: Taking black and white or color, still pictures. Characters will know how to load, develop and enlarge film. **Base Skill:** 50% + 5% per level of experience.

Writing: The ability to write prose (stories), poems or journalistically (articles/news). Scholastic writing skill indicates a professional quality, while secondary is talented amateur. **Base Skill:** 34%+4% per level of experience.

WEAPON PROFICIENCIES

There are two categories of weapon proficiencies (W.P.): Ancient and Modern.

Ancient Weapon Proficiencies: Each skill area provides combat training with a particular type of weapon. The result is hand to hand combat bonuses to strike and parry, but only when that weapon is used. Each W.P. counts for one skill. The character may select several W.P. Note: Characters without a W.P. CAN use any weapon, but without bonuses.

W.P. Blunt: A skill with any type of blunt weapon including mace, hammer, cudgel, pipe, staff and club. **Bonuses:** +1 to strike and parry at level one, add another +1 to strike and parry at level four and +1 to parry at level eight.

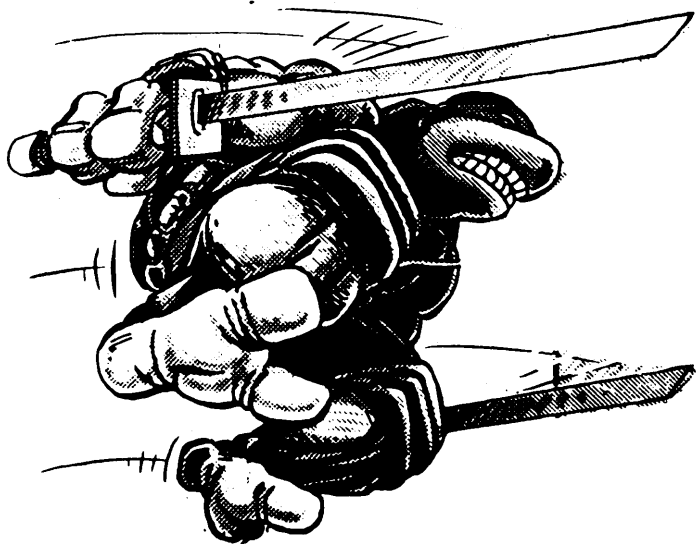
W.P. Bow: The practiced use of a bow and arrow and cross bow. The archery skill is effectively a weapon proficiency with bow weapons. **Bonus to strike with bow and arrow/cross bow:** +1 at first level plus +1 to strike for each additional TWO levels or experience. *For example:* Level one +1, level three, +2, level five +5, and so on.

Rate of Fire: Two at level one and ONE for each additional TWO levels of experience. *For example:* Level one 2 shots per melee, level three 3 shots, level five 4 shots and so on.

Bow Type and Ranges	Damage Per Arrow
Short Bow (ninja) — 420ft	1D6
Large Bow (long bow) — 700ft	1D8
Compound Bow — 800ft	2D6
Cross Bow — 700ft	1D8

W.P. Chain: Includes ordinary lengths of chain, mace and chain, flail, nunchaku, etc. **Bonuses:** +1 to strike at level one, add another +1 to strike and parry at level four and +1 to level eight.

W.P. Knife: Combat skill with all types of knives. **Bonuses:** +1 to strike and parry at level one, +1 to strike and parry at level two and +1 to parry at level five, +1 to strike at level six and again at level nine.



W.P. Paired Weapon: Users of paired weapons can: 1. Strike and parry simultaneously, or 2. Can do twin simultaneous strikes against the same target. Both weapons hit, but is considered ONE attack and only roll once to strike not twice. The defender can only parry one of the weapons unless he too is using two weapons (or weapon and shield) and has the W.P. Paired Weapon skill. 3. Can strike two different targets (or strike one and parry the other) simultaneously. 4. Parry two attackers. In other words, warriors skilled in paired weapons can often perform *two actions* for every *one attack per melee*. BUT every time they use twin actions they LOSE their automatic parry.

Weapons are limited to the one handed types and can be used in any combinations; for example two short swords, or short sword and broadsword, sword and knife, mace and ball and chain, etc. *TWO handed weapons can not be used as paired weapons.*

W.P. Staff: Combat skill with large and small wood or iron staves and spears. **Bonuses:** +1 to strike and parry at level two; an additional +1 to strike and parry at level five; an additional +1 to parry at level eight and +1 to parry at level eleven.

W.P. Sword: Combat skill with large and small swords. **Bonuses:** +1 to strike and parry at level one, an additional +1 to strike and parry at level four, and again at level eight.

W.P. Forked and Spear: Combat training with all types of spears including Bisento, Yari and Naginata. **Bonuses:** +1 to strike and parry at level ones and additional -1 to strike and parry at levels four, seven, ten and thirteen. Bonus to strike when thrown is +1 at second level; an additional +1 strike at levels six, nine and fourteen.

W.P. Targeting (Shuriken): This is a practiced skill in the use of thrown weapons and bow weapons. This weapon proficiency adds bonuses to the following weapon categories: Knives (thrown), throwing axe, spears/forks (thrown), sling, short bow, long bow, and cross bow. W.P. Targeting adds a bonus of +1 to strike at levels 2, 4, 7, 10 and 13. This bonus applies only to the weapon categories previously listed and ONLY when the weapon is thrown (of course arrows and bolts are fired from a bow and not actually thrown). It also increases the effectiveness range by 20 ft. for every level of experience; 10 ft. for knives, darts, and throwing axes.

Modern Weapon Proficiencies: These areas of training and practiced skills with a particular type of modern weapon. Each W.P. counts as one skill. Characters may have several W.P. Each provides a bonus to strike. See the Combat Section for details.

A FEW NOTES ABOUT SKILLS

Can you have a 100% or higher skill proficiency?

No! The maximum possible skill proficiency is 98%. There is always a margin for error.

Are physical skill bonuses accumulative?

Yes. The player should decide what areas of physical strength and prowess are most important to his/her character and select the appropriate skills to bolster those areas. Physical attributes (P.S., P.P., P.E., Spd.), S.D.C. and combat bonuses strike, parry, dodge and roll, are often provided by a particular physical skill. ALL such pluses and bonuses are accumulative. **For Example:** A player has a character with a P.S. of 13, but would like his/her hero to be stronger. Boxing is selected, adding +1D4 to the P.S. (a 2 is rolled). Body building is also selected for +2 P.S. The accumulated P.S. bonuses amount to a +8 P.S., which is added to the original P.S. of 13. Total P.S. is now 21! The same is done with the other attribute, S.D.C. and combat bonuses. Acrobatics and gymnastics provide similar abilities and bonuses. If both are selected, add the bonuses and pluses to your overall character as just explained. However, the abilities such as back flip, climb rope, etc., are NOT added together, nor is the educational bonus added twice (once for each; wrong). The best skill proficiency of a duplicated skill is taken and the normal education skill bonus is applied.

The Animal Section

Psionics and Descriptions

INNER STRENGTH POINTS

Animals differ from other psionic players in that they don't spend Inner Strength Points to use their powers. Each power can be used as often as the character likes (although no more than the number of attacks per melee). No animal psionic can use more than one power at a time. For example, a character who is using Animal Control for the full five minutes can not use Telepathic Transmission at the same time.

SAVING THROWS AGAINST PSIONIC ATTACKS

Psionic attacks can sometimes be resisted through the force of will. Roll a 20 sided die to save against psionics. NON-PSIONICS must roll 15 higher to save. PSIONICS must roll 10 or higher to save. Any character with any psionic ability you can save as a psionic. Unintelligent Natural Animals must roll 18 or higher to save against psionics. Characters with a Mental Endurance (M.E.) of 16 or greater receive a bonus on all saves vs. psionics. *See the Attribute Bonus Chart for exact numbers.*

ANIMAL CONTROL

Range: 50 feet

Duration: 5 minutes

Saving Throw: Standard

This allows a character to command creatures of his own kind. That means a lion animal character could control other lions, NOT tigers or other felines. Two-way communication with the controlled animals is NOT possible without Animal Speech. The controlled animal will attempt to follow any orders. If the controlled animal is wounded it is allowed an additional saving throw. The animal psionic can renew Animal Control every 5 minutes, but the animal can roll to save every time. **Cost:** 10 BIO-E

ANIMAL SPEECH

Range: 150 feet

Duration: 10 minutes

Saving Throw: None

This allows for complete two-way communication with animals of the same kind as the character. For example, a rat animal character could do Animal Speech only with other rats, NOT with mice or other rodents. The animals will recognize the character as one of their own and assume that any human looks are just ugly deformities. **Cost:** 5 BIO-E

BIO-MANIPULATION

Range: 160 feet

Duration: 4-16 minutes

Saving Throw: Standard

Each of the seven kinds of bio-manipulation must be purchased separately. Each affects only one person per attack and the victim must be within line of vision or each EXACT location must be known to the psionic. A creature using bio-manipulation can do no other psionics while the effect lasts because of the concentration required. If the psionic is knocked unconscious or uses psionics while the effect lasts because of the concentration required. If the psionic is knocked unconscious or used psionics in any other way, the bio-manipulation immediately stops affecting the victim.

Blind: Knocks out the victim's optic nerves. Victim's are -9 to strike, parry and dodge. **Cost:** 20 BIO-E

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

Mute: Impairs the victim's vocal cords making speech impossible. Victims experience shock and panic and are -2 to strike, parry and dodge for the first round of the attack. **Cost:** 20 BIO-E.

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

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

Stun: Victims lose one attack per melee, speed is halved, and they have a -4 to strike, parry and dodge. **Cost:** 20 BIO-E.

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

DETECT PSIONICS

Range: 240 feet

Duration: 2 minutes

Saving Throw: None

This mental probe will detect psionics in others. There is a 75% chance that the psionic can be detected by another psionics in the area. This will not penetrate or detect a Mind Block and the Mind Blocked character will not appear to be psionic. **Cost:** 10 BIO-E.

HYPNOTIC SUGGESTION

Range: 12 feet

Duration: Varies

Saving Throw: Standard

The psionic may induce his will upon another through the power of suggestion. This is a mental attack that requires eye contact and either verbal or telepathic reinforcement. The suggestion must be a reasonable one; victims will not do things that are completely out of character. **For example,** the hypnotic suggestion "kill yourself" would work only if the victim were already suicidal. On the other hand, a suggestion that "you don't see anything unusual" would be very useful for a strange looking animal character. This works only on intelligent creatures, NOT on ordinary animals. A victim who saves against Hypnotic Suggestion will be totally unaware of the attacks. **Cost:** 15 BIO-E.

MIND TRAP

Range: 6 feet

Duration: 2-12 minutes (special)

Saving Throw: Standard

A psionic who successfully traps another mind can inflict whatever experience he likes onto that mind. For example, the psionic can make the victim believe that he is trapped in a small cell. On the other hand, the victim could experience an episode out of the psionic's own life or imagination. One strange effect of mind trap is that the victim will experience one hour of subjective time for every minute in the trap.

Victims of Mind Traps can make another psionic saving throw after they've been Mind Trapped. If successful, they will realize that the experience is an imaginary one. It won't help them get out of it, but at least they will know it's not real. The psionic could also run the victim through a memory of the past. If a victim realized the experience is imaginary then no insanity is possible. Keeping the victim in the mind trap is simple if he is put into a simple environment (cage, desert, ocean). The attacker loses one attack per melee when maintaining a

simple environment. But if the psionic want to inflict a complex fantasy when the attacking psionic loses all other attacks or movements.

EXAMPLE: Let's assume that Nightmare Bear of the Terror Bears is trying to Mind Trap Brownwing of the Sparrow Eagles. Brownwing attempts to save, as a nonpsionic with an M.E. of only 13, he must roll 15 or higher. He rolls 13 on a twenty-sided die, a miss. The game master rolls an 8 for Nightmare Bear on 2D6 to see how long the fantasy will last. The fantasy will last for 8 minutes and Brownwing is put into a complex fantasy where he is trapped in a cage with two, huge lions. Brownwing will try not to believe in the fantasy, he rolls and fails again.

Meanwhile, Nightmare Bear is attacked by another Sparrow Eagle. He cannot defend himself while keeping Brownwing in a complex fantasy. So Nightmare Bear makes the fantasy simple by getting rid of the lions. Brownwing will still be trapped in the fantasy. Nightmare Bear will be able to fight but with one less attack per melee.

This situation will continue until the fantasy runs out or until Nightmare Bear is knocked out or if the bear cancels his hold. To Brownwing the fantasy will seem to last 8 full hours.

Optional use with Heroes Unlimited

Characters can be driven temporarily insane by vicious psionic mind traps. This happens if the psionic creating the attack is insane, if the experience is particularly horrible, or if the fantasy involves the death of the victim. This does not result in permanent damage, but it is serious enough for the effect to last 2-12 hours. *Roll percentile on the Insanity Table Resulting from Trauma.* **Cost:** 25 BIO-E

MIND BLOCK

Range: Self

Duration: 10 Minutes

Saving Throw: None

This mental wall prevents the penetration of Telepathy, Empathy, Empathic Transfer, Detect Psionics and all other psionic attacks. The psionic will not even be aware that a psionic attack is taking place. Note that this also prevents the character from "hearing" Telepathic Transmission. **Cost:** 15 BIO-E

SEE AURA

Range: 120 feet

Duration: 4 melees/1 minute

Saving Throw: None

Allows the psionic to see the alignment, estimated level of power, type of creature (human, mutant, alien, meat eating animal, grazing animal, etc.) and the physical condition of the creature in their aura. There is a 15% chance per level that the psionic can recognize an aura that has been seen before. Mind Blocked characters are NOT protected from See Aura. **Cost:** 15 BIO-E

SIXTH SENSE

Range: 90 feet/self

Duration: 4 melees/1 minute

Saving Throw: None

This is a psionic intuition that can protect from the character. There will be a premonition of danger when something is immediately threatening to the character. This includes hidden ambush, traps, or dangerous situations. Sixth sense does not indicate WHAT or WHERE the danger is coming from. Likewise, it does not work to protect anyone traveling with the character (Hey Bob, I'd feel better about walking on the right Gee! you walked right into that trap). Note: The character must specify that the power is being used. It does not work automatically. **Cost:** 10 BIO-E.

TELEPATHIC TRANSMISSION (Mental Speech)

Range: 150 feet

Duration: Unlimited

Saving Throw: None

This acts as a simple and mind to mind speech substitute. Animals without vocal cords will find this highly useful. Range is roughly that of human speech, except that it is not affected by background noise. One problem with Telepathic Transmission is that it doesn't work with telephones or other communication devices. There is no saving throw because it is not an attack. At worst all the psionic can do is "shout" unpleasantly and the receiver can choose to ignore the message. The psionic can focus the Telepathic Transmission so that only a specific person will receive it or the Transmission can "speak" to several people at the same time so long as everyone is within the range limit of 150 feet. Non-psionics will assume that the Telepathic Transmission is normal speech. Note: You can't use this to READ anything. It's only good for speaking. **Cost:** 5 BIO-E

ANIMAL POWERS

Which specific power an animal character may select are listed under that particular animal. If a power is not available (that is, not listed), it cannot be acquired. **Note:** Any animal can acquire psionics which are described elsewhere.

ANTLERS & HORNS

These are natural weapons used in ramming or ripping with the head. Damage depends on the animal.

CLAWS

Claws are a common natural weapon. Characters can have only ONE type of claw. Claws can be on both the hands and feet. Unless the claws are retractable, they will be readily noticeable whether or not the character has full human looks.

Retractable Claws are pulled back and concealed in the fingers of the character. Fingers will be thicker than normal and the finger tip will end in an unusual, pointed nail.

Climbing Claws can help a character in climbing. These are marked; (Climbing). Add +35% to skill. **Note:** Climbing skill is still required.

DIGGING, TUNNELING & EXCAVATION

Certain animals spend a large part of their time digging underground. Note that rocks, cement, tree roots and other obstructions will slow down digging characters. These things can be moved or their S.D.C. can be attacked in order to clear the path.

Digging is the ability to dig through dirt, mud or sand. The character's Physical Strength determines the speed of the digging. Only the character's body moves through the earth, no tunnel is left behind. Characters with a P.S. of less than 13 move 3 feet per melee, a P.S. of 13 through 18 means 4 feet per melee, P.S. of 19 through 24 dig 5 feet per melee and P.S. 25 or better digs at 6 feet per melee. **Note:** This process does NOT leave a passable tunnel.

Tunnelling is a digging process that leaves a passable tunnel. Tunnels near the surface can be used as pit traps. Tunnelling can be done at half the speed of Digging.

Excavation means being able to hollow out large, underground chambers. Characters with Excavation can also dig under buildings, roads, and other structures to weaken their foundations. Characters can Excavate about 5 cubic feet per minute. **Note:** Tunnels and excavations are not permanent. Gunfire, earthquakes, and traffic vibrations will easily collapse them. Characters can use building materials to make their underground structures more secure.

EXTRA LIMBS

Winged animals, like bats and birds, can use their BIO-E points to grow hands at the ends of the wings. However, these characters are likely to want entire new/extra human arms and hands. The extra limbs appear where normal human arms are placed. Displaced wings are moved to the position of the shoulder blades.

FLIGHT

Animal characters with Flight have fully formed wings (feathered for birds, leathery for bats). The maximum in flight speed is 160mph. Characters with flight also get a +3 to Dodge while flying, +6 to Dodge while at the maximum flight speed. For every 40mph of flying speed, the character can do additional +2 damage.

GLIDE

Winged characters can use this power to "ride" the air currents. Take-off requires a strong wind or jumping off from a height. Maximum speed (dependent on wind speed) is a 120mph. Gliding characters get a -1-2 to Dodge and +4 to Dodge at maximum speed. For every 40mph of gliding speed, the character does an additional +1 to damage.

HEIGHTENED SENSES

All animal characters have the full range of normal human senses (color vision, stereo vision, keen hearing, smell, touch, and taste). A few mutant animals can be outfitted with some of the following Heightened Senses:

Advanced Vision means that the character can see double the usual distance and detail of normal human vision.

Nightvision is the ability to see at night. There must be starlight or some other light source available to the character. If the character is in a completely blacked out area, a cave, or example, then nothing will be visible.

Ultraviolet Vision is an extension of normal vision beyond purple and violet into the (normally invisible) ultraviolet.

Advanced Hearing gives the character the ability to hear very faint sounds (light footsteps, small animals breathing). The character can also overhear conversation at a much greater distance than is normally possible. +1 on initiative.

Sonar is used by bouncing high pitched sound waves which enables the character to "see" the locations, shapes, and sizes of objects. This power can be used in complete darkness.

Advanced Smell allows the character to detect very faint scent traces. Tracking by smell (as a bloodhound) is possible at 30% + 5% per level. Characters can also recognize the distinct smells of individuals and can detect when people experience extremes of emotions (64%). This is occasionally used as a lie-detector, but is rather unreliable.

Advanced Touch gives the character an increased chance (10%) to perform delicate actions like picking locks and sleight of hand, characters can also recognize very slight differences in texture.

Hold Breath: Many of the animals listed can stay underwater for extended periods of time. If it says the animal can Hold Breath then the character has that ability. The amount of time an animal can Hold Breath is 2D6 plus 6 minutes. The character rolls this just once when first rolling up the character. That is the amount of time that a character can Hold Breath comfortable. **Note:** Just because a character can Hold Breath does not mean they can swim. Swimming is still needed.

NATURAL BODY ARMOR

Animals with natural armour like alligators, armadillos, rhinoceros and turtles, can transfer that power to their human form. This gives an

increased A.R. and additional S.D.C. Light, medium, heavy and extra-heavy Body Armour are each separate powers; a character can have only ONE Natural Body Armour.

TEETH & TUSKS

Sharp teeth and strong jaws are common natural weapons. Characters with Teeth weapons will have prominent fangs and powerful jaws. This will be noticeable even if the character has Full Human Looks. The amount of damage depends on the particular animal.

Tusks are teeth that stick out of the mouth. The damage is inflicted by ripping rather than biting.

NOTES ON HEIGHT AND WEIGHT

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

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

NOTES ON ANIMAL DESCRIPTIONS

Original Animal Characteristics is a section devoted to describing the unmutated form of the animal. The Description gives a small piece of background. Length and Weight are average figures for normal animals. Build can be used to determine the character's height. Size level is the starting Growth Level of the character.

Mutant Changes & Costs starts by listing the Total BIO-E; the number of points the player can spend developing the character. Note that these points can NOT be saved or banked, they must all be used when the character is first rolled up.

Attribute Bonuses should be added to the character's attributes immediately. These are one time bonuses.

The player can spend BIO-E points on Hands, Biped, Psionics, Growth Steps, Speech, Looks, Natural Weapons, or Powers. BIO-E costs are as listed.

Players can NOT save, trade or give away BIO-E points. Any BIO-E points the character has left when the character starts playing will be lost. In other words, spend all your BIO-E when you first design the character.

Powers are generally abilities or attributes the character has as an animal, but are LOST when mutated. However, they can be reacquired by spending BIO-E points.



Animal Descriptions

AARDVARK

ORIGINAL ANIMAL CHARACTERISTICS

Description: Aardvarks are a type of anteater totally adapted to feeding on ants and termites. They are equipped with claws for digging into ant and termite lairs. Aardvarks eat insects with a long sticky tongue. They are found only in southern Africa.

Size Level: 5

Length: 4 feet

Weight: 40 pounds

Build: Medium

MUTANT CHANGES AND COSTS

Total BIO-E: 60

Attribute Bonuses:

P.S. +2

P.P. +1

P.E. +2

HUMAN FEATURES

Hands: 5 BIO-E for Partial, three claw-like fingers and a thumb.
10 BIO-E for Full, three fingers and a thumb.

Biped: 5 BIO-E for Partial
10 BIO-E for Full

Speech: 5 BIO-E for Partial
10 BIO-E for Full

Looks: None, mule-like ears stick straight out from the head, the round snout is very long, thick skin with sparse, coarse hair, and a long naked tail.

5 BIO-E for **Partial**, Ears are large and stick above the head, there is a noticeable snout, hair is patchy and coarse, and there is still a short naked tail.

10 BIO-E for **Full**, Ears are simply larger than normal and stick out somewhat, jaw and lips protrude, small teeth, hairless and tailless.

Natural Weapons: 5 BIO-E for Claws that do 1D6 damage.

Powers:

5 BIO-E for Digging

10 BIO-E for Tunneling

Also see Growth Steps and Psionics

ALLIGATOR and CROCODILE

ORIGINAL ANIMAL CHARACTERISTICS

Description: Alligators are the largest reptiles in North America. They are dangerous swamp-dwelling carnivores. Their horny scales provide extra protection. Long jaws filled with conical teeth are designed for grasping and tearing apart prey. Crocodiles are basically the same.

Size Level: 9

Length: to 20 feet, but 6 feet is common

Weight: to 175 pounds

Build: Long

MUTANT CHANGES AND COSTS

Total BIO-E: 40

Attribute Bonuses:

P.S. +3

P.E. +1

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: None, Large snout, no external ears, large scales and an elongated body.

5 BIO-E for **Partial**, definite snout, no external ears, noticeable scales, and a long body.

10 BIO-E for **Full**, lumpy features, hairless, small ears and pointed teeth.

Natural Weapons: 5 BIO-E for Teeth that can do IDS damage.

Powers:

15 BIO-E for light Natural Armour; A.R.: 6 and S.D.C.: +20

30 BIO-E for Medium Natural Body Armour; A.R.: 8 and S.D.C.: +40

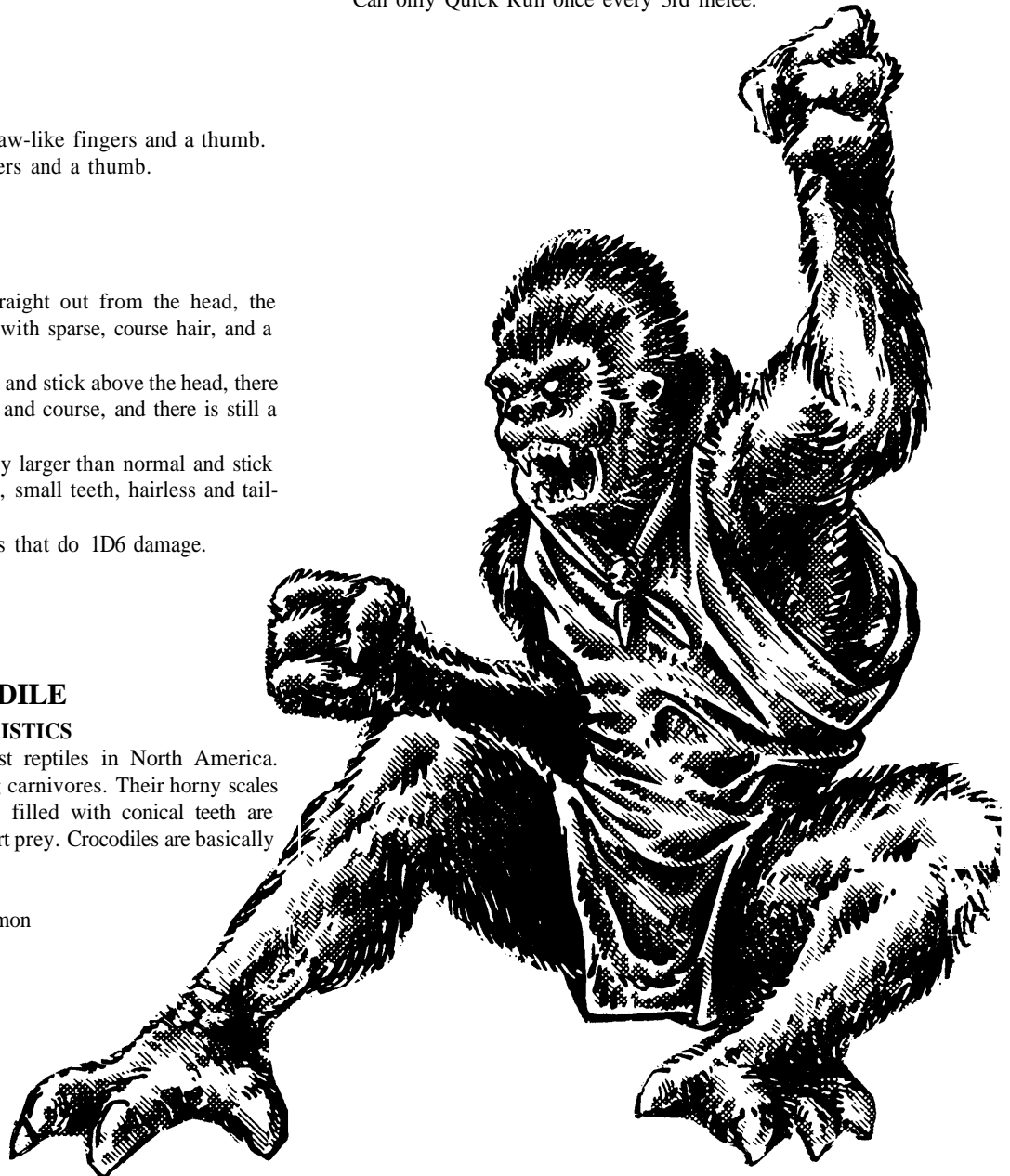
45 BIO-E for Heavy Natural Body Armour; A.R.: 10 and S.D.C.: +60

5 BIO-E Hold Breath

10 BIO-E for Swim equal to competitive swim skill; 80%

20 BIO-E for Quick Run, it can make a lightning dash/run at 35mph for a maximum distance of 200 feet. +2 to dodge while running.

Can only Quick Run once every 3rd melee.



APES

ORIGINAL ANIMAL CHARACTERISTICS

Description: The great apes are the closest relatives to man in existence. Various kinds include chimpanzees (closest to man), Gorillas and Orangutans. In all cases they already have partial hands, upright stance and human looks.

Size Level: Chimpanzee — 9

Gorilla — 11

Orangutan — 8

Length: Chimpanzee — 5 feet tall

Gorilla — 6 feet tall

Orangutan — 4.5 feet tall

Weight: Chimpanzee — 175 pounds

Gorilla — 200-800 pounds (roll 2D4 x 100)

Orangutan — 150 pounds

Build: Medium

MUTANT CHANGES AND COSTS

Total BIO-E: Chimpanzee — 10

Gorilla — 0 /

Orangutan — 15

Attribute Bonuses:

I.Q. +6

M.E. +2

M.A. +2

P.S. +4

P.E. +3

HUMAN FEATURES

Hands: Automatically Partial, five-fingered

5 BIO-E for Full

Biped: Automatically Partial

5 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: Automatically **Partial**, face leathery, legs are short, arms are large and long, and the character will have a lot of body hair.

5 BIO-E for **Full**, will be only slightly shaggier than a normal human.

Natural Weapons: None

Powers:

5 BIO-E for Advance Touch

10 BIO-E for Prehensile Feet

ARMADILLO

ORIGINAL ANIMAL CHARACTERISTICS

Description: These are naturally armoured mammals. They come in a variety of species that range in size and the quality of armour.

The kind described here is the ninebanded armadillo commonly found in the Southern U.S.

Size Level: 5

Length: 2 feet, plus a foot of tail

Weight: 20 to 30 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 60

Attribute Bonuses:

P.S. +2

P.E. +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: **None**, large scales, tiny eyes, donkey-like ears, sharp snout and long tail.

5 BIO-E for **Partial**, small scales, small eyes, snout-like face, large ears sticking up, and a small tail.

10 BIO-E for **Full**, bald, scaly looks, large ears and sharp features.

Natural Weapons: 5 BIO-E for Claws that do 1D4 damage

Powers:

5 BIO-E for Digging

5 BIO-E for Light Natural Body Armour; A.R.: 6, S.D.C.: +25

10 BIO-E for Medium Natural Body Armour; A.R.: 8, S.D.C.: +50

20 BIO-E for Heavy Natural Body Armour; A.R.: 10, S.D.C.: +75

BABOON

ORIGINAL ANIMAL CHARACTERISTICS

Description: These animals are powerful ground dwelling tribal monkeys. Mandrills and Geladas should have the same characteristics.

Size Level: 6

Length: 3 feet long

Weight: 40 to 65 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 35

Attribute Bonuses:

I.Q. +4

M.E. +2

M.A. +3

P.S. +3

P.P. +2

HUMAN FEATURES

Hands: Partial Automatic

5 BIO-E for Full

Biped: Partial Automatic

5 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: **None**, large nose, doglike face, shaggy tail, and heavy fur.

5 BIO-E for **Partial**, flattened dog-like face, large bony protrusion over the eyes, heavy body hair and small hairy tail.

10 BIO-E for **Full**, long face, heavy head and body hair and powerful build.

Natural Weapons: 5 BIO-E for Teeth that do 1D8 damage

Powers:

5 BIO-E for Advance Vision

15 BIO-E for Prehensile Feet

BADGER (Mammal/Carnivore/Weasel)

ORIGINAL ANIMAL CHARACTERISTICS

Description: Badgers are squat, carnivorous animals who spend most of their time digging into the underground nests of their prey.

Size Level: 4

Length: 25-28 inches

Weight: 12-16 pounds

Build: Short

MUTANT CHANGES & COSTS

Total BIO-E: 65

Attribute Bonuses:

P.S. +3

P.P. +1

P.E. +4

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: **None**, heavy fur, prominent white stripe starting at nose and running straight back, snouted face, heavy body and limbs, short furry tail.

5 BIO-E for **Partial**, white and black face markings, heavy fur, large squat body.

10 BIO-E for **Full**, white streak in hair and heavy white sideburns, heavy, powerful build, strong features.

Natural Weapons: 5 BIO-E for 1D6 Bite damage
5 BIO-E for IDS Claw damage

Powers:

5 BIO-E for Digging
10 BIO-E for Tunneling
5 BIO-E for Nightvision (50 feet)

BAT

ORIGINAL ANIMAL CHARACTERISTICS

Description: Bats are flying mammals. Their Sonar sense is particularly useful because they are primarily nocturnal and spend daylight hours in completely dark caves. Most bats are insect and fruit eaters.

Size Level: 1

Length: 1-2 foot wing span

Weight: 36 ounces

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 70

Attribute Bonuses:

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

HUMAN FEATURES

Hands: 5 BIO-E for **Partial** hands at the end of the wings.
10 BIO-E for **Full** hands at the end of the wings.
20 BIO-E for extra set of fully developed arms and hands.

Biped: Full Automatic

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:

10 BIO-E for Glide
20 BIO-E for Flight
5 BIO-E for Sonar

BEAVER

ORIGINAL ANIMAL CHARACTERISTICS

Description: Dam-building rodents with wide, flat tails. They are natural engineers and are very family oriented.

Size Level: 6

Length: to 48 inches

Weight: 40-60 pounds

Build: Short

MUTANT CHANGES & COSTS

Total BIO-E: 40

Attribute Bonuses:

I.Q. +5
M.E. +1
P.S. +3
P.E. +1

HUMAN FEATURES

Hands: 5 fingered, Partial Automatic
5 BIO-E for Full

Biped: Partial Automatic

5 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: **None**, animal snout, thick, bulky body, webbed fingers and toes, large flat tail, with a thick fur pelt.

5 BIO-E for **Partial**, snout and pouchlike cheeks, and small eyes and ears, bulky and furry body.

10 BIO-E for **Full**, large features, powerful build and heavy head and body hair.

Natural Weapons: 5 BIO-E for Teeth that do 1D6 damage.

Powers:

10 BIO-E for Beaver ability to chop wood with the teeth. A character with these kind of teeth can chew through any kind of hardwood or tree trunk at about an inch per melee. Plastic and metals are not applicable.

5 BIO-E for Advanced Hearing

10 BIO-E for Hold Breath

Note: Swimming must be a learned skill.

BEAR

ORIGINAL ANIMAL CHARACTERISTICS

Description: There are several different kinds of bears. Smallest are the black bears, found all over North America. Grizzly bears are next; even bigger are the brown bears of Alaska (sometimes called Kodiak bears). Finally, the largest are the polar bears.

Size Level: Black — 14, Grizzly — 16

Brown — 17, Polar — 18

Length: Black — 4-6 feet tall

Grizzly — 6-7 feet tall

Brown — 7 1/2 - 8 1/2 feet tall

Polar — 8-9 feet tall

Weight: Black — 300-400 pounds

Grizzly — 400-600 pounds

Brown — 700-900 pounds

Polar — 800-1,000 pounds

Build: Short

MUTANT CHANGES & COSTS

Total BIO-E: Black — 5, Grizzly — 0

Brown — 0, Polar — 0

Attribute Bonuses:

P.S. +6
P.P. +1
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: **None**, large, round, snouted head, small eyes, furry ears on top of head, thick fur, short legs and large arms, a small furry tail.

5 BIO-E for **Partial**, definite snout, large head, heavy fur, massive build.

10 BIO-E for **Full**, dark circles around eyes, thick heard, head body hair, powerful build.

Natural Weapons: 5 BIO-E for 1D6 for Bite

10 BIO-E for 1D10 Bite

5 BIO-E for 1D8 Claw

10 BIO-E for 2D6 Claw

Powers:

5 BIO-E for Advanced Hearing

15 BIO-E for Advanced Smell

Birds

DUCK

ORIGINAL ANIMAL CHARACTERISTICS

Description: There are dozens of separate species of Aquatic birds including ducks, geese, swans and many others. Most are migratory and spend most of their time either flying or on the water. Ducks can Hold Breath.

Size Level: 3

Length: to 24 inches

Weight: to 15 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 75

Attribute Bonuses: None

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

20 BIO-E for Extra Limbs

Note: Hands grow on the wing, much like a bat, unless Extra Limbs (arms and hands) are purchased.

Biped: 5 BIO-E for Partial
10 BIO-E for Full

Speech: 5 BIO-E for Partial
10 BIO-E for Full

Looks: **None**, round head with wide, flat beak, long, flexible neck, very large, feathers, round body, long tail feathers, short legs with webbed feet.

5 BIO-E for **Partial**, small wide beak, flexible neck, feathers in place of hair, large body, short legs with webbing between fingers and toes.

10 BIO-E for **Full**, small head, long neck, large round body, slight webbing between fingers and toes.

Natural Weapons: None

Powers:

10 BIO-E for Glide

20 BIO-E for Flight

10 BIO-E for Float, this is not a swim skill, but the ability to float on the water.

15 BIO-E for insulating water repellent feathers. Cold does 1/2 damage; + 10 S.D.C.

TURKEY

ORIGINAL ANIMAL CHARACTERISTICS

Description: The domestic turkey is a flightless, running bird that has been domesticated as a food animal. Wild turkeys are much leaner and faster.

Size Level: 5

Length: 36-48 inches

Weight: to 40 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 55

Attribute Bonuses: None

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

20 BIO-E for Extra Limbs with Human Hands

Biped: Full Automatic

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: **None**, small, bald, round head with beak, eyes on side of head, long, flexible neck, feathers; round body, long tail feathers, long legs with bird feet.

5 BIO-E for **Partial**, small beak, flexible neck, small feathers in place of hair, large body, long legs some tail feathers.

10 BIO-E for **Full**, small head, long neck, small feathers in place of hair, large round body, powerful legs.

Natural Weapons: 5 BIO-E for 1D4 Clawed Feet

Powers:

10 BIO-E for Glide (domestic)

25 BIO-E for Flight (Wild Turkey Only)

5 BIO-E for Advanced Hearing

WILD PREDATORY BIRDS

ORIGINAL ANIMAL CHARACTERISTICS

Description: All these predatory birds share curved beaks (for ripping prey), sharp talons, keen eyesight and the ability to dive directly onto their prey. Included are eagles, falcons and hawks.

Size Level: 3

Length: 15-30 inches

Weight: Hawks, Falcons — 8-15 pounds

Eagles — up to 25 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 70

Attribute Bonuses:

P.P. +3

Spd. +2

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

20 BIO-E for Extra Limbs with Human Hands

Biped: Full Automatic

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: **None**, sharp, curved beak, eyes on the side of the head, feathers (with color and pattern of the original bird) long body with tail feathers, skinny legs with taloned feet.

5 BIO-E for **Partial**, small beak, large eyes, feathered body, birdlike legs and feet.

10 BIO-E for **Full**, sharp features, very thin hair, powerful upper body, thin legs.

Natural Weapons: 5 BIO-E for 1D8 Talons on Feet

10 BIO-E for 1D10 Beak

Powers:

10 BIO-E for Glide

20 BIO-E for Flight

5 BIO-E for Enhanced Vision

OWL

ORIGINAL ANIMAL CHARACTERISTICS

Description: Owls are predatory birds that operate primarily at night.

There are quite a few varieties, ranging in size and abilities.

Size Level: 4

Length: to 5 foot wing-span

Weight: to 25 pounds

Build: Short

MUTANT CHANGES & COSTS

Total BIO-E: 60

Attribute Bonuses:

P.P. +4

Spd. +1

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

20 BIO-E for Extra Limbs (pair of arms with Human Hands)

Biped: Full Automatic

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: **None**, round face with huge round eyes, small hooked beak, full feathers, short thick body with powerful taloned legs.

5 BIO-E for **Partial**, large eyes, small beak, thick neck, rounded body, thick legs and large feet.

10 BIO-E for **Full**, small mouth, large eyes, round face, short, powerful build.

Natural Weapons: 10 BIO-E for 2D6 Claws

Powers:

5 BIO-E for Nightvision (60 feet)

5 BIO-E for Advanced Vision

5 BIO-E for Advanced Hearing

10 BIO-E for Glide

10 BIO-E for Flight

WILD BIRDS

ORIGINAL ANIMAL CHARACTERISTICS

Description: Wild birds are the common seed and insect eaters in North American forests. Included are Blue Jays, Cardinals, Robins and a host of other small birds.

Size Level: 2

Length: 6 to 12 inches

Weight: to 1 pound

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 85

Attribute Bonuses: None

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

20 BIO-E for Extra Limbs with Human Hands

Biped: Full Automatic

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: **None**, full beaked head, full feathered plumage (color and pattern to match original bird), skinny, scaly legs and clawed birdlike feet.

5 BIO-E for **Partial**, Prominent beak, feathers instead of hair, round body with thin legs.

10 BIO-E for **Full**, large eyes and lips, small ears, very sparse hair, long thin legs, large feet.

Natural Weapons: None

Powers:

10 BIO-E for Glide

20 BIO-E for Flight

CROW

ORIGINAL ANIMAL CHARACTERISTICS

Description: These clever scavengers live off human crops. They are very intelligent and social. In North America, there are two common species, the Common Raven and the Fish Crow.

Size Level: 4

Length: to 24 inches

Weight: 8 to 15 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 65

Attribute Bonuses:

I.Q. +3

M.E. +2

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

20 BIO-E for Extra Limbs with Human Hands

Biped: Full Automatic

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: **None**, beaked head with round eyes on the sides, all black feathers, oval body, thin scaly legs, long tail feathers and birdlike feet.

5 BIO-E for **Partial**, small beak, thick neck, rounded body, thin legs and large feet.

10 BIO-E for **Full**, large mouth, small black feathers in place of hair, powerful body, slim legs.

Natural Weapons: None

Powers:

10 BIO-E for Glide

20 BIO-E for Flight

SPARROW

ORIGINAL ANIMAL CHARACTERISTICS

Description: The common House Sparrow is actually related to finches. This bird was imported from Europe and has become a commonplace in urban and suburban area.

Size Level: 1

Length: 5-7 inches

Weight: under 1 pound

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 70

Attribute Bonuses:

Spd. +5

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

20 BIO-E for Extra Limbs with Human Hands

Biped: Full Automatic

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: **None**, beaked head with round eyes on the sides, grey feathers, oval body, thin scaly legs, long tail feathers, and birdlike feet.

5 BIO-E for **Partial**, small beak, thick neck, rounded body, thin legs and large feet.

10 BIO-E for **Full**, small grey feathers in place of hair, powerful upper body, slim legs.

Natural Weapons: None

Powers:

10 BIO-E for Glide

20 BIO-E for Flight

5 BIO-E for Advanced Vision

WILD FOWL

ORIGINAL ANIMAL CHARACTERISTICS

Description: These are birds that spend most of their time on the ground hunting seeds and insects. These are also known as game birds because of their popularity with hunters. They tend to be heavier and poorer flyers than other wild birds, included are Grouse, Partridge, Pheasant, and Quail.

Size Level: 3

Length: 9 inches (Quail) to 35 inches (Pheasants)

Weight: 4-15 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 75

Attribute Bonuses: None

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

20 BIO-E for Extra Limbs with Human Hands

Biped: Full Automatic

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: **None**, small, round, birdlike head, complete plumage with long tail feathers, strong, thin legs and clawed feet.

5 BIO-E for **Partial**, small, round head with small beak, plump body with feathers, prominent tail feathers.

10 BIO-E for **Full**, small, round head with large eyes, plump, round body, light feathers instead of hair and thin, powerful legs.

Natural Weapons: None

Powers:

10 BIO-E for Glide

20 BIO-E for Flight

PET BIRDS

ORIGINAL ANIMAL CHARACTERISTICS

Description: There are several varieties of tropical songbirds kept as pets. Parakeets and budgies are the most popular.

Size Level: 1

Length: 4 to 12 inches

Weight: Under 1 pound

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 75

Attribute Bonuses: None

HUMAN FEATURES

Hands: 5 BIO-E for Partial
10 BIO-E for Full
20 BIO-E for Extra Limbs with Human Hands

Biped: Full Automatic

Speech: 5 BIO-E for Partial
10 BIO-E for Full

Looks: **None**, beaked head with small round eyes on the sides, feathers (color to match original bird), oval body, thin scaly legs, long tail feathers and birdlike feet.

5 BIO-E for **Partial**, small beak, thick neck, rounded body, thin legs and large feet.

10 BIO-E for **Full**, large mouth, small feathers in place of hair, powerful upper body, slim legs.

Natural Weapons: 5 BIO-E for 1D6 Claws on feet only, (climbing)

Powers:

10 BIO-E for Glide

20 BIO-E for Flight

5 BIO-E for Advanced Vision

PARROT

ORIGINAL ANIMAL CHARACTERISTICS

Description: There are over 300 species of parrot, each with a more colorful plumage than the next. Some parrots raised in captivity can be taught to imitate human voices.

Size Level: 2

Length: 8 to 24 inches tall

Weight: to 5 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 65

Attribute Bonuses: None

HUMAN FEATURES

Hands: 5 BIO-E for Partial
10 BIO-E for Full
20 BIO-E for Extra Limbs with Human Hands

Biped: Full Automatic

Speech: Partial Automatic
5 BIO-E for Full

Looks: **None**, beaked head with large round eyes on the sides, brightly colored feathers (as original animal), oval body, long scaly legs, long tail feathers, and three-toed, birdlike feet.

5 BIO-E for **Partial**, prominent beak, thick neck, bright feathers, round body, long thin legs and large feet.

10 BIO-E for **Full**, large mouth, small feathers in place of hair, powerful upper body, slim legs.

Natural Weapons: 5 BIO-E for 1D6 Claws, (climbing)

Powers:

10 BIO-E for Glide

20 BIO-E for Flight

5 BIO-E for Advanced Vision

PIGEON

ORIGINAL ANIMAL CHARACTERISTICS

Description: Pigeons have adapted completely to city life. They are scavengers with a life style that makes them a serious health hazard.

Size Level: 2

Length: to 13 inches long

Weight: to 3 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 70

Attribute Bonuses: None

HUMAN FEATURES

Hands: 5 BIO-E for Partial
10 BIO-E for Full
20 BIO-E for Extra Limbs with Human Hands

Biped: Full Automatic

Speech: 5 BIOE for Partial
10 BIO-E for Full

Looks: **None**, beaked head with small round eyes on the sides, grey or brown feathers (color to match original bird), oval body, thin scaly legs, long tail feathers, and bird-like feet.

5 BIO-E for **Partial**, small beak, thick neck, rounded body, thin legs and large feet.

10 BIO-E for **Full**, large mouth, small feathers in place of hair, powerful upper body, slim legs.

Natural Weapons: 5 BIO-E for 1D4 Claws on Feet

Powers:

10 BIO-E for Glide

20 BIO-E for Flight

CHICKEN

ORIGINAL ANIMAL CHARACTERISTICS

Description: Domestic animal bred for food and egg-laying. Chickens are some of the only known creatures who can see into the ultra-violet.

Size Level: 3

Length: 8 to 12 inches

Weight: 4 to 10 pounds

Build: Short

MUTANT CHANGES & COSTS

Total BIO-E: 65

Attribute Bonuses: None

HUMAN FEATURES

Hands: 5 BIO-E for Partial
10 BIO-E for Full

Biped: Full Automatic

Speech: 5 BIO-E for Partial
10 BIO-E for Full

Looks: **None**, small, beaked head, large round body with heavy plumage, thin legs and bird feet.

5 BIO-E for **Partial**, round head with small beak, large body, thin legs and bird-like feet.

10 BIO-E for **Full**, light-colored feathers in place of hair, **thick** body and thin legs.

Natural Weapons: None

Powers:

10 BIO-E for Glide

20 BIO-E for Ultra-violet Vision

BOAR

ORIGINAL ANIMAL CHARACTERISTICS

Description: Dangerous wild pigs which were imported to the U.S. as a game animal. Boars are quick and dangerous with large, sharp tusks protruding from sides of the mouth.

Size Level: 11

Length: 4 to 5 feet long

Weight: 200-300 pounds

Build: Short

MUTANT CHANGES & COSTS

Total BIO-E: 30

Attribute Bonuses:

P.S. +2

P.P. +1

P.E. +1

Spd. +1

HUMAN FEATURES

Hands: None, two clawed, large toes on each foot
5 BIO-E for Partial, three clawed fingers and a thumb
10 BIO-E for Full, Three fingers and a thumb

Biped: 5 BIO-E for Partial
10 BIO-E for Full

Speech: 5 BIO-E for Partial
10 BIO-E for Full

Looks: **None**, large ears, tiny eyes, big head with downturned snout, obvious tusks, large hairy body and small limbs, a short tail.
5 BIO-E for **Partial**, heavy head with small eyes and large ears, thick hairy body and small arms and legs.
10 BIO-E for **Full**, large head with powerful looking body.
Natural Weapons: 5 BIO-E for small Tusks that do 1D6 damage.
10 BIO-E for large Tusks that do 2D6 damage.

Powers:
5 BIO-E for Advanced Smell

BUFFALO

ORIGINAL ANIMAL CHARACTERISTICS

Description: These huge grazing animals were virtually exterminated by hunters in the west.

Size Level: 19
Length: 9-11 feet long
Weight: 1,500-2,000 pounds
Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 0
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: **None**, huge head with small eyes on the sides, heavy black hair on neck and shoulders, small arms and legs, huge body.
5 BIO-E for **Partial**, very large head with small eyes and thick neck, large body with heavy upper body hair.
10 BIO-E for **Full**, big head, well developed shoulders, neck and arms, heavy body hair.
Natural Weapons: 5 BIO-E for Horns that do 1D8 damage
Powers:
5 BIO-E for Advanced Hearing
10 BIO-E for 10 S.D.C.

CAMEL

ORIGINAL ANIMAL CHARACTERISTICS

Description: These large desert grazing animals have been used in the Middle East as beasts of burden for centuries. In spite of their long contact with man they remain vicious and short tempered. Camels (and camel characters) can go for several days without food or water. They can lose up to 25% of their body weight and gain it all back ten minutes after drinking water (sometimes up to 25 gallons.)

Size Level: 18
Length: 9 to 11 feet long
Weight: to 1,000 pounds
Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 0
Attribute Bonuses:
P.S. +1
P.E. +4

HUMAN FEATURES

Hands: None, two-fingered paws with leathery pads and small, blunt claws.
5 BIO-E for Partial
10 BIO-E for Full, two fingers and a short thumb
Biped: 5 BIO-E for Partial
10 BIO-E for Full
Speech: 5 BIO-E for Partial
10 BIO-E for Full

Looks: **None**, long snouted face with large nostrils, large cleft lips, round bodies with hump on back, yellow fur and long arms and legs.
5 BIO-E for **Partial**, pointed ears on top of head, short yellow fur, large hump between shoulders, long, thin arms and legs.
10 BIO-E for **Full**, dark skin with yellow hair, large facial features, thick body with long arms and legs.

Natural Weapons: 5 BIO-E for 1D8 Teeth

Powers:

5 BIO-E for Spit; a foul smelling saliva, range: 12ft, +2 to strike; if spit into eyes, victim is temporarily blinded for 1D4 melees.
10 BIO-E for Water Storage; can survive without water for 2 days per each gallon of water drunk. 10 gallon maximum can be drunk within 12 minutes.

CANINES, WILD

ORIGINAL ANIMAL CHARACTERISTICS

Description: Coyotes and Wolves are carnivores who hunt in highly organized packs. They are intelligent and very social.

Size Level: Coyote — 5, Wolf — 6
Length: Coyote — 4-5 feet long Wolf — 5-6 feet long
Weight: Coyote — 25-30 pounds Wolf — 60-75 pounds
Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: Coyote — 55, Wolf — 50
Attribute Bonuses:
I.Q. +4
M.E. +2
M.A. +2
P.P. +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: **None**, full snout, pointed ears on top of head, clawed feet and hands, long tail and heavy fur.
5 BIO-E for **Partial**, prominent snout, pointed ears, fur, powerful, squat build.
10 BIO-E for **Full**, slightly pointed ears, large features, thick hair and beard, powerful build.
Natural Weapons: 5 BIO-E for 1D6 Claws
5 BIO-E for 1D8 Teeth
10 BIO-E for 2D6 Teeth

Powers:

5 BIO-E for Advanced Smell

CANINE: FOX (Mammal/Canine/Carnivore)

ORIGINAL ANIMAL CHARACTERISTICS

Description: There are two major kinds of foxes in North America, the red (a furred fox) and the grey (a haired fox). Both are small, clever carnivores. There is also a white Arctic Fox with the same characteristics.

Size Level: 3
Length: to 40 inches long
Weight: 9-10 pounds
Build: Long

MUTANT CHANGES & COSTS

Total BIO-E: 60
Attribute Bonuses:
I.Q. +2
M.E. +8
Spd. +3

AN EXAMPLE OF VARIOUS DOGS...

BULL-DOG

ENGLISH SHEEP DOG



WIRE-HAIR TERRIER

COCKER SPANIEL

EASTMAN LAIRD

HUMAN FEATURES

Hands: 5 BIO-E for Partial
10 BIO-E for Full

Biped: 5 BIO-E for Partial
10 BIO-E for Full

Speech: 5 BIO-E for Partial
10 BIO-E for Full

Looks: **None**, triangular head with large, pointed ears and a pointed snout, thick fur, long bushy tail, compact body and thin arms and legs.

5 BIO-E for **Partial**, noticeable snout, pointed ears on top of head, fur, short tail, lean body and limbs.

10 BIO-E for **Full**, small sharp facial features, reddish or grayish thick hair, lean, tight body.

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

NOTE: All the Dogs in the above illustration have:

Partial Bipedal Stance	Growth Levels (steps)
Full Human Hands	Vary With Each
Partial or No Human Features	

DOG (Mammal/Carnivorous/Canine)**Dog Breeds**

(Roll Percentile for Breed. SL indicates Size Level)

01-04	Afghan Hound (SL 6)
05-09	Beagle (SL 6)
10-13	Bloodhound (SL 5)
14-15	Dachshund (SL 3)
15-17	Elkhound
18-25	German Shepherd (SL 6)
26-29	Greyhound (SL 5)
30-35	Spaniel (SL 4)
36-40	Cocker Spaniel (SL 4)
41-43	Terrier (SL 4)
44-46	Bulldogs (SL 5)
47-51	Poodle (SL 4)
52-55	Collie (SL 5)
56-60	Doberman (SL 6)
61-65	Great Dane (SL 7)
66-69	Mastiff (SL 6)
70-74	Husky (SL 6)
75-80	St. Bernard (SL 8)
81-83	Chihuahua (SL 2)
84-86	Pekingese (SL 2)
87-00	Mongrel (SL 5)

ORIGINAL ANIMAL CHARACTERISTICS

Description: Because there are so many different breeds the figures given below are for the average mongrel dog. Players should roll their exact breed.

Size Level: 5

Length: Varies

Weight: Varies

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 60 (reduce by 10 for each size step above 5)

Attribute Bonuses:

SL 3-5 I.Q. + 2 SL 6-8 I.Q. + 2

M.E.+1 P.S.+2

P.P.+1 P.E.+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: **None**, varies according to breed (see illustration).

5 BIO-E for **Partial**, varies according to breed.

10 BIO-E for **Full**, varies according to breed.

Natural Weapons: 5 BIO-E for 1D6 Teeth
5 BIO-E for 1D4 Claws

Powers:

5 BIO-E for Advanced Smell

COW & BULL

ORIGINAL ANIMAL CHARACTERISTICS

Description: Domesticated cattle bred for meat or milk production. There are dozens of specialized breeds, each with different sizes and characteristics.

Size Level: 16

Length: 6 to 8 feet long

Weight: to 2,000 pounds

Build: Short

MUTANT CHANGES & COSTS

Total BIO-E: 0

Attribute Bonuses: Cow: None

Bull: P.S. +2

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: **None**, large muzzled head, long, rounded ears, eyes on side of head, very thick neck, fur, massive body, skinny tail and short arms and legs.

5 BIO-E for **Partial**, noticeable muzzle, large flat teeth, protruding ears, large neck and body, short, thick hair and short arms and legs.

10 BIO-E for **Full**, widely spaced eyes, large protruding ears, powerful neck and shoulder muscles.

Natural Weapons: 5 BIO-E for 2D12 Horns (Bulls Only)

Powers: Cow — None

Bull: 5 BIO-E for +15 S.D.C.

DEER

ORIGINAL ANIMAL CHARACTERISTICS

Description: Woodland grazing animal whose primary defense against predators is speed. There are a large variety of deer, all with roughly the same characteristics.

Size Level: 13

Length: to 6 feet long

Weight: to 400 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 20

Attribute Bonuses:

P.S. +1

P.E. +1

Spd.+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: **None**, triangular head with large ears at the upper corners, widely spaced eyes, thick neck, powerful body with long, thin arms and legs.

5 BIO-E for **Partial**, muzzled head, large ears, thick body with thin arms and legs.

10 BIO-E for **Full**, large, fluid eyes, large ears, thick neck, powerful build.

Natural Weapons: 5 BIO-E for Small Antlers 1D6
10 BIO-E for Large Antlers 2D6

Powers:

5 BIO-E for Advanced Hearing

ELEPHANT

ORIGINAL ANIMAL CHARACTERISTICS

Description: This is the world's largest land animal. The elephant is used as a circus performer throughout the world. It is a useful worker with tremendous strength and a trunk that serves as a flexible (partial) human hand.

Size Level: 20

Length: to 10 feet tall

Weight: to 10,000 pounds

Build: Short

MUTANT CHANGES & COSTS

Total BIO-E: 0

Attribute Bonuses:

P.S. +2

Spd.+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: **None**, huge head with prominent lumps on top, small eyes, huge floppy ears, loose, leathery skin with sparse hair, massive body, trunklike arms and legs, skinny tail.

5 BIO-E for **Partial**, huge head with a nose that will hang below the chin, wrinkled, leathery skin that sags over most of the body, bald, powerful body and limbs.

10 BIO-E for **Full**, large head with bone ridge over the eyes, very large nose, large ears, bald, prominent facial wrinkles, thick neck and body, powerful arms and legs.

Natural Weapons: 10 BIO-E for Tusks

Powers:

10 BIO-E for Prehensile Trunk that can serve as an additional (Partial) hand. This trunk will be long enough for the character to touch ground without bending

5 BIO-E for Advanced Hearing

5 BIO-E for Thick Skin; +20 S.D.C.

ELK

ORIGINAL ANIMAL CHARACTERISTICS

Description: These large, northern grazing animals are the second largest kind of deer. They are very social animals with the herds moving to the mountains in summer and the valleys in winter.

Size Level: 18

Length: to 9 feet long

Weight: to 1,100 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 0

Attribute Bonuses:

P.P. +1

P.S. +2

HUMAN FEATURES

Hands: 10 BIO-E for Partial

15 BIO-E for Full

Biped: 10 BIO-E for Partial

15 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: **None**, triangular head with large ears at the upper corners, widely spaced eyes, thick neck, powerful body with long, thin arms and legs.

5 BIO-E for **Partial**, muzzled head, large ears, thick body with thin arms and legs.

10 BIO-E for **Full**, large fluid eyes, large ears, thick neck, powerful build.

Natural Weapons: 5 BIO-E for 1D8 Antlers

Powers:

5 BIO-E for Advanced Smell

FELINES

ORIGINAL ANIMAL CHARACTERISTICS

Description: The great felines are basically similar. Tigers are the largest and are solitary hunters. The second largest felines are Lions who are special hunters. American Jaguars and African Leopards are roughly the same size and have the same characteristics.

Size Level: Jaguar—12 Lion—14 Tiger—15

Length: Jaguar - 4 1/2 - 6 1/2ft Lion - 4 1/2-6 1/2ft Tiger - 6-9 1/2ft

Weight: Jaguar — to 300 pounds

Lion — to 400 pounds

Tiger — to 500 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: Jaguar — 20 Lion — 10 Tiger — 5

Attribute Bonuses:

P.S. +2 (+4 for Tiger)

P.P. +6

P.E. +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: **None**, large, wide head with massive jaws, broad nose, wide-set eyes and ears on top, thick fur (with original animal markings), long, lean body, long furred tail, powerful arms and legs.

5 BIO-E for **Partial**, muzzled face, whiskers, thick fur, long, flexible body, short furry tail, powerful arms and legs.

10 BIO-E for **Full**, wide, flat nose, widely spaced eyes, powerful yaw, short, thick hair, lean muscular build with large hands and feet.

Natural Weapons: 10 BIO-E for 1D8 Retractable Claws

15 BIO-E for 2D6 Retractable Claws

1D8 Teeth

10 BIO-E for 2D6 Teeth

Powers:

5 BIO-E for Advanced Smell

5 BIO-E for Nightvision

10 BIO-E for Swimming; equal to basic swim skill of 60%

CHEETAH

ORIGINAL ANIMAL CHARACTERISTICS

Description: A large, spotted feline that looks somewhat doglike.

Cheetahs are the fastest mammals in the world and use their speed for hunting.

Size Level: 8

Length: 30 inches tall

Weight: to 125 pounds

Build: Long

MUTANT CHANGES & COSTS

Total BIO-E: 40

Attribute Bonuses:

P.P. +1

Spd. +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: **None**, small, round face with white muzzle, thick spotted fur, long legs, long, black-tipped tail.

5 BIO-E for **Partial**, broad nose, large yellow eyes, round ears on the side, roundish head, long body, spotted fur and short tail.

10 BIO-E for **Full**, large prominent freckles, yellowish eyes, yellow hair, long, lean body.

Natural Weapons: 5 BIO-E for 1D6 Claws

5 BIO-E for 1D8 Teeth

Powers:

25 BIO-E for Heightened Speed. This is an increase in running speed that allows the mutated Cheetah to run up to 120 miles per hour for short bursts of two to three minutes.

+1 on Initiative

+1 to Strike

+3 to Parry/Dodge

+2 to Roll with Punch/Fall

+4 to Damage for each 40mph

MOUNTAIN LION

ORIGINAL ANIMAL CHARACTERISTICS

Description: Found throughout North America, Mountain Lions have been called Cougars, Panthers, Pumas and other names. While smaller than lions and tigers, they are very agile and bring down deer and other prey much larger than themselves. A typical Mountain Lion will kill a deer every week.

Size Level: 9

Length: 7-8 feet long

Weight: 100-175 pounds

Build: Long

MUTANT CHANGES & COSTS

Total BIO-E: 40

Attribute Bonuses:

P.P. +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: **None**, small head with large ears on top, chubby muzzle and large eyes, long fur, heavy thighs, long furry tail, long, lean body.

5 BIO-E for **Partial**, large ears on top of head, large eyes prominent whiskers, fur, small tail, large legs, clawed hands and feet.

10 BIO-E for **Full**, large eyes and ears, broad nose, thick hair, slim, powerful build.

Natural Weapons: 10 BIO-E for 2D6 Retractable Claws

Powers:

5 BIO-E for Nightvision (50 feet)

5 BIO-E for Advanced Hearing

5 BIO-E for Advanced Smell

CAT—DOMESTIC

ORIGINAL ANIMAL CHARACTERISTICS

Description: There are a wide variety of cat breeds, but all have roughly the same characteristics. Cat characters can have spotted, striped, persian or calico body markings.

Size Level: 3

Length: 12 to 24 inches

Weight: to 10 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 70

Attribute Bonuses:

M.E. +2

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: **None**, cat-like head with ears on top and large slitted eyes, long fur, heavy thighs, long furry tail.

5 BIO-E for **Partial**, large ears on top of head, large, slitted eyes, prominent whiskers, fur, small tail, large thighs, narrow shoulders, slim build.

10 BIO-E for **Full**, large eyes and ears, thick hair, large thighs, narrow shoulders, slim build.

Natural Weapons: 5 BIO-E for 1D8 Teeth

5 BIO-E for 1D8 Retractable Claws (climbing)

10 BIO-E for 2D6 Retractable Claws (climbing)

Powers:

5 BIO-E for Nightvision (50 feet), eyes will be cat like.

CAT—WILD

ORIGINAL ANIMAL CHARACTERISTICS

Description: This includes the Bobcat and Lynx, both tree-climbing feline hunters. The wild felines are solitary creatures who avoid areas inhabited by man. Ocelots and Servals are similar.

Size Level: Bobcat — 4, Lynx — 5

Length: Bobcat — 32-42 inches, Lynx — 36-40 inches

Weight: Bobcat — 18-22 pounds, Lynx — 25-35 pounds

Build: Short

MUTANT CHANGES & COSTS

Total BIO-E: Bobcat — 65, Lynx — 60

Attribute Bonuses:

M.E. +2

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: **None**, cat-like head with long pointed ears on top and large slitted eyes, long striped fur on cheeks, long fur, heavy thighs, short furry tail.

5 BIO-E for **Partial**, large ears on top of head, large, slitted eyes, prominent whiskers, beard and sideburns, fur, tail, large legs, clawed hands and feet.

10 BIO-E for **Full**, large eyes and ears, heavy sideburns, thick hair, large thighs, narrow shoulders, slim build.

Natural Weapons: 5 BIO-E for 1D8 Retractable Claws (climbing)

10 BIO-E for 2D6 Retractable Claws (climbing)

Powers:

5 BIO-E for Nightvision (50 feet), eyes will be cat like.

FROG

ORIGINAL ANIMAL CHARACTERISTICS

Description: There are hundreds of different kinds of frogs in North America alone. Some are purely aquatic but others have adapted to living on the ground or in trees. Most are insects eaters who rely on their sticky tongue.

Size Level: 2

Length: to 12 inches long

Weight: to 3 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 80

Attribute Bonuses:

P.P. +1

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: **None**, huge, bulbous eyes at the top of the head, short, thick neck, naked, greenish, smooth skin, round body with long thin arms and legs, three long fingers on each limb.

5 BIO-E for **Partial**, bulging eyes at top of head, wide mouth, smooth skin, round body with long thin arms and legs.

10 BIO-E for **Full**, bulging eyes, bald, smooth skin, flat nose and ears, short neck, powerful body with skinny arms and legs, three fingered hands and three toed feet.

Natural Weapons: None

Powers:

5 BIO-E for Nightvision (25 feet)

5 BIO-E for Leaping Ability that doubles the normal distance for Jumps & Leaps

15 BIO-E for swimming equal to competitive swim skill

10 BIO-E for Hold Breath

GOAT

ORIGINAL ANIMAL CHARACTERISTICS

Description: A domesticated animal used for milk or meat the world over. Goats are valued because of their ability to survive in harsh climates and on relatively little food.

Size Level: 6

Length: to 40 inches long

Weight: to 75 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 55

Attribute Bonuses:

I.Q. +2

P.E. +4

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: **None**, triangular shaped head with widely spaced eyes and large tubular ears, thick hair, large body, shaggy tail, long, thin limbs, cleft hoof on feet.

5 BIO-E for **Partial**, muzzled face, large ears on top of head, widespaced eyes, long nose, goatee, hairy body, powerful build, thin arms and legs, three toes and fingers.

10 BIO-E for **Full**, a small beard under the chin, long nose, widely spaced eyes, pointed ears, thick neck and powerful body.

Natural Weapons: 5 BIO-E for 1D8 Horns

Powers:

5 BIO-E for Advanced Hearing

10 BIO-E for Toxic Resistance, +5 to save vs. poisons, +3 vs. drugs

HIPPOPOTAMUS

ORIGINAL ANIMAL CHARACTERISTICS

Description: These giant grazing animals spend most of their lives in the water.

Size Level: 20

Length: to 14 feet

Weight: to 4,000 pounds

Build: Short

MUTANT CHANGES & COSTS

Total BIO-E: 0

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: **None**, wide muzzle, enormous cheeks, powerful jaws, small, valved, nostrils, small round ears on top of head, thick, leathery loose skin, thick neck and body, short, small tail, powerful arms and legs.

10 BIO-E for **Partial**, huge head with massive jaws, small eyes and ears, leathery skin, huge neck and body, short limbs.

15 BIO-E for **Full**, large head with large jaw, wide nose, small eyes and ears, bald, muscular neck and body.

Natural Weapons: 5 BIO-E for 1D10 Teeth

Powers:

15 BIO-E for Light Natural Body Armour; A.R.:8, S.D.C.: +40

5 BIO-E for Advanced Hearing

5 BIO-E for Hold Breath

HORSE

ORIGINAL ANIMAL CHARACTERISTICS

Description: There are quite a few different breeds of this domesticated grazing animal. Figures given below are for typical riding horses.

Size Level: 18

Height: to 60 inches tall at the shoulder

Weight: 800 to 1,400 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 0

Attribute Bonuses:

P.S. +2

Spd. +6

HUMAN FEATURES

Hands: 10 BIO-E for Partial

15 BIO-E for Full

Biped: 10 BIO-E for Partial

15 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: **None**, long narrow head and muzzle with widely spaced eyes and large tubular ears, thick hair, large body, long tail and mane, long, thin limbs, solid hoof on feet.

10 BIO-E for **Partial**, long muzzled face, large ears on top of head, wide-spaced eyes, mane along top of head and running down back, short tail, powerful build, thin arms and legs, three toes and fingers.

15 BIO-E for **Full**, mohawk-style hair, buck teeth, pointed ears and powerful build.

Natural Weapons: 5 BIO-E for Hoofed feet, Kick does 1D8 damage.

Powers:

5 BIO-E for Advanced Hearing

5 BIO-E for +10 S.D.C.

MARTEN & MINK

ORIGINAL ANIMAL CHARACTERISTICS

Description: Beautiful, foxfaced animals with gorgeous fur. Great climbers, incurably curious . . . (Fishers and Minks have similar characteristics).

Size Level: 2

Length: 24-30 inches long

Weight: 23 pounds

Build: Long

MUTANT CHANGES & COSTS

Total BIO-E: 70

Attribute Bonuses:

I.Q. +2

M.E. +1

P.P. +2

Spd. +5

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: **None**, dark heavy fur, triangular face with small snout and large ears on top, long, slim body, short legs and long bushy tail.

5 BIO-E for **Partial**, snouted head with ears on top, thick fur, long, flexible body, short limbs, small furry tail.

10 BIO-E for **Full**, small sharp facial features, large pointed ears, slender, muscular build.

Natural Weapons: 5 BIO-E for 1D6 Claws (Climbing)

5 BIO-E for 1D8 Teeth

Powers:

5 BIO-E for Advanced Hearing

5 BIO-E for Advanced Smell

MOLE

ORIGINAL ANIMAL CHARACTERISTICS

Description: This animal is completely adapted to a burrowing existence. Moles can Hold Breath.

Size Level: 1

Length: to 6 inches

Weight: to 1 pound

Build: Short

MUTANT CHANGES & COSTS

Total BIO-E: 85

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: **None**, tiny eyes, dense fur, large, fleshy nose, smooth rounded body with short, powerful scaly limbs, long naked tail.
5 BIO-E for **Partial**, pointed head with long nose, thick, furry body, short tail, short, scaly arms and legs.
10 BIO-E for **Full**, large round head with small eyes and ears, large fleshy nose, rounded body with short muscular arms and legs.

Natural Weapons: 5 BIO-E for 1D6 Claws

Powers:

10 BIO-E for Digging
20 BIO-E for Tunneling
30 BIO-E for Excavating
5 BIO-E for Advanced Smell

MONKEY

ORIGINAL ANIMAL CHARACTERISTICS

Description: There are at least a dozen different kinds of monkeys kept as pets or research animals in the U.S. Although the markings and fur may differ, the animal characteristics are the same. All the monkeys are tree dwellers with prehensile tails.

Size Level: 4

Length: 8 to 20 inches long

Weight: 5 to 20 pounds

Build: Long

MUTANT CHANGES & COSTS

Total BIO-E: 45

Attribute Bonuses:

I.Q. +3
M.E. +1
M.A. +1
P.P. 2
P.E. +1
Spd. +2

HUMAN FEATURES

Hands: Partial Automatic
5 BIO-E for Full

Biped: Partial Automatic
5 BIO-E for Full

Speech: 5 BIO-E for Partial
10 BIO-E for Full

Looks: **Partial**, face leathery, arms and legs are long and skinny, feet are long and flat, and the characters will have a lot of body hair.
5 BIO-E for **Full**, will be only slightly shaggier than a normal human.

Natural Weapons: None

Powers:

10 BIO-E for Prehensile Tail; Use as Partial Hand
15 BIO-E for Prehensile Feet; Use as Partial Hand

MOOSE

ORIGINAL ANIMAL CHARACTERISTICS

Description: These huge animals graze in the swamps and marshes of the northern U.S. and Canada. Moose during rutting season or guarding young are very dangerous.

Size Level: 19

Length: to 8 feet at the shoulder

Weight: to 1,500 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 0

Attribute Bonuses:

P.S. +4 p.E. +1

HUMAN FEATURES

Hands: 10 BIO-E for Partial
15 BIO-E for Full

Biped: 10 BIO-E for Partial
15 BIO-E for Full

Speech: 5 BIO-E for Partial
10 BIO-E for Full

Looks: **None**, still appear to be a moose, huge long head with long donkey-like ears, powerful body with long, thin, arms and legs, short, stubby tail.

10 BIO-E for **Partial**, muzzled head, large ears, thick body with thin arms and legs.

15 BIO-E for **Full**, large, fluid eyes, large ears, thick neck, powerful build.

Natural Weapons: 10 BIO-E for 2D6 Antlers

Powers:

5 BIO-E for Advanced Hearing

MUSKRAT

ORIGINAL ANIMAL CHARACTERISTICS

Description: Muskrats are common throughout North America and Europe. They are river dwelling vegetarians and scavengers. Although not as talented as Beavers they do build dens with underwater entrances.

Size Level: 2

Length: 22 to 25 inches long

Weight: 14 pounds

Build: Short

MUTANT CHANGES & COSTS

Total BIO-E: 70

Attribute Bonuses:

I.Q. +3
M.E. +1
M.A. +1

HUMAN FEATURES

Hands: Partial Automatic
5 BIO-E for Full

Biped: 5 BIO-E for Partial
10 BIO-E for Full

Speech: 5 BIO-E for Partial
10 BIO-E for Full

Looks: **None**, large head with animal snout and pouch-like cheeks, small eyes and ears, thick, bulky neck and body, short arms and legs, long naked tail and thick fur pelt.

5 BIO-E for **Partial**, noticeable snout, small eyes and ears, pouchlike cheeks, short tail, bulky, furry body.

10 **BIO-E for Full**, small facial features, small delicate hands, short, thick hair, powerful build.

Natural Weapons: None

Powers:

5 BIO-E for Advanced Touch
5 BIO-E for Advanced Hearing
5 BIO-E for Advanced Smell
5 BIO-E for Hold Breath

OPOSSUM

ORIGINAL ANIMAL CHARACTERISTICS

Description: 'Possums look like large, scrawny rats with naked ears, silver-tipped fur and long scaly tails.

Size Level: 3

Length: up to 36 inches

Weight: 5-7 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 70

Attribute Bonuses: None

Opossum



HUMAN FEATURES

Hands: Partial Automatic
5 BIO-E for Full

Biped: 5 BIO-E for Partial
10 BIO-E for Full

Speech: 5 BIO-E for Partial
10 BIO-E for Full

Looks: **None**, long triangular head with a wide jaw filled with tiny pointed teeth, naked ears, coarse silver fur, Partial Hands on rear legs, heavy body with short limbs, long naked tail.
5 BIO-E for **Partial**, coarse white fur, definite snout, long mouth, large ears, large squat body, Partial hands on hind legs.
10 BIO-E for **Full**, pointed ears, large nose and eyes, coarse white hair, powerful build and delicate hands.

Natural Weapons: 5 BIO-E for 1D4 Claws (climbing)

Powers:

5 BIO-E for Ability to Play Dead. When used, the Opossum character will fall down stiffly, the mouth will gape open with a smelly greenish mucus around the lips. Heart rate and respiration will be almost impossible to detect. This can be continued for up to two hours. The character will be completely aware during the whole time and can "return to life" at will.

5 BIO-E for Prehensile Tail, use as a Partial Hand.

5 BIO-E for Advanced Smell.

OTTER

ORIGINAL ANIMAL CHARACTERISTICS

Description: There are two major variety of these playful creatures.

River Otters are found throughout North America. Sea Otters are much larger and live on the Pacific coast.

Size Level: River Otter — 4, Sea Otter — 6

Length: River Otter — 45-55 inches long
Sea Otter — 48-53 inches long

Weight: River Otter — 15-20 pounds
Sea Otter — 45-60 pounds

Build: Long

MUTANT CHANGES & COSTS

Total BIO-E: River Otter — 50, Sea Otter — 40

Attribute Bonuses:

I.Q. +3
M.E. +2
M.A. +3
P.P. +4
Spd. +3

HUMAN FEATURES

Hands: Partial (five-fingered) Automatic
5 BIO-E for Full

Biped: 5 BIO-E for Partial
10 BIO-E for Full

Speech: 5 BIO-E for Partial
10 BIO-E for Full

Looks: **None**, small head with ears on top, thick, flexible neck, long body, heavy fur pelt, short arms and legs, long furry tail.
5 BIO-E for **Partial**, small head with slight snout, long furry body, furry tail, short arms and legs with webbed fingers and toes.
10 BIO-E for **Full**, wide, flat nose, pointed ears, lean powerfully built body, slight webbing between fingers and toes.

Natural Weapons: None

Powers:

5 BIO-E for Whiskers that can detect vibration in darkness and underwater.

5 BIO-E for Advanced Smell

5 BIO-E for Advanced Hearing

5 BIO-E for Advanced Touch

5 BIO-E for Hold Breath

Note: Swimming must be a learned skill.

PIG

ORIGINAL ANIMAL CHARACTERISTICS

Description: Domesticated pigs can be fattened up to huge proportions. As a meat animal they are very efficient, producing a large amount of food relative to their consumption.

Size Level: 12

Length: 4 to 6 feet long

Weight: to 800 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 25

Attribute Bonuses:

I.Q. +3
M.E. +1
M.A. +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: **None**, large ears, tiny eyes, big head with flexible snout, large body with sparse hair, short thick limbs, a short skinny tail.
5 BIO-E for **Partial**, heavy head with small eyes and large ears, thick hairless body and small arms and legs.
10 BIO-E for **Full**, large head, pink skin, powerful looking body.

Natural Weapons: None

Powers:

5 BIO-E for Advanced Hearing

5 BIO-E for 10 S.D.C.

PORCUPINE

ORIGINAL ANIMAL CHARACTERISTICS

Description: Porcupines have evolved a natural defense of bristling sharp quills. This makes them invulnerable to most predators and easy prey to Fishers who include them as a regular part of their diet.

Size Level: 5

Length: to 3 1/2 feet long

Weight: to 40 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 65

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: None, thick fur (quills are actually modified hairs), snouted face, heavy body and limbs, furry tail.

5 BIO-E for **Partial**, snouted faces, heavy fur, large squat body.

10 BIO-E for **Full**, thick head and back hair, heavy powerful build, strong features.

Natural Weapons: 5 BIO-E for 1D6 Claws (climbing)

Powers:

15 BIO-E for Quill Defense. This is a kind of Natural Body Armour, A.R.: 10. A physical attack (with fist or foot) that rolls 10 or less will contact the quills which do 3D6 damage (3 points for each quill) to the attacker. The Porcupine character can attack with quills using a Body Block (4D6) or the back of the arm (2D6). The quills are NOT "shot" out from the body. However, a Porcupine character can use quills as daggers, pulling them out and throwing them at opponents (1D4 damage).

5 BIO-E for Advanced Smell

5 BIO-E for Advanced Hearing

RABBIT

ORIGINAL ANIMAL CHARACTERISTICS

Description: Different kinds of rabbits are found around the world.

They are small vegetarians who depend on speed for defense against predators.

Size Level: 3

Length: 12-18 inches

Weight: 5 to 8 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 70

Attribute Bonuses:

P.P. +1

Spd. +4

HUMAN FEATURES

Hands: 5 BIO-E for Partial
10 BIO-E for Full

Biped: 5 BIO-E for Partial
10 BIO-E for Full

Speech: 5 BIO-E for Partial
10 BIO-E for Full

Looks: None, widely spaced eyes, long ears at top of head, muzzle with whiskers, thick flexible neck, thick fur, powerful hind legs and a small furry tail.

5 BIO-E for **Partial**, large ears on top of head, small eyes, slight muzzle, thick neck and body, powerful hind legs.

10 BIO-E for **Full**, large pointed ears, widely spaced eyes, wide, flat nose, powerful legs.

Natural Weapons: None

Powers:

5 BIO-E for Leaping Ability that does the maximum Jump or Leap of the character.

5 BIO-E for Advanced Hearing

5 BIO-E for Advanced Smell

RACCOON

ORIGINAL ANIMAL CHARACTERISTICS

Description: These creatures are very adaptable. They are predominately active at night.

Size Level: 4

Length: 34-38 inches long

Weight: 15-18 pounds

Build: Short

MUTANT CHANGES & COSTS

Total BIO-E: 55

Attribute Bonuses:

I.Q. +4

M.E. +2

M.A. +2

P.P. +1

HUMAN FEATURES

Hands: Partial Automatic
5 BIO-E for Full

Biped: 5 BIO-E for Partial
10 BIO-E for Full

Speech: 5 BIO-E for Partial
10 BIO-E for Full

Looks: None, heavy fur, prominent white face with black "masklike" patches over eyes, pointed muzzle, pointed ears on top of head, striped tail, short arms, large legs, five-toed hands and feet.

5 BIO-E for **Partial**, white and black face markings, heavy fur, large squat body.

10 BIO-E for **Full**, sharp nose and facial features, dark circles around the eyes, slightly pointed ears, powerful build.

Natural Weapons: None

Powers:

5 BIO-E for Advanced for Touch

5 BIO-E for Advanced Hearing

RHINOCEROS

ORIGINAL ANIMAL CHARACTERISTICS

Description: Aggressive grazing animals inhabiting grasslands. They are good runners and can get up to 35mph. They are also strong enough to overturn a truck. African Black and White Rhinos have two horns while the Asian Great Indian Rhino has just one.

Size Level: 20
Length: 5-6 1/2 feet tall at shoulder
Weight: 3,000 to 8,000 pounds
Build: Long

MUTANT CHANGES & COSTS

Total BIO-E: 0

Attribute Bonuses:

P.S. +4
Spd. +4

HUMAN FEATURES

Hands: 10 BIO-E for Partial
15 BIO-E for Full

Biped: 10 BIO-E for Partial
15 BIO-E for Full

Speech: 5 BIO-E for Partial
10 BIO-E for Full

Looks: **None**, huge head with massive jaws and muzzle, tiny eyes and large ears, long, massive bodies with thick, powerful legs, three toed hands and feet.

10 BIO-E for **Partial**, strong muzzle, tiny eyes, large ears on top of head, massive body with naked, segmented skin, thick arms and legs.

15 BIO-E for **Full**, very large jaw, nose, ears and head; small eyes, bald, powerfully built body with thick arms and legs.

Natural Weapons: 10 BIO-E for 1D8 Horn
20 BIO-E for 2D6 Horns

Powers:

15 BIO-E for Light Natural Body Armour; A.R.:6, S.D.C.: +30
30 BIO-E for Medium Natural body Armour; A.R.:8, S.D.C.: +60
45 BIO-E for Heavy Natural Body Armour; A.R.: 12, S.D.C.: +90
60 BIO-E for Extra-Heavy Natural Body Armour; A.R.: 14, S.D.C.: +120

5 BIO-E for Advanced Hearing

5 BIO-E for Advanced Smell



RODENT

ORIGINAL ANIMAL CHARACTERISTICS

Description: Includes Mice, Rats, Guinea Pigs, Hamsters and a wide variety of other small animals. All these animals are good scavengers and spend a lot of time underground.

Size Level: Mice, Hamsters — 1
Rats, Guinea Pigs — 2

Length: Mice, Hamsters — 6 to 8 inches long
Rats, Guinea Pigs — to 14 inches long

Weight: Mice, Hamsters — to 1 pound
Rats, Guinea Pigs — to 5 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: Mice, Hamsters — 80 Rats, Guinea Pigs — 75

Attribute Bonuses:

I.Q. +2
M.E. +1
P.P. +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: **None**, muzzled head with pointed nose, widely spaced eyes, round ears on top of head, thick fur, long naked tail, thick body with short arms and legs.

5 BIO-E for **Partial**, slightly muzzled head, ears on top of head, thick neck and body, short tail.

10 BIO-E for **Full**, sharp nose and protruding ears, thick hair, rounded body.

Natural Weapons: 5 BIO-E for 1D6 Claws (climbing)
10 BIO-E for 1D4 Teeth

Powers:

10 BIO-E for Digging
5 BIO-E for Advanced Hearing

SHEEP

ORIGINAL ANIMAL CHARACTERISTICS

Description: This domesticated animal has been bred for meat and wool. Sheep are grazing animals found throughout the world.

Size Level: 6

Length: 3 to 5 feet long

Weight: to 75 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 60

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: **None**, long, triangular head with widely spaced eyes, long ears at the top of the head, thick woolly coat, powerful body with long, thin arms and legs.

5 BIO-E for **Partial**, muzzled head, large ears, woolly coat, thick body with thin arms and legs.

10 BIO-E for **Full**, widely spaced eyes, large ears, thick curly hair, thick neck, powerful build.

Natural Weapons: 5 BIO-E for 1D8 Horns

Powers:

5 BIO-E for Advanced Hearing
5 BIO-E for Advanced Smell

SKUNK

ORIGINAL ANIMAL CHARACTERISTICS

Description: Most North American Skunks are of the striped or spotted variety. These animals use their skunk glands as a defense against predators.

Size Level: Striped — 3, Spotted — 2

Length: Striped — 25-32 inches long

Spotted — 16-20 inches long

Weight: Striped — 8 pounds

Spotted — 23 pounds

Build: Short

MUTANT CHANGES & COSTS

Total BIO-E: Stripped — 70, Spotted — 80

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: **None**, heavy fur with prominent white stripes of spots, snouted face, heavy body and limbs long furry tail.

5 BIO-E for **Partial**, white and black heavy fur, large squat body.

10 BIO-E for **Full**, white streaks in hair, large nose, heavy powerful build.

Natural Weapons: See Powers.

Powers:

15 BIO-E for Stink Spray of Butylmercaptan, a chemical that includes sulfuric acid. The spray can be used to 8 times per day and will incapacitate victims who fail to save against it by causing nausea for 28 melees or as long as the person is subjected to it. The spray's stench will remain for 16 days. **Note:** Characters with advanced smell are -4 to save.

SQUIRREL

ORIGINAL ANIMAL CHARACTERISTICS

Description: This is the most common wild mammal in urban areas.

They live in the trees and have tremendous tree climbing abilities.

Chipmunks and ground squirrels are similar but lack climbing claws.

Flying Squirrels are the only kind that can glide.

Size Level: 1

Length: 16-20 inches long with tail

Weight: to 1 pound

Build: Long

MUTANT CHANGES & COSTS

Total BIO-E: 80

Attribute Bonuses:

P.P. +1

Spd. +4

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: **None**, snouted face with large eyes on sides, ears on top of head, thick fur, flexible body, long furry tail.

5 BIO-E for **Partial**, definite muzzle, ears on top of head prominent fur, short tail.

10 BIO-E for **Full**, sharp features, thick hair, compact, muscular build.

Natural Weapons: 5 BIO-E for 1D4 Claws (climbing)

Powers:

10 BIO-E for Glide (Flying Squirrels ONLY)

5 BIO-E for Advanced Hearing

TURTLE

ORIGINAL ANIMAL CHARACTERISTICS

Description: Turtles live in a wide variety of environments. Some turtles are purely aquatic, others have adapted to deserts. The Teenage Mutant Ninja Turtles were common, small pond turtles.

Size Level: 1

Length: to 5 inches

Weight: under 1 pound

Build: Short

MUTANT CHANGES & COSTS

Total BIO-E: 95

Attribute Bonuses: None

HUMAN FEATURES

Hands: 5 BIO-E for Partial

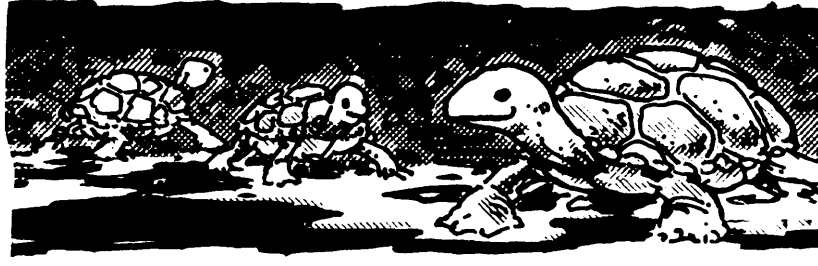
10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full



Looks: **None**, just like the Teenage Mutant Ninja Turtles.

5 BIO-E for **Partial**, bald head with large nose, leathery neck, round body and soft shell.

10 BIO-E for **Full**, hard leathery skin, green eyes, bald, and powerful squat build.

Natural Weapons: None

Powers:

15 BIO-E for Light Natural Body Armour; A.R.: 8, S.D.C.: +20

30 BIO-E for Medium Natural Body Armour; A.R.: 10, S.D.C.: +40

45 BIO-E for Heavy Natural Body Armour; A.R.: 12, S.D.C.: +60

60 BIO-E for Extra-Heavy Natural Body Armour; A.R.: 14, S.D.C.: +80

5 BIO-E for Hold Breath

10 BIO-E for Swimming equal to basic swim skill 75%

WEASEL

ORIGINAL ANIMAL CHARACTERISTICS

Description: Both short-tailed and long-tailed weasels are fearless carnivores. Their lifestyle is based on constant killing of whatever prey is available, even animals much larger than themselves. They are long bodied animals so narrow that they can fit into very small holes. Weasel characters will be able to squeeze through small openings. Weasel characters will have five-fingered hands.

Size Level: 1

Length: 8-11 inches (w/o tail)

Weight: 2-8 ounces

Build: Long

MUTANT CHANGES & COSTS

Total BIO-E: 75

Attribute Bonuses:

P.P. +9

Spd. +7

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: **None**, pointed, triangular head with sharp snout, long furry body, short arms and legs, and a long furry tail. Fur is dark on top and white underneath with a blacktipped tail.

5 BIO-E for **Partial**, ears on top of head, sharp snout, widely spaced eyes, thick chest fur, short tail and large feet.

10 BIO-E for **Full**, very sharp features widely spaced eyes, long, thin body, thick head and body hair.

Natural Weapons: 5 BIO-E for 1D6 Claws (climbing)
5 BIO-E for 1D8 Teeth

Powers:

20 BIO-E for Increased Metabolic Rate. This power adds +5 to strike, +4 to Parry/Dodge, +2 to Damage, and +2 Attacks/Melee. The character can also Jump or Leap twice as far as usual.

Note: This high metabolic rate must be supported with frequent naps and constant eating. The character will have to consume more than their own height in concentrated protein (meat!) every day. The character will also be extremely hyper, in constant motion.

10 BIO-E for Advanced Smell

WOLVERINE

ORIGINAL ANIMAL CHARACTERISTICS

Description: These northern carnivores have incredible endurance and can travel 20 or more miles a day through heavy snow in pursuit of prey. They are tough enough to kill animals many times their own size and will even drive away full grown bears. The fur does not collect ice and they are greatly resistant to cold. Wolverine characters can Jump or Leap an extra 5 feet.

Size Level: 5

Length: 34-40 inches

Weight: 20-30 pounds

Build: Short

MUTANT CHANGES & COSTS

Total BIO-E: 50

Attribute Bonuses:

I.Q. +3

P.S. +2

P.P. +5

P.E. +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: **None**, snouted head with small, widely spaced eyes, dark fur with a lighter band running over the eyes and along the sides, thick bush tail.

5 BIO-E for **Partial**, snouted face, ears at top of head, full body fur, small tail and massive build.

10 BIO-E for **Full**, widely spaced eyes, thick dark hair with two streaks of light brown, massive powerful upper body.

Natural Weapons: 10 BIO-E for 2D6 Teeth

Powers: 5 BIO-E for IDS Claws

15 BIO-E for Digging

10 BIO-E for Advanced Smell



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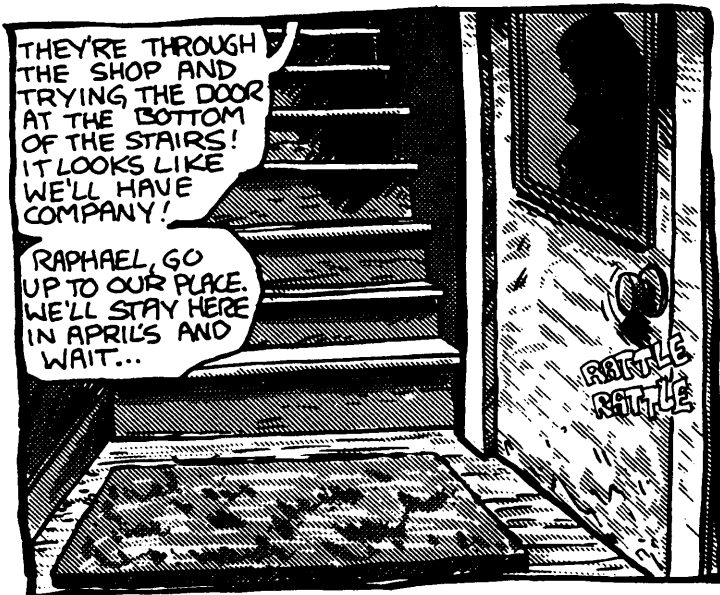
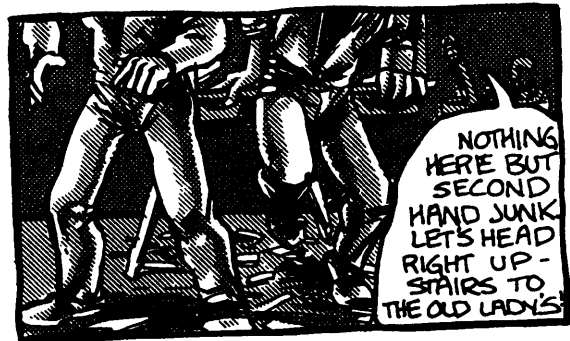
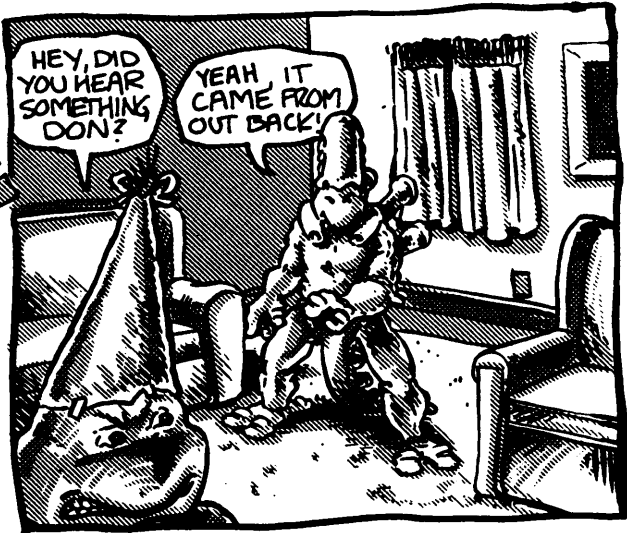


DON'T JUDGE A BOOK...

BY KEVIN EASTMAN AND PETER LAIRD ©1985 MIRAGE STUDIOS



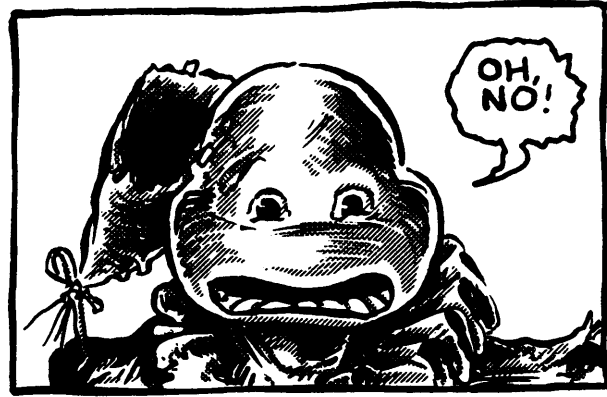


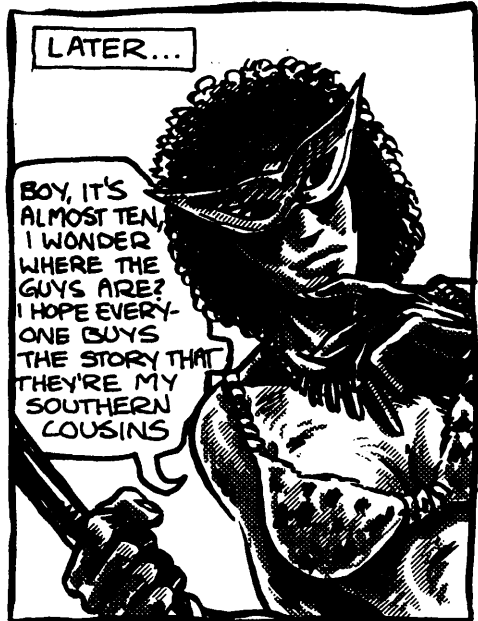


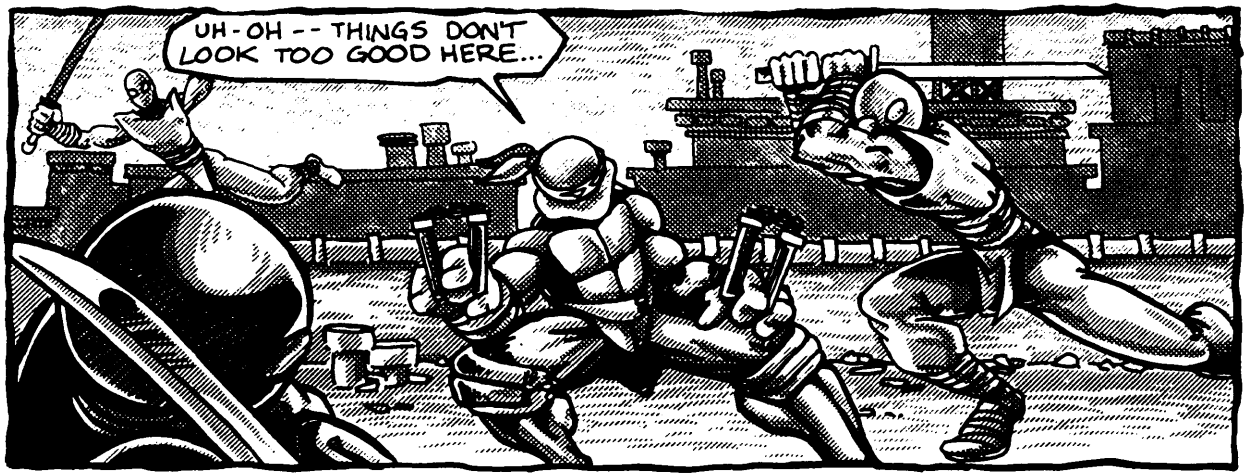












Combat

The combat system of T.M.N.T. is really just an adaptation of that in **Heroes Unlimited**. It is designed to be fast moving and easy to understand. All combat strikes, parries and dodges are resolved by rolling **twenty-sided dice**.

RESOLVING COMBAT: A STEP BY STEP INTRODUCTION

In any fantasy role-playing game, especially one based on comic book characters, there has to be a way of dealing with combat. In other words, when the hero tangles with the villain you've got to be able to figure out the winner.

STEP 1: DETERMINE INITIATIVE

Any time opponents square off for battle the game master must determine who has the initiative. In other words, who will attack first. Successful *Sneak Attacks* or *Long-Range Attacks* will always have initiative for that melee. Otherwise, whoever rolls highest on a twenty-sided die will attack first. In the case of a tie, reroll.

STEP 2: ATTACKER ROLLS STRIKE

The next step is for the first attacker to roll a twenty-sided die. If the result is a four or less (counting bonuses) then the attacker misses. **Any Roll Above A Four (4) Hits The Opponent.** But if the roll is a five (5) or better And less than the opponent's Armour Rating (A.R.), then damage may be done only to the S.D.C. of the opponent's armour (see Body Armour and Natural Body Armour). A roll over the opponent's A.R. does direct damage to the character's S.D.C. and Hit Points. **NOTE** that special attacks like Knock-Out/Stun or Death Blow must be declared *BEFORE* rolling to strike.

STEP 3: DEFENDER MAY PARRY, DODGE OR ENTANGLE

Any time an attacker rolls a successful hit the defender can choose to parry, dodge, or entangle. **Parrying** can be done automatically by anyone trained in any form of Hand to Hand combat. That means that the parry can be performed without wasting a melee attack. Non-combat trained characters will lose their next melee attack every time they parry.

NOTE: Bullets and energy attacks cannot be parried but **CAN** be dodged. Defending by dodging or entangling means automatically giving up the next melee attack.

Entangle means the character actually pins or snares an opponent's weapons or arm.

A defender can only defend against attacks with his line of vision. Attacks from the rear cannot be parried, dodged or entangled.

STEP 4: ATTACKER ROLLS DAMAGE

If a successful strike is not parried, dodge or entangled, the attacker rolls for the amount of damage inflicted and adds any damage bonuses. Critical strikes do double damage. Combined critical strikes, like a natural twenty and a jump attacks do triple damage. Add the damage bonus to the roll before doubling or tripling.

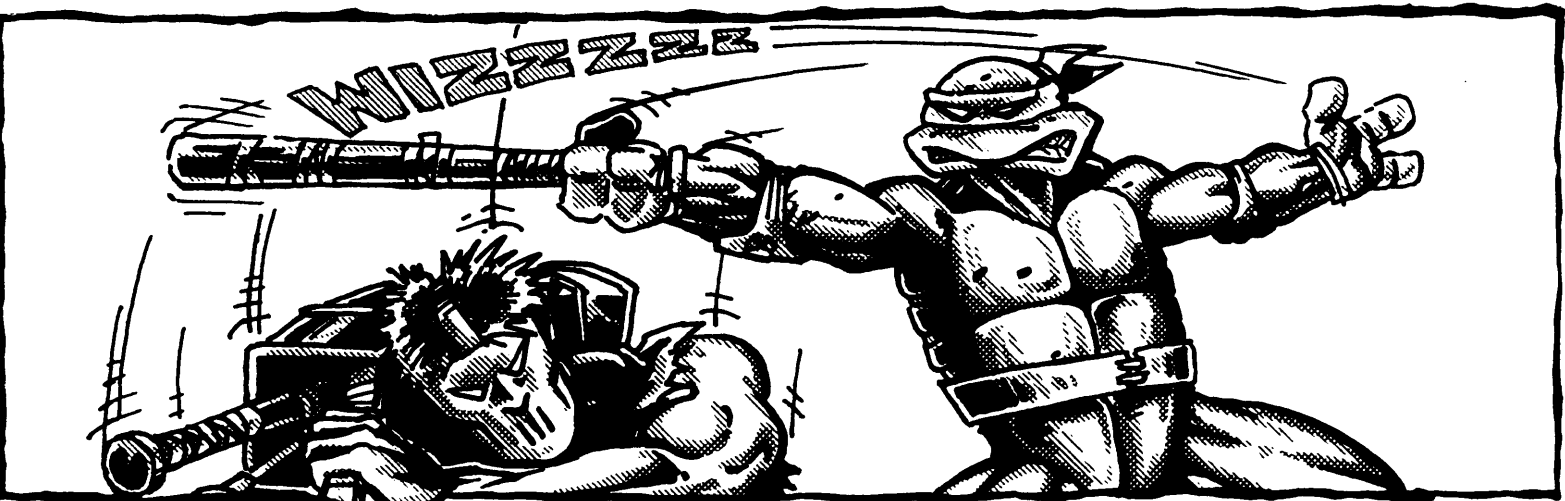
STEPS: DEFENDER MAY ATTEMPT TO ROLL WITH PUNCH

If the attack is a blunt physical attack (fist, foot, staff, etc.) then the defender can attempt to Roll With The Punch. In order to roll with punch, the defender must match or better the original roll to strike. Successfully rolling with a punch means the character takes half damage. Successfully rolling with a knockout punch means the character takes double damage but is **NOT** stunned. Rolling with a death punch results in loss of half of all remaining S.D.C. and hit points. Failing to roll with punch means taking full damage off of the defender's S.D.C. and/or hit point.

CONTINUING THE COMBAT

Once the above is completed, the process is repeated for whoever lost the initiative. So long as the opponents have melee attacks left, the combat continues back and forth. When all the attacks or actions per melee round of all opponents are finished, it's time to start a new melee round. Initiative is redetermined at the beginning of every melee round. That is to say, that if a character has four attacks per melee, when all attacks are used a new melee round begins.





Combat Terms

A.R.: This is a character's **Armour Rating**. The A.R. indicates what attacker must roll in order to do damage to the character. Any roll of 5 or better will strike a character with no body armour. Those with natural body armour (like the T.M.N.T.) can only be hit by rolls over their A.R. Characters with Artificial Body Armour (metal armour, bullet-proof vests, etc.) can be successfully attacked by rolls falling under the artificial armour's A.R., doing damage to the S.D.C. of the body armour but not to the S.D.C. of the defender. Or by striking above the armour's A.R., damaging the character's personal S.D.C. and/or hit points. **Example:** A defender has a natural A.R. of 5 and is wearing body armour with an A.R. of 8. If the attacker rolls 9 or better, then damage is done directly to the defender. A roll of 5, 6, 7, or 8 would hurt the body armour, but not the wearer. All of 1, 2, 3, or 4 would totally miss.

Attacks Per Melee: The number of attacks or actions a character has within a 15 second, combat melee round. Characters not trained in Hand to Hand combat have one attack per melee; super heroes and super villains automatically have two. All T.M.N.T. characters and Heroes Unlimited supercharacters start out with two attacks per melee. Extra attacks per melee are gained with experience in martial arts or other training.

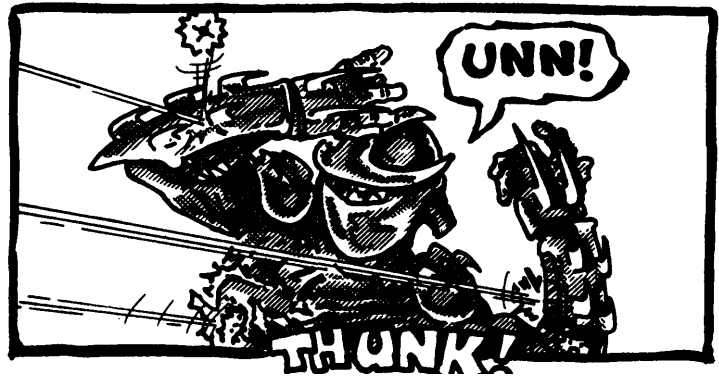
Body Armour: This is some kind of protective armour covering. Body Armour has its own A.R. and S.D.C. Any attack that roll between 5 and A.R. of the Body Armour hurts the body armour but not the wearer. When the S.D.C. of the body armour is at zero, the body armour is no longer effective (also see Natural Body Armour and A.R.)

Body Throw: Using leverage, the character throws the opponent onto the ground or into something else. If the character wants to throw one opponent into another, he must roll a D20 to strike.

Critical Strike: This is an attack that does double damage to an opponent. Rolling a natural twenty (without bonuses) to strike is an automatic Critical Strike and can only be parried or dodged by an opponent's roll of "natural" twenty.

Critical Strike From Behind: This is a sneak attack that does double damage.

Damage Bonus: Characters with great strength or combat training will have a Damage Bonus. This is the number that they add to their regular damage rolls. Damage bonuses do NOT apply to the use of bows and modern weapons like explosives or guns.



Damage: The amount of physical harm done to a victim in an attack. Damage is subtracted first from the defender's S.D.C. and when that is at zero, from hit points.

Damage Table (Basic)

Human Fist — 1D4
Human Kick - 1D6 or 1D8
Blackjack — 1D6
Bull Whip — 1D8
Thrown Small Objects — 1D4
Falling— 1D6 per 10 feet
Collision — 1D8 per 10mph.
Smashing through Glass — 1D4
Stepping on Tetsubishi (Ninja Caltrops) — 1 point each
Dropped or Thrown Large Objects -1D8 per 100lbs,

Death Blow: An automatic kill. The defender can try to roll with death blow by rolling over the attacker's strike. If the defender is not killed then the current S.D.C. and hit points are reduced to half. This attack is available only under certain conditions.

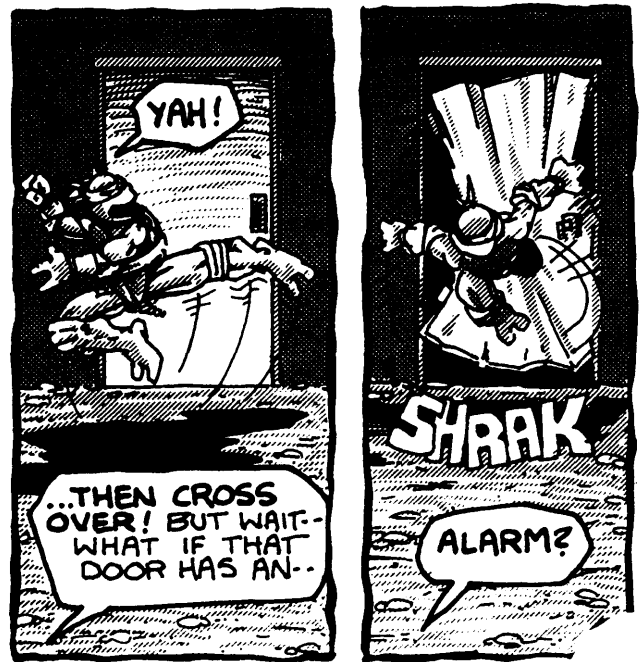
Dodge: A character dodges by moving out of the way of the attack. Dodging always takes up one attack/action per melee round. To dodge, the defender must roll better than the attacker's strike roll 1D8 per 40 feet, and 1D4 per 40 mph. on a twenty-sided die.

Entangle: A defender can attempt to trap the weapon or arm of an attacker. This is done instead of parrying or dodging and takes up one attack per melee. An entangle is successful if the defender rolls above the attacker's strike roll. It takes one attack and a roll to entangle to keep an opponent's arm or weapon entangled every melee round. In order to get free, the entangled opponent must roll a dodge against the entangle roll.

Hand to Hand Combat: There are five forms of Hand to Hand Combat: Basic, Expert, Martial Arts, Assassin and Ninjitsu. Characters without combat training have only one attack per melee and have *no* automatic chance to parry.

Hit Points: This is the number of points of damage a character can take before dying. Character don't lose hit points until their S.D.C. is down to zero. A character's base hit points is the P.E. plus 1D6. another 1D6 of hit points is gained every time the character advances and experience level. **Lost** hit points are not recovered without medical attention.

Initiative: Whoever gets to attack first is considered to have the Initiative. Initiative is automatic in sneak attacks and long range attacks. In most other cases each opponent rolls a twentysided, highest roll gets the initiative. Rolling for initiative takes place at the beginning of each melee round of combat.



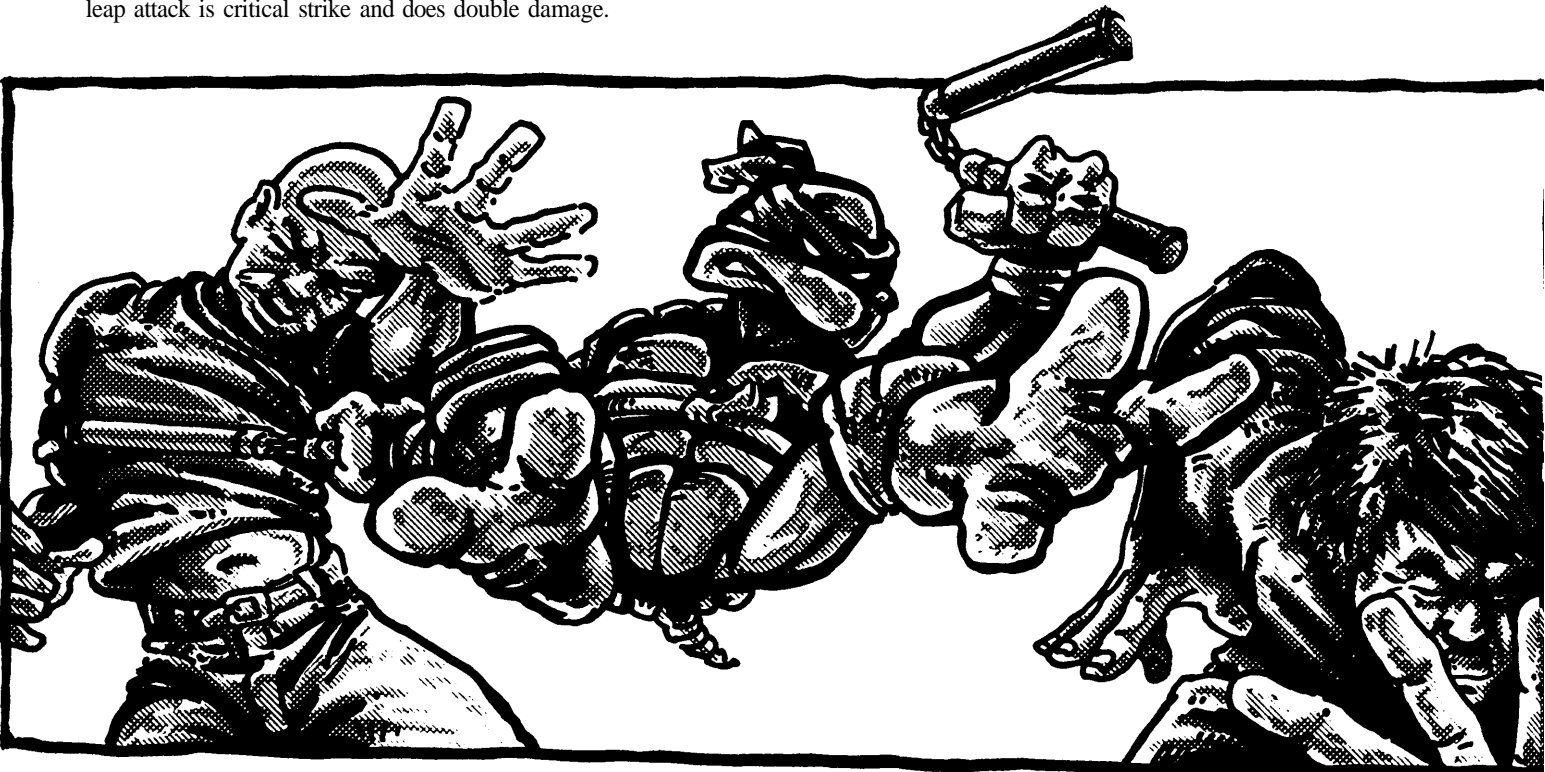
Kick Attack: This is a karate-style kick. It is a normal attack that does 1D4 damage for the untrained (or better, see Hand to Hand skills). Anyone trained in hand to hand combat can do a kick attack. **Knock-Out/Stun:** Anyone hit by a knockout or stun attack will be temporarily incapacitated. The victim is not necessarily unconscious, just dazed.

Jump Kick: A Jump Kick is performed by leaping completely off the ground and attempting to land foot first on an opponent. Jump kick can be used only by those skilled in either hand to hand martial arts or hand to hand ninjitsu. The advantage of a jump kick is that it works as a critical strike and doubles the normal damage inflicted. The disadvantage of a jump kick is that no other attack may be performed in that melee round (all attacks for that melee are used up in the kick). The jump kick must be the character's first attack of that melee round. For the rest of the melee round the character can only parry, dodge or move into position.

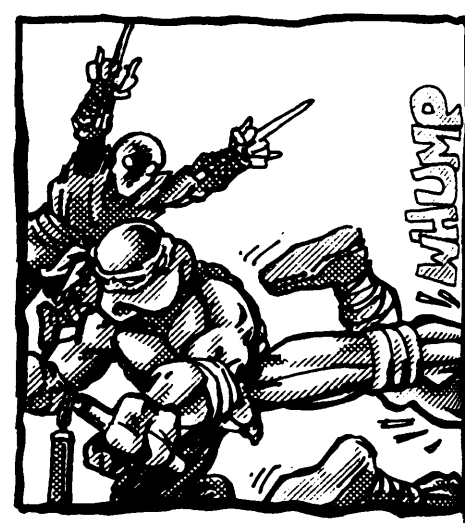
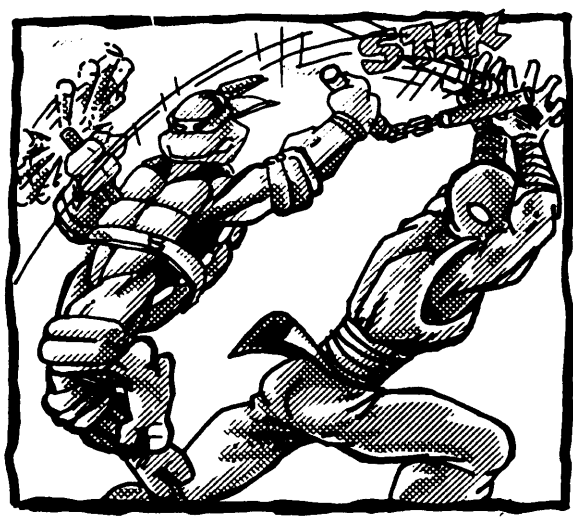
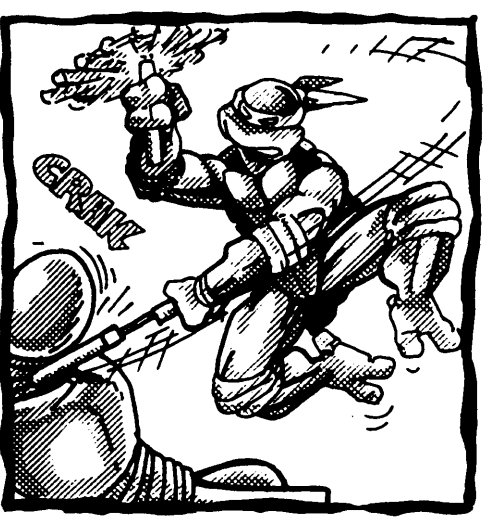
Note: A character may use ANY type of weapon, but gets no combat bonuses such as strike or parry, unless he has a Weapon Proficiency (W.P.) in that particular weapon. This applies to modern ancient weapons.



Leap Attack: This is a favorite of the T.M.N.T.; the airborne assault where the weapons and fists are wielded in midleap. A leap attack must be made only at the beginning of a melee round and, like the jump kick, uses *all* attacks for that melee. Usually only a single strike can be made during a leap attack. However, if two opponents are close together, the attacker can leap between them and strike both of them at the same time; roll to strike for each character. After the leap, the character may not attack again until the next melee round but can parry or dodge or move into position. Automatic parries work in midleap, but dodges are impossible. A successful leap attack is critical strike and does double damage.



Paired Weapons: Certain kinds of weapons, such as Raphael's Said, Michelangelo's Nunchaku, and Leonardo's Daisho, can be used as paired weapons. Users of paired weapons can strike and parry simultaneously, can do twin strikes against a single target or against a pair of targets and can parry two different opponents at the same time. In other words, warriors skilled in paired weapons often can do two actions for every one of their melee attacks. BUT every time they use twin actions they LOSE their automatic parry.



Long Range Attack: By using a long-range weapon from a distance an attacker can perform an undetected first strike. Provided the attacker is not seen, the defender automatically loses initiative and may not dodge the first attack that melee round.

Melee or Melee Round: Exactly 15 seconds, the segment of time combatants have to strike, counter and return strike. Generally, playing characters have two or more attacks per melee.

Multiple Attackers: Takes place when an opponent is faced by more than one attacker. Characters with hand to hand combat skills can attempt to parry any attacks within their line of sight. The defender from multiple attackers can strike at only one target at a time (see leap attack for a rare exception).

Natural Body Armour: This represents the body's extra ability to resist attacks. An attack roll under the A.R. of the natural body armour *Does No Damage*. The S.D.C. of natural body armour is only affected when the attack roll is over its A.R. Even when all the S.D.C. of the natural body armour is destroyed, the A.R. stays the same.

Natural Twenty: This is the result of 20 when rolling twenty-sided dice. A strike with a natural twenty will always be a critical strike. If someone with a strike bonus of +2 rolls and 18 then they have an attack roll of 18 plus unnatural bonus modification, NOT a natural twenty, and is not a critical strike. A natural twenty beats all other rolls and can only be parried or dodged by another natural twenty.

Parry: A defender can attempt to parry most physical attacks. This is done by blocking the attacker's blow and with a weapon or hand. Characters trained in hand to hand combat can parry without losing melee attacks. Bullets and energy attacks cannot be parried!

Pull Punch: The ability to control the force of a hand to hand attack. Usually used to reduce the blow to less than killing force. The character can choose to half the damage, quarter damage, a single point or no damage at all. A character must declare a pull punch before rolling the strike. To do a successful pull punch the player must roll 11 or better on a twenty-sided die, failure means full damage is inflicted.

Roll With Punch/Fall: Hand to Hand combat fighters can reduce the damage from blows and falls by rolling. If the defender is successful then only half damage is taken. Roll with punch/fall does not work against energy blast, bullets, fire, bladed weapons, psionics or radiation. Victims must roll over the attacker's roll. Falling characters must roll a 14 or higher on twenty-sided dice to roll with fall.

Saving Throws: Occasionally characters must roll to save against exotic attacks like poison, gas, insanity, psionics, etc.

Lethal Poison — 14 or better

Non-lethal Poison — 16 or better

Harmful Drugs — 15 or better

Acids — No save possible - Dodge!

Psionics — 15 or better for non-psionic
10 or better for psionic.

S.D.C.: This stands for **Structural Damage Capacity**, which is the amount of damage an object can absorb before breaking. Living creatures also have S.D.C.; it represents their physical resistance to damage. All the S.D.C. of a living thing must be reduced to zero before the hit points can be affected.

S.D.C. Table (Basic)

Below are the S.D.C. values for a variety of objects. When an object's S.D.C. is reduced to zero it is considered broken. Game masters should exercise common sense in applying these values. For example, a normal human cannot break through a vault door with bare fists no matter how many times natural twenties are rolled.

The S.D.C. of different weapons is applied only if someone is actually attempting to break the weapon. A properly wielded sword can inflict or parry many times its S.D.C. On the other hand, using the sword

blade to wedge open a door could easily snap it off.

It is also important to note that the S.D.C. applies to the entire object. A bullet can penetrate many objects with only a small fraction (about 2%) of S.D.C. loss. For example, if a bullet punching through an exterior brick wall hit a target it would inflict normal damage minus the 4 points of S.D.C. it wasted getting through the wall.

Airplane, Single Engine	400 S.D.C.
Airplane, Jet Airliner	2,000 S.D.C.
Boat, Canoe/Row Boat	40 S.D.C.
Boat, Cabin Cruiser	450 S.D.C.
Boat, Cargo Freighter	8,000 S.D.C.
Box, Cardboard	2 S.D.C.
Box, Wood Shipping Crate	12 S.D.C.
Box, Metal Shipping Crate	48 S.D.C.
Car, Compact	250 S.D.C.
Car, Luxury	450 S.D.C.
Car, Door Only	150 S.D.C.
Car, Windshield	100 S.D.C.
Door, Interior, Wood	100 S.D.C.
Door, Exterior, Wood	170 S.D.C.
Door, Metal Grill	350 S.D.C.
Door, Solid Metal	600 S.D.C.
Door, Metal Safe	800 S.D.C.
Door, Bank Vault	5,000 S.D.C.
Handcuffs, Regular	60 S.D.C.
Handcuffs, Heavy	120 S.D.C.
Lock, Common Latch	40 S.D.C.
Lock, Dead Bolt	100 S.D.C.
Lock, Heavy Padlock	75 S.D.C.
Motorcycle	100 S.D.C.
Truck, Medium Sized Pickup	450 S.D.C.
Truck, Half-Ton Hauler	550 S.D.C.
Truck, Freight Hauler	650 S.D.C.
Wall, Interior Plaster	120 S.D.C.
Wall, Exterior Wood	150 S.D.C.
Wall, Exterior Brick	200 S.D.C.
Wall, Cinder Block	300 S.D.C.
Wall, Reinforced Concrete	400 S.D.C.
Weapon, Hard Wood	40 S.D.C.
Weapon, Metal Sword	100 S.D.C.
Weapon, Small Pistol	35 S.D.C.
Weapon, Assault Rifle	75 S.D.C.
Weapon, Artillery Piece	1,500 S.D.C.
Window, Ordinary Glass	20 S.D.C.
Window, Plexiglass	35 S.D.C.

Simultaneous Attack: Instead of defending with a parry, dodge or entangle, a character can choose to do a simultaneous attack. In this case, the character does not defend ("go ahead, hit me, I can take it!") and simply attack in response. The advantage of simultaneous attack is that neither opponent can parry, dodge or entangle. In all probability both will take damage. Exception: An opponent with paired weapons can engage in simultaneous attack (with one weapon) AND parry (with the other), OR both the paired weapons can be used to strike with NO parry.

Sneak Attack: An attacker may lie in wait (ambush), attack from behind or sneak up (prowl) on an opponent. If the foe does not discover the attacker then the sneak attack is successful. The sneak attacker always has initiative and the defender is not able to parry or dodge the sneak attack.

Strike: Anyone attempting to hit an opponent must roll to strike. As with all combat rolls, a roll to strike is made with twenty-sided dice.

Throw: Simply, this means throwing a weapon. Rolling to throw is exactly the same as rolling to strike except that there are different bonuses per weapon type. *See Weapon Proficiency.*

COMBAT IN ACTION

Carol is playing, SHELA, mutated mongrel dog with training (level 1) in Hand to Hand Martial Arts and she's Size Level 10. The character has 2 attacks per melee and a +3 to Parry/Dodge. She also has 3rd level skill with the Katana, (she took Fencing 3 times), and has a +2 to hit with it, and, using the sword, she has a +5 to Parry (+2 with the weapon and +3 Martial Arts).

Her character is investigating an abandoned warehouse. What she doesn't know is that Whitey Smith, an escaped criminal, is waiting for her . . . Whitey is a non-player character (NPC) played by the game master. Whitey is armed with a .9mm Automatic Pistol for which his Weapon Proficiency is Level 2. That means that, the Aimed shots, Whitey will get a +1 to Strike and 1 out of 4 burst shots can hit. Whitey has 2nd Level training in Hand to Hand Basic so he has +2 to Roll with Punch, +2 to Parry/Dodge, and +1 to Damage. Whitey is also trained in Prowl (36%).

GM: The warehouse is dark and silent. The huge front door is wide open. What are you going to do?

CAROL: I'm going to try finding the criminal with my Advanced Smell and Advanced Hearing.

GM: O.K. Roll percentile for each.

CAROL: Hmmm . . . I've got 02 for Smell!

GM: You recognize the smell as the same as the person who robbed the bank. He is either in the warehouse or was here recently.

CAROL: Now I'll roll to hear him . . . Oh no! I rolled 97.

G.M.: All you can hear is the traffic on the expressway and a few blocks away. What are you going to do now?

CAROL: I'm going to cautiously enter the warehouse.

GM: Do you have your sword out?

CAROL: No; i don't want to kill him. Can I see or hear him in here?

GM: Just a second. *[The GM knows that Whitey is waiting quietly in ambush. He rolls to see if White's prowling succeeds . . . 31, SHELA doesn't notice him.]* While you're looking around somebody opens fire with a gun!

CAROL: I dodge!

GM: You can't, you've been ambushed. He's going to fire all 8 shots, that means he can hit with 2. I'll roll to see if he hit. On a twenty sided, I roll . . . a 17, and for his second shot. . . a 3. *[The GM will add White's Strike and Parry bonuses without telling Carol.]*

CAROL: Can I Roll with the Punch?

GM: No! It's a bullet and you can't do that. A .9mm slug does 2D6 damage and I roll . . . a 4.

CAROL: Well, with my S.D.C. of 35, that's just a minor flesh wound. Is he close enough to me to hit him?

GM: He's about 40 yards away.

CAROL: With my speed, 10 I can cover that in less than one melee.

GM: O.K. You close the distance to him by the end of this melee round. Now we've got to determine initiative for the next Melee. Roll a twenty-sided.

CAROL: I roll . . . a 14.

GM: And he rolled . . . a 15! He beats your initiative. He reloads and opens fire again.

CAROL: This time I'm going to Dodge.

GM: Again he shoots 8 rounds and can hit twice. The Strike rolls are . . . 8, and . . . 11. Both will hit unless you can Dodge.

CAROL: I roll . . . a 10, with my +3 Dodge, that makes it a 13!

GM: You Dodge both bullets. That uses up your next melee attack.

That leaves one more attack in this melee round. What are you doing?

CAROL: I'm going to punch this guy's lights out!

GM: Roll a twenty-sided.

CAROL: O.K. . . . a 14, that hits!

GM: The criminal rolls for his Parry . . . a 16; he Parries your punch.

CAROL: Hey! If he did an Automatic Parry he must have some kind of Hand to Hand training.

GM: Time to roll Initiative for the next melee round. He rolls . . . an 8.

CAROL: I should be able to beat that . . . a 9.

GM: You have the Initiative, what are you going to do?

CAROL: Time to take off the kid gloves. I'm pulling my Katana and attacking.

GM: Didn't you say you didn't want to kill him?

CAROL: Forget that . . . I roll a 7.

GM: He Parries . . . with a 9.

CAROL: Doesn't he take damage from me anyway?

GM: No, he used his empty pistol to parry with. No it's his attack.

Lucky for you he's out of ammunition. He punches with . . . a 12. That's a hit.

CAROL: I'll Parry with my sword. I roll . . . an 8, but, with my +5 to Parry, that makes it a 13.

GM: You Parry his punch and you still have another attack this melee.

CAROL: I'll take another swing with the Katana . . . a natural twenty!

GM: **That's a Critical Strike, you do double damage. Roll Damage**

. . . And the battle would continue in this way. If Whitey took a large amount of damage, he would probably surrender. Notice that the game master never tells the player what Whitey's abilities and bonuses are. The player should try to figure these things out without being told.



Hand to Hand Combat

HAND TO HAND SKILLS

Hand to Hand Basic: This is the kind of fighting techniques taught in military basic training or in self-defense classes. Students learn elementary methods of attack and self-defense. This includes Automatic Parry, Pull Punch, Roll with Punch/Fall, Kick Attack (1D6 damage), Knock-Out/Stun, and Critical Strikes. It does NOT include the ability to do Death Blow, Jump Kick or Leap Attack. All bonuses are accumulative.

Hand to Hand Basic Skill Levels

- Level 1 +2 to pull/roll with punch/fall
- 2 +2 to parry/dodge
- 3 +2 attacks per melee
- 4 +2 to strike
- 5 +2 to damage
- 6 Kick Attack does 1D6 damage
- 7 +1 attack per melee
- 8 Critical strike from behind
- 9 Knock-Out/stun on roll of 19-20
- 10 +2 to parry/dodge
- 11 +1 attack per melee
- 12 Critical strike on a roll of 19-20
- 13 +2 to roll with punch/fall
- 14 +2 to damage
- 15 +1 to strike

Hand to Hand Expert: An advanced form of self-defense and unarmed combat usually taught to commandos in the military or some other form of special training. This includes Automatic Parry, Pull Punch, Roll with Punch/Fall, Kick Attack (1D6 damage), Knock-Out/Stun, Critical Strikes and Death Blow. It does NOT include the ability to do Jump Kick or Leap Attack. All bonuses are accumulative.

Hand to Hand Expert Skill Levels

- Level 1 +2 to pull/roll with punch/fall
- 2 +2 attacks per melee
- 3 +2 to parry/dodge
- 4 +3 to strike
- 5 Kick Attack does 1D6 damage
- 6 +3 to damage
- 7 +1 attack per melee
- 8 Knock-Out/stun on roll of 19-20
- 9 Critical strike from behind
- 10 +1 attack per melee
- 11 +2 attack per melee
- 12 Critical strike on a roll of 19-20
- 13 +2 to parry/dodge
- 14 +2 to strike
- 15 Death blow on a roll of a natural 20

Hand to Hand Assassin: Taught only to character trained by secret organizations (CIA, Mafia, etc.), this is the specialized science of killing. It includes learning Automatic Parry, Pull Punch, Roll with Punch/Fall, Kick Attack (1D6 damage), Knock-Out/Stun, Critical Strike and Death Blow. It does NOT include the ability to do Jump Kick or Leap Attack.

Hand to Hand Assassin Skill Levels

- Level 1 +2 to strike
- 2 +2 attacks per melee
- 3 +3 to pull/roll with punch/fall
- 4 +4 to damage
- 5 +1 attack per melee

- 6 +3 to parry/dodge
- 7 Knock-Out/stun on a roll of 17-20
- 8 +1 attack per melee
- 9 Kick attack does 1D6 damage
- 10 Critical strike on a roll of 19-20
- 11 +2 to strike
- 12 Death blow on a roll of a natural 20
- 13 +1 attack per melee
- 14 +2 to damage
- 15 +2 to strike

The Martial Arts

Hand to Hand Martial Arts: This is some form of oriental fighting skill (Karate, Kung-Fu, etc.) that teaches advanced hand to hand combat. This includes Automatic Parry, Pull Punch, Roll with Punch/Fall, Kick Attack (1D8 damage), Jump Kick, Knock-Out/Stun, Critical Strike, Death Blow, and Leap Attack. All bonuses are accumulative.

Hand to Hand Martial Arts Skill Levels

- Level 1 +3 to parry/dodge
- 2 +2 attacks per melee
- 3 +4 to pull/roll with punch/fall
- 4 Kick Attack does 1D8 damage
- 5 +3 to strike
- 6 +1 attack per melee
- 7 Knock-Out/stun on a roll of 19-20
- 8 Body throw/flip does 1D6 damage, victim loses initiative and one attack.
- 9 +1 attack per melee
- 10 Critical strike on a roll of 19-20
- 11 +4 to damage
- 12 +2 to parry/dodge
- 13 +1 attack per melee
- 14 Death blow on a roll of natural 20
- 15 +2 to damage

Ninjitsu

Hand to Hand Ninjitsu: (Special). Ninja experts differ from other martial artists in that they are more concerned with avoiding detection and injury than in inflicting damage. This includes Automatic Parry, Pull Punch, Roll with Punch/Fall, Kick Attack (1D6 damage), Jump Kick, Knock-Out/Stun, Critical Strikes, Death Blow and Leap Attack. **Note:** Ninjitsu are required to also take *Acrobatics*, *Climbing*, *Prowl*, and at least one form of *Fencing* using a Ninja weapon.

Hand to Hand Ninjitsu Skill Levels

- Level 1 +3 to pull/roll with punch/fall
- 2 +2 to parry/dodge
- 3 +2 attacks per melee
- 4 +3 to strike
- 5 Body throw/flip does 1D6 damage, victim loses initiative and one attack.
- 6 +1 attack per melee
- 7 Knock-Out/stun on a roll of 18-20
- 8 Critical strike on a roll of 17-20
- 9 +2 to parry/dodge
- 10 Critical strike form behind
- 11 +1 attack per melee
- 12 +2 to pull/roll with punch/fall
- 13 Death blow on a roll of a natural 20
- 14 +5 to damage
- 15 +2 to pull/roll with punch/fall

Recovery From Damage

After a battle, characters who have sustained physical damage must tend to their wounds. The tending of wounds can be administered by fellow characters trained medical personnel or by oneself if the character has first aid skills and is not physically impaired.

First aid type skills include basic and immediate medical treatment such as bandaging and cleaning of wound, stopping of bleeding, and so on, until the character can receive better medical care.

Recovery: non-professional treatment. This is basic first aid type treatment by oneself or non-medically trained and professionally experienced people. This type of treatment may be used if the character does not want to involve the police or hospitals. It is not necessarily inferior treatment, especially for not too serious ailments, but just lacks of the full facilities and expertise of a major medical institution. **Rate of Recovery:** Two hit points per day (24 hours).

Recovery: professional treatment: This is medical treatment from a doctor, clinic or hospital. **Rate of Recovery:** two hit points per day for the first two days, and four hit points per day for each following day until the character has regained all his/her original hit points.

RECOVERY OF S.D.C. POINTS.

Characters naturally recover their S.D.C. at a rate of five (5) per each hour of rest and relaxation. This means that the character must rest or sleep to rebuild his physical body strength. Without rest, the character does NOT regain his S.D.C. points.

About blood loss. When a character is severely hurt, has only 15% of his hit points, and is bleeding, he will soon die of blood loss unless he or she receives immediate medical attention. Even a basic first aid and no or little movement can allow time for the binding of wounds and prevent further blood loss/damage. Without medical aid, the person will continue to lose blood and take **one point (hit point) of damage every minute/4 melee rounds.**

SURVIVING COMA AND DEATH

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

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

COMA LENGTH

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

RECOVERY FROM A COMA

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

RECOVERY RATIO (roll 2 out of 3)

- Treatment from non-professional medical individual, but with medical skills, 1-18%.
Treatment from an intern or nurse (R.N.) 1-32%.
Treatment from a doctor without proper facilities 1-46%.
Treatment from a doctor at a clinic (fair facilities) 1-56%.
Treatment from a hospital 1-66%.
Treatment from a major, large hospital 1-70%.

SIDE-EFFECTS FROM PHYSICAL DAMAGE (S.D.C.)

Roll on this table when 80% or more (all) S.D.C. points are depleted. **Impairment** is temporary, lasting 2-8 days (roll 2D4).

Roll Percentile	Damage	Minuses
1-14	Minor bruises and lacerations .	Spd — 2 — 1 to dodge
15-29	Severely bruised and battered muscles	P.P. - 1 Spd -3
30-44	Damaged (sprain, pulled, cut, etc.) arm or shoulder.	P.P. -3
45-59	Damaged leg or hip .	Spd is 1/2 — 2 to dodge
60-74	Damaged hand and/or wrist	P.P. — 1 P.S. -2
75-89	Head Injury	- 5% on all skills; Spd - 2
90-00	Damaged back or pelvis.	P.E. - 1 P.P. -2 Spd -3

NOTE: None of these effects are permanent nor life threatening. Minuses apply to that one limb. Speed minuses affect the whole body. Remember effects are cumulative; roll each time the character is badly hurt.

Side-Effects from Physical Damage (Hit Points) (Optional)

Roll on this table when 75% to 99% (almost all) hit points are depleted. Impairment is temporary, lasting 1-4 weeks (roll one four-sided die).

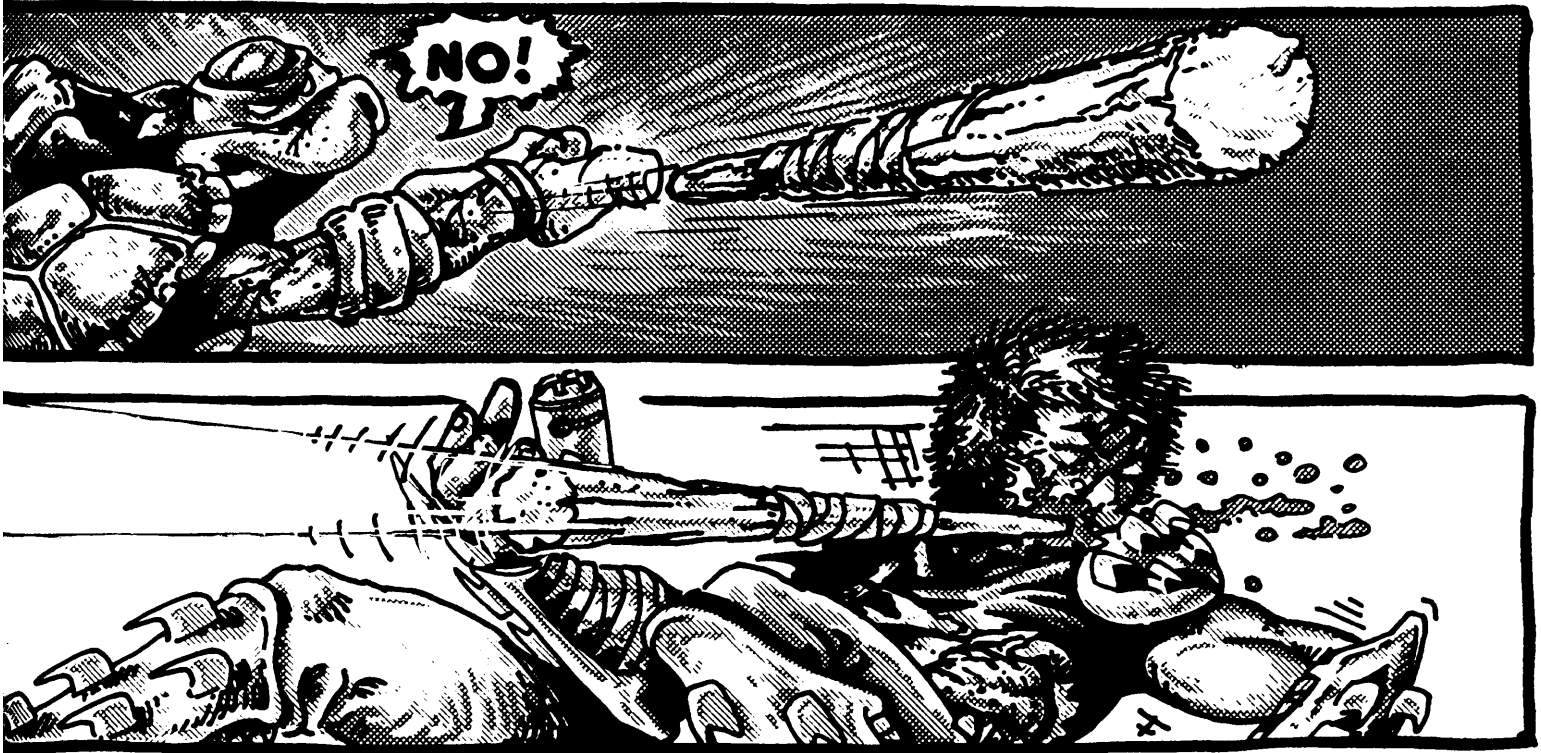
Roll Percentile	Damage	Minuses
1-10	Severely battered and bruised	Spd - 2 — 3 to dodge
11-20	Torn arm muscle	P.P. — 3 P.S. -2
21 -29	Torn leg muscle	Spd is 1/2 — 2 to dodge
30-39	Fractured bone: arm	P.P. -2 P.S. -3
40-49	Fractured bone: leg	Spd is 1/2 — 4 to dodge
50-59	Fractured bone: ribs or pelvis	P.E. -2 Spd is 1/2
60-69	Broken bone: arm	P.P. is 1/2 P.S. is 1/2
70-79	Broken bone: leg	Spd is 1/3 — 6 to dodge
80-89	Broken bone: ribs	P.E. -3 P.P. - 1 Spd -3
90-00	Severe Concussion	— 8 on all skills, Spd --3

OPTIONAL RECOVERY SIDE-EFFECTS

FROM SEVERE DAMAGE/NEAR DEATH (hit points)

Roll on this table when a character has lost all of his/her hit points and has been near death (coma). Impairment is permanent as a result of the grave physical damage. **NOTE:** This is not a mandatory table, but is left up to the game master's discretion.

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



Weapons

Weapons and Combat

NOTES ON ANCIENT WEAPON PROFICIENCIES

Archery: Learning Weapon Proficiency in different kind of bows and arrows or crossbows. See W.P. Tables in the Combat Section for details.

Rate Of Fire (R.F.): This indicates the number of arrows that can be fired per melee round regardless of how many attacks per melee the character may have. **For example,** somebody with 2nd level W.P. in Bow who has 5 attacks per melee round can still fire only 3 arrows per melee round. Crossbow rate of fire assumes that the character has at least a Physical Strength (P.S.) of 14 to reload the crossbow one-handed. Weaker characters need a full melee round to reload a crossbow.

Strike Bonus: This is the number to be added to the character's regular bonus to strike. For example, if you have a P.P. of 22 (strike bonus of +4) and a W.P. level of 4th with staff (+2 to strike), then you would attack with a bonus of +6.

Throwing Miscellaneous Objects: Any small object, such as rocks, bottles, knives or grenades (with or without pulling the pin), can be used as projectile weapons. Effective range is 60 feet; beyond that, the object can be thrown up to 120 feet, but at a -4 to strike.

Strong characters can add 4 feet to the effective range and 10 feet to the maximum range for each P.S. point above 14.

Weapon Replicas: Often ancient weapons are offered for sale in various catalogs and novelty shops. But the "Medieval Battle Axe" for \$19.99 and the "Authentic Samurai Sword" for \$49.99 are not real weapons. Assume this kind of item has a S.D.C. of 40 or less and takes full damage during parries.

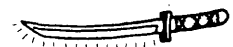
Weapon Proficiencies: See Skill Descriptions.

Ancient Weapons

ANCIENT WEAPON DESCRIPTIONS

Aikuchi/Tanto

These are curved Japanese daggers. The Tanto has a hilt, the Aikuchi does not. This weapon can also be thrown. Cost varies according to quality and beauty, from \$20 to \$1,000. **Damage: 1D4.**





Bisento

* This spear features a broad, curved blade and is large enough to be considered a kind of pole arm. Must be imported from Japan. **Cost:** \$600. **Damage:** 2D6.

Blow Gun

The blow gun is a favorite weapon of the ninja. Use the W.P. table for Bow, but purchase as a separate skill. Effective range is no more than 50 feet. **Cost:** \$20. **Damage:** The dart itself does no damage in itself, however, it is usually coated with poison or drugs.

Bo Staff

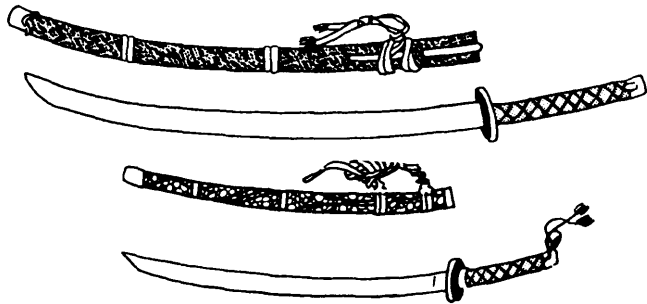
Although staff weapons have appeared in virtually every culture worldwide, the techniques of their use were probably most advanced in the martial arts schools of samurai Japan. The size of the Bo Staff should be about a foot taller than the height of its owner. **Cost:** \$120. **Damage:** 1D8

Bows

Ninjas favored a short, none too powerful, bow that could be disassembled and easily hidden. A separate skill learned by the ninja is that of the Samurai Long Bow, probably the most powerful weapon of its type in the world. Effective range for the ninja bow is 400 feet, for the samurai bow it is 800 feet. **Cost:** \$500 for the ninja bow, \$1,000 (or more) for a high quality samurai bow. Modern commercial hunting bows cost: \$200. **Damage:** 1D8 Ninja bow, 2D6 Samurai bow, 1D10 Modern bow.

Crossbows

Crossbows are now commonly available by mail order in the U.S. **Cost:** \$300 for heavy crossbow, \$150 for pistol style crossbow. **Damage:** 2D6 for heavy, two handed crossbow, 1D10 for 40 pound, pistol style crossbow.

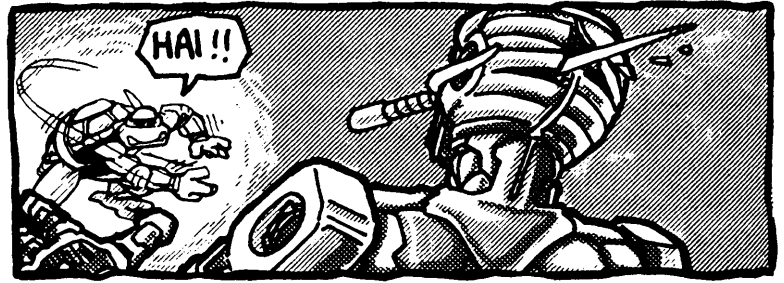
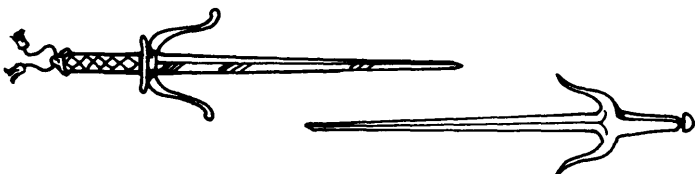


Daisho

Literally, "the long and the short." This is the traditional Japanese weapon made up of a Wakizashi and a Katana which can be used as paired weapons. Using both of these weapons together is a separate skill.

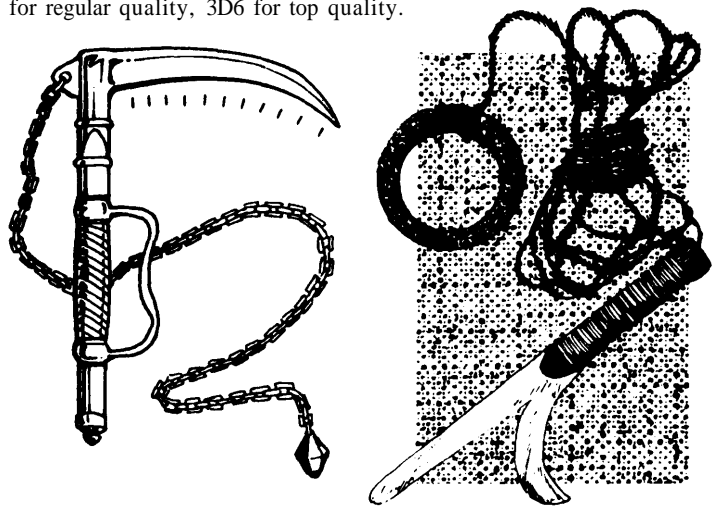
Jitte or Sai (Paired Weapons)

These weapons look like oversize, three-pronged forks and are generally designed to be used as a pair, one in each hand. There are excellent for countering the massive attack force of the samurai sword blade. A skilled user can entangle an opponent with one hand and attack with the other. **Cost:** \$50/pair. **Damage:** 1D6.



Katana

This is the primary weapon of the Samurai warrior, a long sword up to 3 feet in length. There is an enormous difference in the quality of these weapons. **Costs** for manufactured versions could be as little as \$300. A top quality sword could cost at least \$5,000. **Damage:** 2D6 for regular quality, 3D6 for top quality.

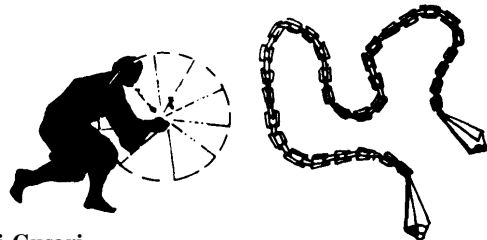


Kusari-Gama/Kyoketsu-Shogi

The combination of a chain with a weight on one end and a sickle weapon on the other is another ninja favorite. The Kyoketsu-Shogi is made with rope and has an iron ring on one end and a double blade on the other. With both weapons, one end can be used for an entangle while the other is still available for striking. It is usually used as a climbing device, but doubles as a somewhat less damaging Kusari-Gama. Neither of these weapons can be used by anyone not trained in Hand to Hand Martial Arts, Assassin or Ninjitsu. **The Kyoketsu-Shogi costs \$100, the Kusari-Gama is \$300. Damage:** 1D8 for the Kyoketsu-Shogi, 1D10 for the Kusari-Gama.

Kawanga

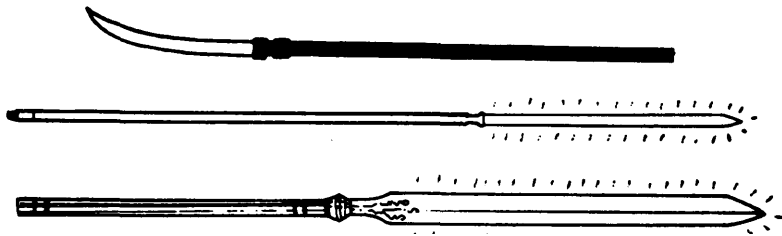
Ninja combination of a rope and grapple used for climbing or fighting. This is a separate chain weapon. **Cost:** \$50. **Damage:** 1D8.



Manriki-Gusari

Chain weapon with solid, blunt weights on each end. It can be used like a Kusari-Gama, entangling with one end, striking with the other. This is a weapon that is easy to disassemble and conceal. It's also easy to make a Manriki-Gusari from a length of chain and lead weights

found in any hardware store. **Cost:** \$30. **Damage:** 1D8.



Naginata/Yari

Naginata have curved blades and Yari have straight blades. Otherwise, both of these weapons are alike and used as spears. They are very difficult to conceal. **Cost:** \$150. **Damage:** 1D8.

No-Dachi

This huge two-handed sword does much more damage than most weapons in its class. 5 to 6 feet long and carried on the back, weapon is pulled from the scabbard over the shoulder. It also requires a separate W.P. skill in No-Dachi. **Cost:** \$750 and up. **Damage:** 3D6.

Nunchaku

Nunchaku (usually called "Numchuks") can be used as a paired weapon for striking. But one of the main advantages of Nunchaku is for entangle and this can only be done if one weapon is used with two hands. **Cost:** \$30 each. **Damage:** 1D8.

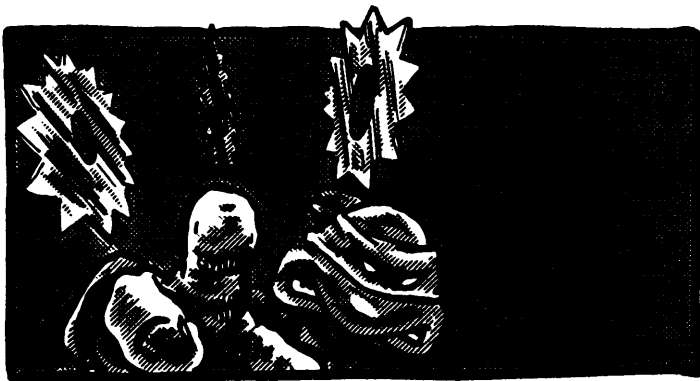
Sa Tjat Koen



This Malaysian weapon looks like Nunchaku with a second chain and third handle attached. Can be used to entangle, like nunchaku. It takes a separate W.P. skill to use the Sa Tjat Koen. Can not be used as a paired weapon. **Cost:** \$150. **Damage:** 1D10.

Shikomi-Zue

Ninja commonly disguised themselves as blind men and carried this hollow bamboo staff with a concealed blade. The blade is spring loaded, and release is controlled with a trigger stud that can be pressed or turned. Weapon can be used as a somewhat fragile (S.D.C. 50) Bo Staff or as a spear. **Cost:** \$150. **Damage:** 1D8.



Shuriken

The famous "throwing stars" of the ninja were not designed for deadly effect so much as for their ease of concealment and usefulness in discouraging an opponent's pursuit. Throwing knives require a different technique than shuriken. Players who want to throw knives and shuriken should get two different skills. **Cost:** High quality shuriken are \$5.00 each, high quality throwing knives are \$3.00 each. **Damage:** 1D4.

Wakizashi

This is the short sword favored by the samurai. The ninja short sword has a straighter blade, but it is otherwise just like a wakizashi. **Cost** varies according to the quality (see Katana for prices). **Damage:** 1D8 for regular quality, 2D6 for top quality.



NINJA EQUIPMENT

The Ninja have developed a number of specialized tools and weapons to aid their missions. See the Combat Section for Ninja Weapons. These weapons are often provided by Ninja organizations or built by the Ninja himself. Ninja equipment is generally not commonly available to the public.



Climbing Claws: Also called Tekagi or Shuko. There is usually a metal or leather band that wraps around the palm between the thumb and fingers. The inside surface has from two to six spikes that are helpful in climbing wood and stone surfaces. Adds +15% to climbing skills. **Cost:** \$85/pair.

Climbing Spikes: These are spiked claws that are attached to the soles of the feet for climbing. Note that normal walking or running is impossible while wearing these. Add +15% to climbing skill. **Cost:** \$45/pair.

Eggshell Bomb: This is an eggshell filled with pepper, metal shavings and other secret substances. When tossed, it will shatter and a small cloud of blinding, irritating smoke will come out. Does no damage, but all victims must save against poison gas. **Cost:** \$5.00 each. Blinded victims are — 6 to strike, parry and dodge.

Ippon-Sugi Nobori: A special tool used ONLY for climbing trees and telephone poles. A short length of spike-studded wood with ropes attached to each end. This is used much like a lumberjack's or lineman's leather climbing belt. Add +24% to climbing skill. **Cost:** \$25.

Ninja Emergency Kit: This is an assortment of items that a Ninja might need in case of trouble. Ninja will keep several of these kits hidden in various places. Included in a small cloth bag would be a Kyoketsu-Shogi (see Combat Section), 6 Shuriken, 12 Caltrops, a 3 foot towel, a small cooking pot, paper and pencil, matches, first aid kit (bandages, disinfectant, small scissors, painkiller), lockpicks, spare clothing, and an eggshell filled with blinding powder. Enough rice, soybean curd and tea would be included for 7 days of tight rations. **Cost:** \$120.

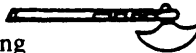

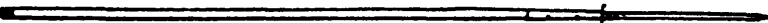
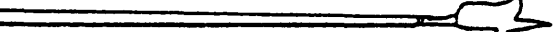
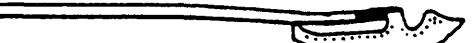
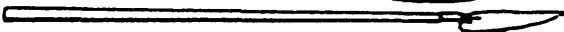
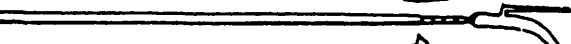

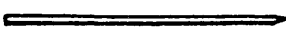


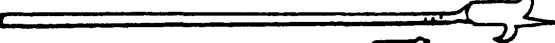
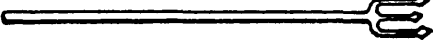
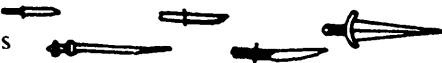
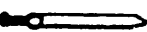

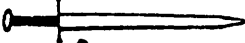




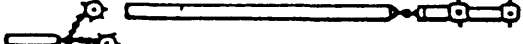

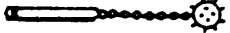


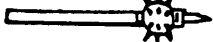
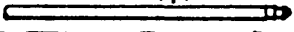
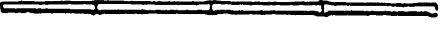



Ninja Clothing: Comes completely black for concealment in darkness or **completely** white for snow. Consists of jacket, hakama (pants), tabi (socks), and belt. Leggins, separate sleeves fitted from elbow to back of hand, and a groin protector and a body protector are made of quilted padding. There are numerous pockets and compartments used to conceal shuriken, garrotes, caltrops, lock picks and other Ninja items. **Cost:** \$600.

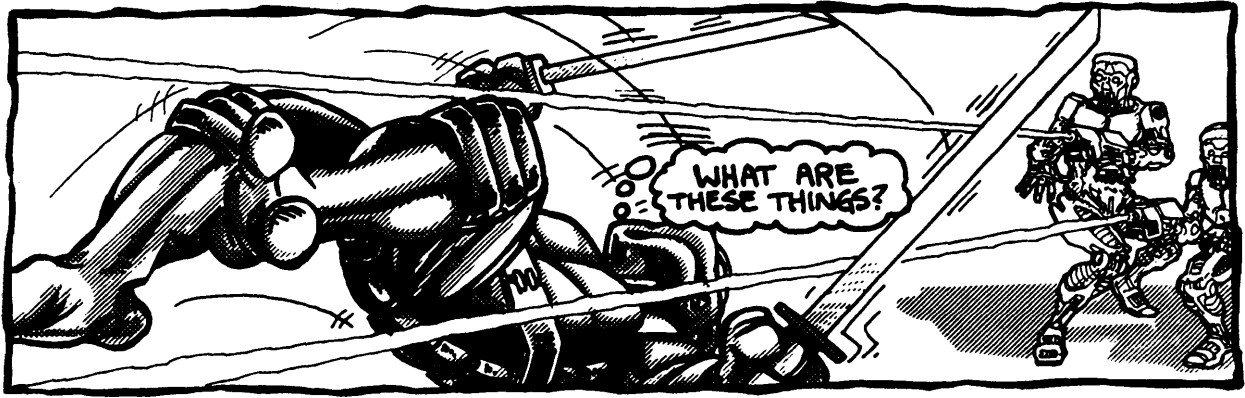
Rope and Chain: Available in just about any hardware store. Modern rope and chain is usually well tested and reinforced. **Cost** varies according to thickness and tensile strength. An average cost for chain would be about \$1.00 per foot, and about \$.25 per foot for rope.

Rope Ladder: This Ninja rope ladder has loops knotted into it every two feet or so (depending on the height of the owner). There is a 3 pound weight attached to the bottom end. The top end is often tied to a grappling hook. This item is easy to use and easy to conceal. **Cost:** \$.75/foot.

Tetsubishi: Ninja caltrops come in a variety of styles. All are designed so that metal barbs will point upwards no matter how they land on the floor. Damage is rarely more than 1 point, but someone with a caltrop in their foot isn't likely to continue walking until they pull it out. **Cost:** \$1.00 each.

ANCIENT WEAPONS

Type	2-Handed	Avg. Length	Avg. Weight	Damage	Avg. Cost
AXES					
Axe, Battle 	no	.8m/2.75ft	2.0kg/4.61b	2-12	\$240
Axe, Throwing 	no	.4m/ 1.25ft	1.4kg/3.01b	1-6	\$100
POLE ARMS					
Awl Pike 	yes	3.2m/10ft	2.7kg/6.01b	2-12	\$445
Beaked Axe 	yes	2.3m/7.5ft	2.3kg/5.01b	2-12	\$540
Berdiche 	yes	2.1m/7.0ft	3.2kg/7.01b	2-12	\$550
Glaive 	yes	2.3m/7.5ft	2.7kg/6.01b	2-12	\$540
Guisarme 	yes	2.5m/7.25ft	2.7kg/6.01b	2-12	\$550
Halberd 	yes	2.2m/7.25ft	2.3kg/5.01b	3-18	\$660
SPEARS					
Short Spear 	no	1.2-1.8m/4-6ft	1.8kg/4.01b	1-6	\$130
Long Spear 	yes	2.1-3.0m/7-10ft	2.9kg/6.51b	1-8	\$180
Javelin 	no	2.1m/7.0ft	1.8kg/4.01b	1-6	\$180
Beaked Axe 	no	1.4m/4.5ft	2.3kg/5.01b	1-8	\$430
Trident 	yes	1.5m/5.0ft	1.8kg/4.01b	1-8	\$240
KNIVES					
Daggers and Knives 	no	.2-.5m/10-20in.	.5kg/1.01b	1-6	\$30-100
SHORT SWORDS					
Short Sword 	no	.7m/2.5ft	1.4kg/3.01b	1-6	\$240
Sabre 	no	.6m/2.0ft	1.4kg/3.01b	1-6	\$230
LARGE SWORDS					
Bastard 	yes	1.0m/3.75ft	2.1kg/4.51b	1-8 + 2	\$45tr
Broadsword 	no	.9m/3.0ft	1.6kg/3.51b	1-8	\$340
Claymore 	yes	1.2m/4.0ft	2.9kg—6.51b	2-12	\$560
Flamberge 	yes	1.3m/4.25ft	3.4kg/7.51b	3-18	\$670
BALL and CHAIN					
Ball and Chain 	no	.9m/3.0ft	2.1kg/4.51b	1-8	\$250
Flail 	yes	1.6m/5.25ft	2.5kg/5.51b	2-12	\$355
Goupillon Flail 	yes	.5m/2.0ft	2.1kg/4.51b	3-18	\$460
Mace and Chain 	no	.9m/3.0ft	2.1kg/4.51b	2-12	\$280
Nunchaku 	yes	.8m/2.75ft	1.1 kg/2.51b	1-8	\$30
BLUNT WEAPONS					
Mace 	no	.6m/2.0ft	1.4kg/3.01b	1-8	\$240
Morning Star 	no	.8m/2.75ft	1.0kg/2.51b	1-8	\$240
Short 	no	1.2-1.8m/4-6ft	1.4kg/3.01b	1-6	\$120
Long 	yes	1.9-2.7m/7-9ft	2.3kg/5.01b	1-8	\$125
Bo Staff 	yes	2.8m/9.5ft	1.4kg/3.01b	1-8	\$140
Quarterstaff 	yes	1.8m/6.0ft	1.5kg/3.51b	1-8	\$130
Iron Staff 	yes	1.8-2.1m/6-7ft	3.2kg/71b	1-8-1-2	\$245



MODERN WEAPON PROFICIENCIES

The system for modern weapons presented here is very different from the *original Heroes Unlimited* rules or those found in the original *Teenage Mutant Ninja Turtles RPG*. While I feel these rules play much more quickly and cleanly, the original rules are probably a little more realistic. Game masters and players can use *either* modern weapon combat systems without fear of disrupting the playability of either game. Players of the *Robotech RPG* will instantly recognize these rules. Ironically, these new rules were originally developed for the "*Revised*" *Heroes Unlimited RPG* (and saw print in a special promotional pamphlet in the summer of 1986), but appeared in the *Robotech RPG* first because they were already done and ready for publication.

The following rules *can* be applied to all of *Palladium Books*® role-playing games.

Weapon Proficiencies (W.P.) are areas of training and practiced skill with a particular type of weapon, such as revolver or sub-machinegun. This skill provides special bonuses to strike when using that weapon. Do not add this strike bonus to your character's hand to hand or combat skill bonuses to strike.

Weapon Proficiencies provide the following bonuses:

Aimed: +3 to strike.

Burst: -1-1 to strike.

Wild: No bonus or penalty.

Training also enables the character to easily reload, disassemble, unjam, clean and otherwise maintain the weapon. **Recognizes weapon quality** — 30% at level one and +6% per each additional level of experience. **Add a bonus** of +1 to strike for every THREE levels of experience beyond level one. When firing a weapon, there are three main modes or categories of attack: *aimed, burst or wild*.

AIMED

An **aimed shot** means a person takes the time to carefully aim and squeeze off one well placed shot. Each individual shot takes one full attack. Thus, if a character has four attacks per melee he/she can shoot FOUR aimed shots. This applies to all weapons. Roll to strike for each shot.

Bonus to Strike is +4 with a revolver or + 3 for all others.

BURST

A **burst** is the shooting of several rounds, one immediately after another. Aim is more hasty and the recoil moves the weapon with each shot, reducing the accuracy. *Semiautomatic/automatic weapons, machineguns and sub-machineguns*, are designed for burst firing. The concept is that, while accuracy is reduced, the odds of hitting one's target with multiple rounds is increased because more shots are fired. **Bonus to Strike** is -1 with all weapons.

Note: Roll to strike once to see if the entire burst hits. Do not roll for each individual bullet. If the burst misses its target, then all the rounds in that burst miss.

BURSTS OR SPRAYS FROM AUTOMATIC WEAPONS AND SUB-MACHINE GUNS

Short bursts fire 20% of the entire magazine; i.e., 30 round magazine — 6 rounds/bullets are fired. **Damage:** Roll the normal damage dice for ONE round x 2. Uses up one attack. Can be fired at only one target.

Long burst fires 50% of the entire magazine; i.e., 30 round magazine — 15 rounds/bullets are fired. **Damage:** Roll the normal damage dice for ONE round x 5. Uses up one attack. Can be fired at only one target.

Entire magazine: Shooting off the entire clip/magazine within a melee round is possible. 100% of the rounds are fired. **Damage:** Roll the normal damage dice for ONE round x 10. Uses up *two* attacks that melee. Can be fired at only one target. Machineguns are the only exception to this rule.

Spray: Shooting a burst at several targets at once is possible, but is the same as shooting wild. You must fire a *long burst or an entire magazine* in order to spray. See shooting wild.

SHOOTING WILD

Shooting wild occurs when a trained character shoots without taking time to aim. This usually applies when the person is blinded, angry, running, rolling, leaping, shooting from a moving vehicle, etc.

Bonus to Strike: With a W.P. there is no bonus or penalty, with no W.P. the person strikes at —6. Long bursts or the entire magazine must be fired. Counts as two attacks. Can be fired at one target or in a spray. **Damage for shooting wild at one target:** Roll normal damage dice for ONE round x 2. Roll once to strike with the wild burst. **Hitting an innocent bystander** is a real possibility when shooting wild; 20% chance. Roll for each wild burst fired. **Damage** is the normal damage from one round (a wild shot).

Spraying an area with bullets can be dangerous and is considered to be shooting wild. The object of a spray is to hit several targets simultaneously. **First**, roll once to determine if you strike the target area; 1D20; 5 or higher strikes as usual. Then roll 1D4 to determine how many individual targets are struck within the target area. However, each target gets a roll to dodge to avoid getting shot. **Damage** is the normal damage from one round. **Hitting an innocent bystander** is even more likely; 50% chance. Damage is from one round (wild shot).

Bursts or Sprays from a machinegun are different only in the number of rounds fired, targets struck, and chance of hitting a bystander. Machineguns have a much greater ammunition capacity, so it does not have to use the same percentage of their entire clip.

Short burst/one target: 10% of rounds/magazine; inflicts normal round damage x2. Counts as one attack.

Short burst spray: 10% of rounds/magazine; inflicts normal damage from ONE round, hits 1D4 targets.

Long burst/one target: 30% of rounds/magazine; inflicts normal damage x5. Counts as one attack.

Long burst spray: 30% of rounds/magazine; inflicts normal damage from ONE round, hits 1D8 targets. Counts as one attack.

Empty the entire magazine/one target: All rounds fired; inflicts normal round damage x 20. Counts as all melee attacks/one full melee.

Empty the entire magazine in a spray: All rounds fired; inflicts normal round damage x2, hits 2D8 targets. Counts as ALL melee attacks/one full melee. Chance of hitting an innocent bystander is 70%.

A Special Note About Shotguns

Shotguns can fire once or twice per melee (double-barreled). It can fire both rounds simultaneously or one at a time. Buckshot scatters, and will strike the specific target plus 1D4 others within its blast area (approximately a 15ft/4.6m area).

NATURAL ENERGY BLASTS

Super characters whose power enables them to emit energy blasts, whether it be fire, electricity, or other forms of energy, can use their energy attack as often as their combined hand to hand attacks allow. **For Example:** All heroes automatically get at least TWO attacks per melee, combined with the two from Hand to Hand: Expert, it gives you a total of four. If your character has FOUR attacks, he/she can fire energy blasts as often as FOUR times per melee (15 seconds). If the character has five or six hand to hand attacks, five or six blasts can be fired. As always, the types of attacks can be combined.



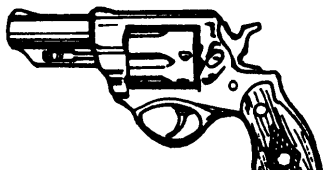
MODERN WEAPON DESCRIPTIONS

The list below is not meant to be comprehensive. It does, however, cover all the typical weapons found in the hands of common citizens, police, criminals, terrorists and military forces the world over. For more detailed information on a variety of modern weapons consult **Heroes Unlimited** or, better yet, **The Palladium Book of Contemporary Weapons**.

REVOLVERS

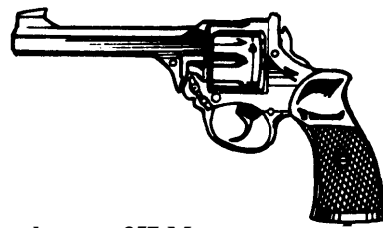
.22 or .25 Revolver

Made by a variety of manufacturers, this is the kind of "Saturday Night Special" most commonly sold in the U.S. Commonly used for protection or for committing crimes. Generally, they have 6 or 8 shots, are lightweight (roughly 1 pound), and have a limited effective range. **Cost:** from \$50 to \$500. **Damage:** 1D6/round.



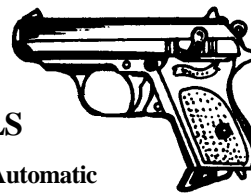
.38 Service-Six Ruger Revolver

A standard police officer's sidearm. Roughly the same as all .38 specials. **Cartridge:** .38 special, **feed:** 6 chamber side-loading cylinder, **weight:** just under 2 pounds, **effective range:** 150ft. **Cost:** \$250. **Damage:** 2D6/round, there is also a .38 + power round that does 3D6/round.



Barracuda FN Revolver — .357 Magnum

Used by some police officers, government agents and heavily armed criminals. **Cartridge:** .357 magnum, **feed:** 6 round cylinder, **weight:** slightly over 2 pounds, **effective range:** 150 feet. **Cost:** \$500. **Damage:** 4D6/round.



AUTOMATIC PISTOLS

7.65 mm PP Walther — 7.65 Automatic

This is typical of the kind of small automatic pistol used for protection and criminal activities. Consider the Walther as top of the line, other models are even cheaper. **Cartridge:** 7.65mm short, **feed:** 8 round detachable magazine, **weight:** 1½ pounds, **effective range:** 120 feet. **Cost:** \$600. **Damage:** 2D6/round.

Browning GP 35 — 9mm Automatic

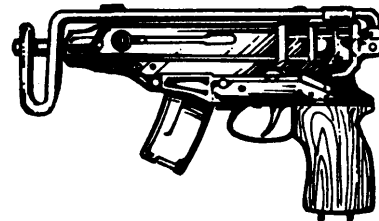
Used as a sidearm by many military force's personnel, terrorists and well equipped criminals. **Cartridge:** 9mm, **feed:** 43 round magazine, **weight:** just under 2 pounds, **effective range:** 120 feet. **Cost:** \$600. **Damage:** 2D6/round.



.45 Model 15 General Officers — .45 Automatic

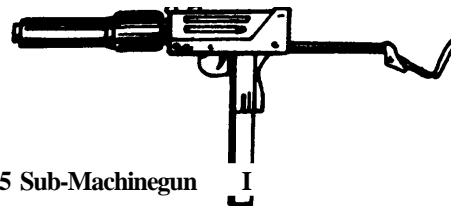
Formerly, the standard sidearm of the U.S. military, now found commonly throughout the world. This is the ideal weapon for trench warfare, where accuracy is not as important as knock down power. **Cartridge:** .45 ACP, **feed:** 7 round magazine, **weight:** just over 2 pounds, **effective range:** 135 feet. **Cost:** \$400. **Damage:** 4D6/round.

SUB-MACHINEGUNS



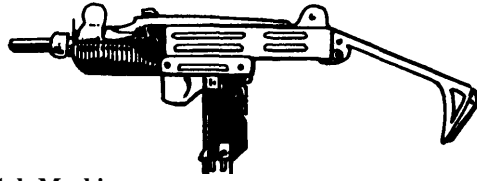
7.65mm Model 61 Skorpion — 7.65mm Sub-Machinegun

This is the kind of high rate of fire, easy to hide weapon favored by terrorists. **Cartridge:** 7.65mm or .32 ACP, **feed:** 10 or 20 round magazine, **weight:** 3 1/2 pounds, **effective range:** 150 feet. **Cost:** \$1300. **Damage:** 1D8/round.



Ingram Model 10 — .45 Sub-Machinegun

A particularly high-powered sub-machinegun. Used by the U.S. government security agencies. **Cartridge:** .45 ACP, **feed:** 30 round magazine, **weight:** 6¼ pounds, **effective range:** 600 feet. **Cost:** \$700. **Damage:** 4D6/round.



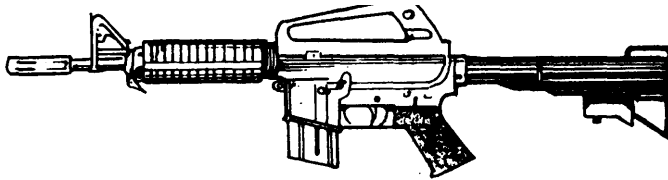
9mm Uzi — 9mm Sub-Machinegun

Almost all international sub-machineguns have the same attributes as the Uzi. Very common with foreign police forces, government security forces and terrorists. **Cartridge:** 9mm, **feed:** 25 or 30 round magazine, **weight:** 7 1/2 pounds, **effective range:** 600 feet. **Cost:** \$1,050. **Damage:** 2D6/round.

RIFLES

30-06 Hunting Rifles

There are dozens of different models of hunting rifles. Most have optional telescopic sights and multiple-shot clip magazines. Weight and range varies. **Cost** depends on quality, anywhere from \$200 on up. **Damage:** 5D6/round.



5.56mm M16A1 — 5.56 Assault Rifle

This is typical of the new, lighter weight, more reliable rifle being issued to all modern armies. **Cartridge:** 5.56mm, **feed:** 20 or 30 round magazine, **weight:** 6 1/2 pounds, **effective range:** 1200 feet. **Cost:** \$700. **Damage:** 4D6/round.



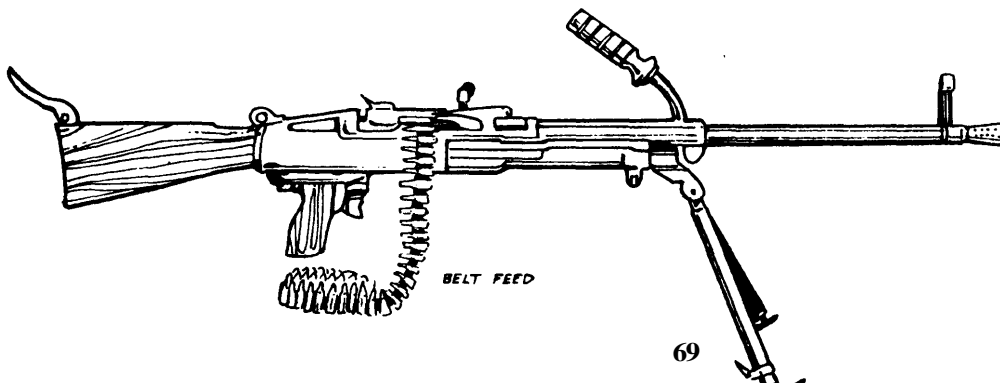
7.62mm AK-47 — Russian Assault Rifle

The AK-47 can be found in virtually any terrorist or revolutionary camp anywhere in the world. **Cartridge:** 7.62mm, **feed:** 30 round magazine, **weight:** 9 1/2 pounds, **effective range:** 900 feet. **Cost:** \$1500. **Damage:** 4D6/round.

MACHINEGUNS

.30mm, 5.62mm and 7.62mm Calibre Light Machineguns

These are the most common kind of light machineguns found in military forces the world over. Unless the weapon is mounted on a tripod (no matter how strong the character), skill level will always be

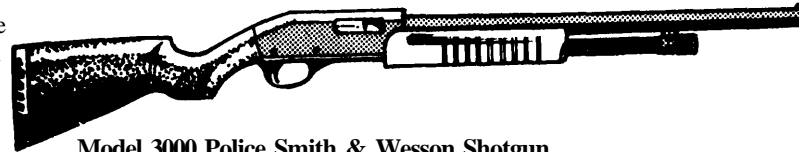


Wild - Level 1. **Cartridge:** .30, 5.62mm and 7.62mm in 100, 200 and 250 round belts. **Weight:** 15 to 25 pounds, **effective range:** 3000 feet, **rate of fire:** can empty the weapon in two melee rounds. **Cost:** \$2,000 and up (most illegal). **Damage:** 5D6/round.

.5 and 14.5mm Heavy Machineguns

These are commonly found mounted on armored military vehicles. As with their lighter cousins, the heavy machineguns are usually found only in military units. Accuracy is poor because they are meant for use against large vehicles or massed soldiers. On the other hand, they will punch right through armor or engine blocks. **Cartridge:** .50 and 14.5mm belts of varying sizes. **Weight:** 30 to 100 pounds, **effective range:** 3000 feet. **Cost:** \$5,000 and up (highly illegal). **Damage:** 7D6/round.

SHOTGUNS



Model 3000 Police Smith & Wesson Shotgun

This is fairly typical of pump action shotguns used by police for riot control. **Calibre:** 12 gauge, **feed:** single shot (pump action), **weight:** under 7 pounds. **Cost:** \$900, prices for lower priced models could be as little as \$350. **Damage:** Buckshot does 4D6/round, Solid slug does 5D6/round.

ENERGY WEAPONS

Lasers, Ion Blasters and Plasma Generators

Typically these have from 2-12 charges built in or available on interchangeable energy clips. Weights are usually fairly light (although the energy packs may be extremely heavy) and the weapons are usually fragile. Penetration is usually not as good as with standard projectile weapons. Effective range is rarely greater than 150 feet. Not commercially available, usually built as experiments by secret organizations. For more information on this kind of weapon see **the Revised Heroes Unlimited**. **Damage:** 2D6 for Mini-Laser, 4D6 for Laser Pistol, 6D6 for Laser Rifle, 5D6 for Ion Blaster Pistol, 7D6 for Ion Blaster Rifle, and anywhere from 6D6 to 12D6 for Plasma Generators.

EQUIPMENT

Contraband: No matter how illegal, it's always possible to buy contraband if you're willing to pay enough. Animal characters can buy contraband like lock picks, explosives, and automatic weapons for three times the prices listed. Characters supplied by Secret Organizations can get Contraband for the listed prices.

Scavenging: Characters who live on the fringes of human society must gather up their equipment from junk yards, trash and scrap. Getting equipment in this way costs only half the usual price. Scavenged equipment is also inferior quality and is often subject to breakage. *Each time* a piece of scavenged equipment is used there is a 14% chance that it will break. Characters with the right skills can attempt to fix broken items at their normal level of proficiency. Scavenged equipment costs only 1/2 the listed prices.

NOTE: Additional weapons & equipment can be found in the pages of **Heroes Unlimited** and **Ninjas & Superspies**.

Surveillance Equipment

Listening (bugging) Devices: Average range 600ft

Tie Clasp: Microphone, Cost: \$15.00

Electric Condenser Lavalier Mic.: Can be hung around neck or attached to cloth. Battery operated or plugged in. Cost: \$50.00

Broadcast Quality Tie Tack: Cost: \$160.00

Keyhole and Tube Mics.: Mics with long hollow tubes, either stiff or flexible, which can be placed in cracks, mounted on walls, or placed in keyholes. Cost: \$170.00

Contact Mics.: Translates vibrations into sound (requires sounding board i.e. wall, window or device) Cost: \$250.00

Vibration Pocket Detector: Cost: \$600.00

Low Frequency Converter: Cost: \$500.00

Frequency Equalizer: (controls cut off of certain frequencies and boosts others). Cost: \$190.00

Test Transmitter: Cost: \$65.00

Additional Transducer: Cost: \$75.00

Telephone Induction Unit: Cost: \$65.00

Sound Amplifier: Cost: \$50.00

Sound Amplifier (high quality): Cost: \$250.00

Commercial Wireless Mic.: (entertainment) Cost: \$50.00 to \$100.00

Compact Commercial Wireless Mic.: (size of pack of cigarettes) Cost: \$70.00 to \$150.00

Special Bugs come in a variety of sizes from postage stamp to martini olive type complete with mic, transmitter and amplifier. Average range: 60 feet. Cost: \$400.00

Room Bug that taps into the wall current (needs capacitor) Range: 1200ft, Cost: \$100.00 (homemade) or police version \$500.00

Transmitters (typical) \$200.00

Transmitter (quality crystal) \$500.00

Bug Detectors

Field Strength Meter: Picks-up radio signals and registers them. Cost: \$350.00

Broadband Receiver, causes a feedback and makes a howl when near a transmitter. Cost: \$425.00

Telephone Bugs

Drop in Cartridge: Battery powered, fits in the telephone receiver. Cost: \$320.00.

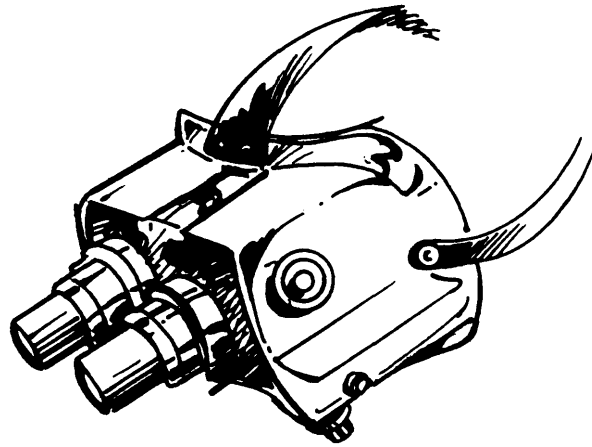
Room Bug Mini-Transmitter: Looks like a telephone jack, battery operated. Cost: \$240.00

Telephone Line Transmitter: Taps right into telephone line and power (needs no batteries, will run indefinitely). A little larger box than the mini-transmitter. Cost: \$250.00

Bumper Beeper: Attaches to automobiles bumper, via magnetized clip. The antenna can be permanently mounted or detachable. Transmits a signal that can be followed up to five miles away (battery powered). The receiver picks up and can locate the beeper by the intensity/strength of the signal. Cost (includes receiver): \$1,100.00

Dash Beeper: Is identical in operation/function as the bumper beeper but can be concealed in the dash board inside the car. Cost: \$1200.00

Mini (spy) Beeper: Same basic function but these device are about the size of a half dollar and half an inch thick. They can be slipped into pockets, briefcases, bags, purses, vehicles (although will rattle around), etc. The range is a little shorter with about a two mile maximum radius.



AN EXAMPLE OF NIGHTVISION GOGGLES

GOGGLES AND BINOCULARS

Night Sight or night vision optic systems are image intensifiers (passive; emits no light of its own) relying on ambient light which is electronically amplified to give a visible picture. Range: 400 meters or 1600 feet. Average weight: goggles: 1½ lbs, rifle sight: 4 lbs, tripod mounted: 30 lbs.

Infrared Optic Systems rely on a source of infrared light, usually a pencil thin beam of light, projected from the sight or goggle to illuminate its target. The narrowness of the beam severely limits the scope of one's view to a small area (about 6 square feet) making surveying an area a problem. Another draw back is that the infra red light beam is clearly visible to another infrared optic system, giving away the operator's position. Range: 300 meters or 1200 feet.

Binoculars and Telescopic sights magnify an image area through a system of lenses.

Thermo-imager or Heat Sensors allow the infrared radiation of warm objects to be converted into a visible image.

Electrically cooled and can be run from batteries of nickel cadmium (rechargeable) with a running life of eight hours. Sees in darkness, shadows and through smoke.

<u>Nightsights (range 1600 ft)</u>	<u>Cost</u>
Goggles	\$9,000.00
Binoculars	\$7,500.00
Monocular Eye Piece	\$5,600.00
Weapon Sight	\$2,000.00
Pocket Night Viewer (800 ft range)	\$3,900.00
Large Tri-Pod Mount	\$18,000.00

<u>Infrared (range 1200 ft)</u>	<u>Cost</u>
Goggles	\$6,800.00
Binoculars	\$4,700.00
Monocular Eye Piece	\$2,200.00
Weapon Sight	\$1,200.00

<u>Thermo-Imager (range 1600ft)</u>	<u>Cost</u>
Goggles	\$32,000.00
Binoculars	\$28,000.00
Monocular Eye Piece	\$24,000.00
Weapon Sight	\$20,000.00

<u>Binocular and Telescopic Sights</u>	<u>Cost</u>
Binocular (2000ft), Best Magnification	\$1,600.00
Binocular (1600ft), Medium Magnification	\$1,000.00
Binocular (1600ft), Low Magnification	\$600.00
Weapon Sight, Best Magnification	\$800.00
Weapon Sight, Medium Magnification	\$400.00
Weapon Sight, Low Magnification	\$230.00

DETECTION EQUIPMENT

Portable Explosives Detector: Responds to vapor from explosives such as dynamite, gelignite, T.N.T., and others. An alarm lamp lights up when an explosive is detected. Cost: \$1,900.00, Range: 3½ feet.

Letter Bomb Detector: An electronic instrument that examines letters in minutes with an audio alarm that sounds when electrically conductive material is detected. Cost: \$700.00

Radar Signal Detector (military): This is a mini-radar receiver that can fit in one hand. Small, light weight, easy to conceal. Recently developed for the U.S. Army. Cost: \$3,000.00, Range: 80 feet (effective range), 4 miles maximum

Commercial Radar Detector: Also known as the "Fuzz Buster" because of use in detecting police radar scans. Cost: \$120.00

Motion Detector (commercial): Detects movement within the field, Range: 120 square feet, Cost: \$500.00

Ground Sensor System: Uses seismic and passive infrared sensors to detect vehicles, men, the direction and numbers. Control unit (with map display), monitor and a dozen sensor units, Cost: \$54,000.00, Range: Between transmitter, 600 feet, and can register activity up to 4 miles away.

Microwave Fence: Units emit an invisible microwave curtain or fence that will light up or buzz (quietly) once an intruder breaches its curtain. Control units, eight transmitters and receivers cost: \$60,000.00. Range: between transmitters, 600 feet, and can register activity up to 4 miles away.

Emotion and Stress Detectors

Psychological Stress Evaluator: This instrument is used by law enforcement agencies, private investigators, some private corporation, clinics and law firms. It functions like a polygraph machine, but measures and records stress and anxiety without attaching sensors to the subject. It does this by specifically monitoring the voice quality of its subject. A tape recorder is also a part of the device. Cost: \$4,000.00

Polygraph Stress Machine: Sensors are attached to the skin which monitors and records glandular changes (including sweat) in the skin. Cost: \$2,400.00

Polygraph Stress Monitor (superior quality): Sensors are attached to the skin and body which usually record breathing, heart beat/rate, blood pressure, skin resistance (as described previously). All three functions are fed into a chart recorder with three pens to mark the results. Cost: \$4,500.00

Illuminating Peglight: Designed for military use as markers for routes and mine fields. Emits beta light which emits no heat and gives no infrared emissions. Can be seen from distances of up to 70 feet.

PHOTOGRAPHIC EQUIPMENT/FILM/VIDEO, AND OTHER OPTICAL EQUIPMENT

35mm Camera	\$250.00
Extra Lenses:	
28mm, F28	\$80.00
135mm, F35	\$80.00
Flash (average)	\$50.00
35mm Film: Black and White, 36 exposures	\$2.50
Color, 36 exposure	\$4.50
Super 8mm sound, movie camera	\$525.00
Super 8mm film: Approx. 15 min. running time	\$8.00
Slide Projector	\$150.00
Projection Screen	\$50.00
Video System: Includes, Video recorder and tuner/timer	\$750.00
Color Camera with Mike	\$700.00
Video Tape Cassette	\$15.00
Telescope, zoom 15-60X power; 1000-4000mm when attached to 35 mm camera	\$190.00
35mm Camera Adapter	\$30.00

COMPUTERS AND EQUIPMENT

Basic Computer: 48k memory and keyboard	\$500.00
Monitor: Black and White T.V. for data display	\$100.00
Color Monitor	\$250.00
Hard Copy Printer	\$500.00
Modem: Device for sending and receiving data	\$180.00

TELEPHONE EQUIPMENT

Basic Phone	\$50.00
Telephone Answering Machine	\$120.00
Tape Recorder: 30 to 60 min. recording time; pocket sized	\$100.00

Radio Communication	Range	Cost
Walkie-talkie (commercial)	1 mile	\$250.00 pr.
Walkie-talkie (Police, military)	2 miles	\$2,400.00
Field Radio	25 miles	\$1,800.00
C.B.	2 miles	\$100.00
Police Band Scanner	25 miles	\$150.00

Vehicles

Basic Transportation: good mileage, automatic	\$6,000.00
For a used car deduct 50%	to \$18,000.00
Pickup Truck; Basic	\$8,000.00
4-Wheel Drive Truck	\$10,000-12,000
Van	\$12,000-15,000
BMW	\$90,000.00
Corvette	\$20,000.00
Delorean	\$60,000.00
Jaguar	\$80,000.00
Mercedes Benz	\$150,000.00
Porsche	\$65,000.00
Rolls Royce	\$100,000.00
Volvo	\$45,000.00
Bently	\$100,000.00
Motorcycles	\$2,300-5,000

Boats: motorized, 120 h.p. engine, 17ft 2in long, 9 person capacity, 80 mph, top speed.	\$30,500.00
Yachts: 22ft to 46ft long	\$100,000.00 to \$250,000.00
Aircraft: Beechcraft, seats: 9-11 people range: 1540 miles, speed: 260mph	\$150,000.00
Aircraft: Piper Club, seats: 2, speed: 100mph range: 200 miles	\$60,000.00
Aircraft: Piper Aztec and Turbo Aztec, seats: 5, range: 1310 miles speed: 253mph	\$200,000.00
Aircraft: Piper Navajo and Turbo Navajo seats: 6-10, speed: 147mph range: 950 miles	\$250,000.00
Helicopters: Bell Model 206 Jet Ranger seats: 57, speed: 140mph range: 388 miles	\$90,000.00
Helicopters: Huey Cobra, seats: 23 speed: 130mph, range: 300 miles	\$2 Million
Helicopters: Bell Texas Ranger, seats: 6-8, speed: 130mph, range: 380 miles	\$1 Million

The following is a simple guide for the S.D.C. of vehicles. This is how much damage is sufficient to totally incapacitate; necessitating major body repairs. If it sustains double the damage listed, the vehicle is totaled.

Automobile:	Compact — 250 S.D.C.
	Mid-Size — 350 S.D.C.
	Full-Size — 400 S.D.C.
	Luxury — 450 S.D.C.
	Jeep — 450 S.D.C.
	Small Truck — 450 S.D.C.
	Semi — 600 S.D.C.
	Motorcycle — 100 S.D.C.
Airplane:	Single engine (small) — 400 S.D.C.
	Twin Engine (medium) — 550 S.D.C.
	Helicopter (commercial) — 500 S.D.C.
	Helicopter (assault) Armoured — 1600 S.D.C.
	Small Jet — 1000 S.D.C.
	Jet Liner — 2000 S.D.C.
Water Vessels:	Canoe/Row Boat — 40 S.D.C.
	Sailboat (small) — 100 S.D.C.
	Speed Boat — 250 S.D.C.
	Luxury — 450 S.D.C.
	Large — 600 S.D.C.
	Ship (small) — 3000 S.D.C.
	Ship Freighter — 8000 S.D.C.

Clothing

CLOTHES/WORK CLOTHES-UNIFORMS

ITEM	COST
T-Shirt (cotton)	\$8.00
Shirt: Short Sleeve	\$13.00
Long Sleeve	\$14.00
Pants (work)	\$16.00-20.00
Tennis Shoes	\$20.00
Shoes: Leather	\$50.00
Boots: Leather	\$60.00
Speed Suit (coveralls)	\$33.00
Coveralls: Cotton	\$36.00
Coveralls: Work	\$30.00-40.00
Coveralls: Disposable	\$5.00
Lab Coats: Disposable	\$5.00
Coveralls: Insulate against cold	\$52.00
Hard Hat: Maximum electrical impact resistance	\$7.00
Flight Jacket	\$60.00

Polar Coat: can withstand cold & wind to - 20°	\$18.00
Gloves: leather, heavy duty	\$10.00
Gloves: leather (palm only)	\$5.00
Gloves: leather welders	\$12.00
Gloves: leather racing	\$20.00

ACCESSORIES

Sun Glasses: light adjusting	\$25.00
Sun Glasses: aviator	\$45.00
Shooting Glasses: change color and density in response to changes in light and weather. Also reduces glare and improves visibility	\$72.00

Miscellaneous

OTHER EQUIPMENT AND GIMMICKS

Jet Pack: Speed: 80mph maximum, Duration of Flight: 40 minutes maximum; Jet Pack S.D.C.: 100, Maximum Height: 300 feet. Cost: \$80,000.00; Fuel Cost: \$500.00 per tank (40 minute flight capacity).

Electro-adhesive Pad: This is a hand-held device that will adhere strongly to any metal surface to means of passing a small current through two metal electrodes. These pads are commonly used by astronauts and can be used in astronaut's shoes, but the hand-held pads are much more flexible and generally preferred. Cost of Electro-adhesive Pad (2) and Generator (hip or hand packs) (12 lbs): \$75,000.00. In shoe form: \$80,000.00. Can hold up to 1000 lbs; works *only* on metal.

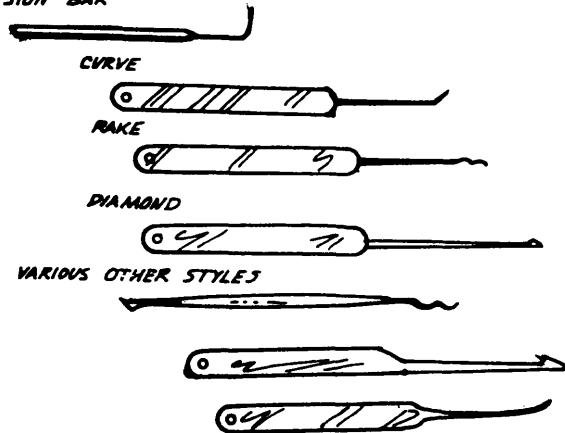
Space Suit (complete): Self contained environmental suit, insulated, heat and cold shielded, oxygen and life support system; the whole works. Cost: \$250,000.00

LOCK PICKING TOOLS

The pick can be almost any style or size, but is always a small thin steel tool which ends in a slight upward curve or special tip configuration. It is used to raise the pins of the lock so that it will open. A good range of pick thickness is .025-.035. These are available through locksmiths, and locksmith suppliers and some establishments that specialize in rare, hot and illegal items. Cost is usually high. \$20.00 per pick with at least a dozen needed for a proper range. **NOTE:** Smiths and suppliers will not sell these tools to anyone off the street and may investigate or report the inquiry.

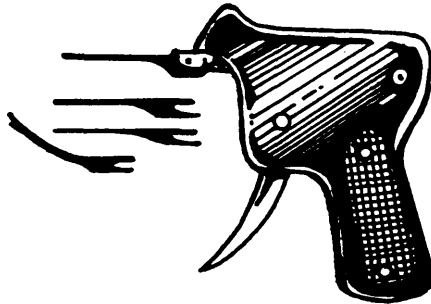
The Tension Bar is constructed of the same clock spring steel as the pick and is an "L" shaped tool required (along with the pick) to open locks. It too manipulates the position of the locking pins. Cost: \$30.00 each and is available from the same sources as listed for picks. Prices as contraband, may be as much as 200% higher and purchase from a locksmith or supplier may require a bribe. The size of the picks and tension bars are generally around 3 1/2 or 4 1/2 inches long, rarely larger.

TENSION BAR



Automatic Lock Pick; Release Gun: This item is only sold to law enforcement agencies at a cost of about \$40.00 Throws all pins into position at some time and never damages or harms the lock mechanism. Opens all types of locks (tumbler, spool, regular or mushroom). Cost on the street (only 19% chance it is even attainable) \$1200.00 minimum; may cost as much as 200% more depending on the seller and circumstance.

POLICE LOCK RELEASE GUN



Car Openers: These are a variety of window prying tools. They are fairly easy to find and purchase of construct. A set will run about \$25.00.

Old Standbys: Using sheer force include the cross bar (cost: \$12.00) or drill (costs: \$25.00) or bolt cutters (good for shearing chains, cable and padlocks; costs: \$80.00).

Making Key Impressions: A variety of blank key types are needed, insert key into lock (grasping tightly with pliers) and turn from side to side. The locks tumblers will leave marks on the blank where they were rubbing against the impressing (carbon or boot black) agent. The lock picker now files these impressions somewhat, reinsert, file some more and repeat the procedure until the key is complete and works. **NOTE:** The player must roll under his lock pick skill proficiency for each insertion. One failure botches the entire job and six insertions are required. This is a lengthy process taking 15 to 20 minutes. Cost of key blanks are high because they must be obtained in the same way as the picks. Average Cost: \$30.00 per blank.

Lock File: Costs about: \$10.00-\$15.00

NOTE: Only characters with a skill in picking locks can use these tools or any of the picking tools listed.

BODY ARMOUR

Cost	Ancient Styles	A.R.	S.D.C.	Weight
\$175.00	Padding or Quilt	8	15	66lbs
\$300.00	Soft Leather	9	20	8lbs
\$600.00	Studded Leather	12	38	20lbs
\$900.00	Chain Mail	13	44	40lbs
\$1,500.00	Scale Mail	15	75	45lbs
\$2,000.00	Plate and Mail	15	100	52lbs
\$2,800.00	Plate	16	150	58lbs
\$3,000.00	Plastic Plated	13	80	28lbs

NOTE: The costs reflect the rarity of manufacturers/builders and the time involved in construction. Homemade armour is possible, reduce cost by half, A.R. 2 and S.D.C. by 20%.

Cost	Modern Styles Light (half suits)	A.R.	S.D.C.	Weight
\$1,200.00	Concealed	10	50	12lbs
\$900.00	Riot Jacket	10	60	12lbs

\$800.00	Vest	10	50	10lbs
\$1,100.00	Point Blank Vest	10	70	14lbs
\$1,400.00	Hard Armour Vest	12	120	15lbs

Cost	Heavy Styles (full suit)	A.R.	S.D.C.	Weight
\$1,400.00	Fragmentation Cape/Vest	13	120	16lbs
\$1,600.00	Riot Armour	14	180	17lbs
\$2,200.00	Hard Armour	16	260	20lbs
\$2,200.00	Class 4 Hard Armour	17	280	20lbs

NOTE: Half-suits or vest types usually protect the upper body front, back, side, waist and groin. Concealed are tough, thin styles designed to be sown into clothes or hidden under clothes (shirts, jackets, etc.). The others are all generally bulky or worn atop clothes.

Full suits are all bulky suits worn on top of clothes and provide the greatest protection.

All modern armour is designed for flexibility and mobility and does not interfere with movement, prowl or speed. Many types of armour are constructed of glass-reinforced plastic, chemically strengthened with woven glass fibers and is thicker than metal yet lighter. Other common types use steel or light-weight alloys typically 1/4 inch thick. These two types of armour can stop all pistol, revolver, sub-machinegun and low calibre rifle shells. Hard armour is composed of ceramics, a form of opaque glass made from pure alumina or boron carbide. They are often combined with steel. Hard armour type provide the most effective protection and can even stop 7.62mm NATO and 5.56mm rifle bullets.

POLICE/GUARD ACCESSORIES

Flashlight	\$26.00-32.00
Flashlight holder	\$8.00
Chemical Spray (tear gas):	
Small: 24 one second bursts up to 10 ft	\$6.00
Large: 70 one second bursts up to 15 ft	\$9.00
Handcuffs: Nickel, Heavy Duty	\$18.00
Night Sticks: High Density, unbreakable, plastic	\$7.50
Holster: Trouser	\$11.00
Hoister: Ankle	\$28.00
Hoister: Shoulder	\$28.00

MORE MISCELLANEOUS STUFF

Hand Cuffs (novelty item): Cost: \$10.00, S.D.C. 40

Hand Cuffs (police): Cost: \$20.00, S.D.C. 80

Sap Glove: Six ounces of powdered lead is built into each glove just above the knuckles padding the wearer and adding weight and strength to the force of one's blow, +2 to damage. Available from most security guard suppliers. Cost: \$30.00

Fibre Glass Night Stick: Cost: \$10.00, does 1D6 damage.

Steel Rod Encased Night Stick: Cost: \$20.00, does 1D6 damage.

Portable Telephone Scrambler: Converts normal speech into unintelligible gibberish over the telephone line and converts the gibberish into clear speech. 25 different scrambling codes. Fully transistorized and can be used on any conventional phone. Cost: \$1,400.00. Comes with impact resistance carrying case.

Bullet Resistant Attache Case: A.R. 15, S.D.C. 140. Cost: \$440.00

Courier Briefcase: A.R. 11, S.D.C. 90, Cost: \$225.00

Acoustic Noise Generator: Muffles conversations, distorts bugging systems by 30%. Cost: \$900.00

Additional Weapons

Acids

Organic Acid: (affects only organic substances) does 2D6 damage each melee for a total of four melees.

Organic Acids (Concentrated) does 4D6 damage to all other substances.

Metal Dissolvers (industrial) 4D6 damage per melee for a total of four melees. Does 1D8 damage per melee for total of four melees to organics and plastics.

All acids are not common household items and must be acquired from a chemical supplier, industry or an illegal outlet. In the first two cases, large bulk orders may be required and, in the latter case, availability is extremely low (9% chance of getting item), and multiply the cost ten times.

Costs: Organic I: \$75.00 per 1/2 gallon, Organic II: \$120.00 per 1/2 gallon, Cleanser: \$180.00 per 1/2 gallon, Metal Dissolver: \$600.00 per 1/2gallon.

EXPLOSIVES

Explosives are generally restricted to industrial and military use and difficult to obtain even for heroes and villains. Unless stolen, or provided by a sponsoring organization, a character will be forced to purchase them illegally. Prices on the black market are generally quite steep and circumstance or the individual seller may increase the prices listed by 100%.

Black Market Prices

Explosive	Cost	Availability
Dynamite	\$30 per stick	45%
Detonation Caps/Fuses	\$30 each	32%
Plastic	\$100per2oz.	19%
Gelatin	\$ 140 per ounce	18 %
Liquid Nitroglycerin	\$200 per ounce	20%
Hand Grenades	\$60 each	30%
Smoke Grenades	\$30 each	40%
Rifle Launched Grenades	\$80 each	20%
Mortar Shells	\$100 each	10%

NOTE: There is always a 20% chance that the item is fake or a dud.

Descriptions will include two damage ratings. The first is the blast center, where most damage is done, the second is the extended blast radius and damage caused from flying particles of debris.

Dynamite is a nitroglycerin based explosive widely used in mining and road construction. It can be detonated with blasting caps, fuses and timing devices. Wick fuses are rarely used today. Damage: one stick: 5-40 to 12 sq. feet, 1-8 for additional 20 feet.

Liquid nitroglycerin is an extremely dangerous, unstable chemical explosive concentrate. A severe jar, jerk or bump can cause it to detonate, 30% chance. Damage: one ounce is equal to four sticks of dynamite.

Plastic and Gelatin explosives are very localized blast explosives that can be molded and formed like putt. Inert, you can slam a plastic explosive into a wall and nothing will happen. It can only be activated/ignited by an electrical blasting cap that will pass an electrical charge through it causing it to explode. An electrical charge, blast or bolt is also likely to detonate it, 55% chance. Damage: 2 ounces is equal to one stick of dynamite. Area affect of blast is exactly where the plastics or gel has been placed. Of course, depending on what is being exploded, it could cause much more additional destruction and damage. These are the types of explosives used to open safes or for sabotage. They are not effective area effect weapons.

GRENADES

Grenades come in a variety of configurations, sizes, and damage ability. For playability, I have broken them down into six basic types and have generalized their effects.

Exploding Hand Grenade: effective Range: thrown, 60 to 80 feet, max. range 160 feet. Damage: 5-30 to a 15 sq. foot area, 1-6 for an additional 20 feet.

Fragmentation Grenade: Specifically designed to hurl hundreds of tiny fragments to inflict greater damage. Damage: 6-36 to a 20 sq. foot area, 2-12 for an additional 20 sq. feet.

White Phosphorous: Ignites/flames on contact with air setting the area ablaze. Damage: 3D6 per each melee aflame, affects a 15 sq. foot area. Burns for 2D4 melees.

Smoke Grenades: Creates a smoke screen, 30 sq. foot area; can come in a variety of colors, for signalling and target designation.

Rifle Launched Grenades: These all basically do the same damage as listed previously but can be fired from a rifle. Approximate rifle range: 800-900 feet. Illuminating flares can also be fired from rifles, dropping down and lighting up a 90 sq. foot area. Duration 40-60 seconds.

Homemade bombs usually incorporate chemicals or dynamite. A molotov cocktail is a bottle filled with gasoline with a rag stuffed in it. The rag is lit and the bottle is thrown shattering on impact spraying the ignited gasoline. If the bottle does not shatter on impact it will explode from pressure with a minute or two. Damage: 2-12 per melee until the flame is put out, effects approximately 12 sq. feet. Effective range thrown is 40 feet. **NOTE:** As with ALL attacks, any roll to strike under five (5) is a definite miss.

The cost of ammunition can vary substantially between manufacturers due to calibre, and special properties. The following are an average price per box of 20 or 50.

Revolver/Pistol: 50 per box

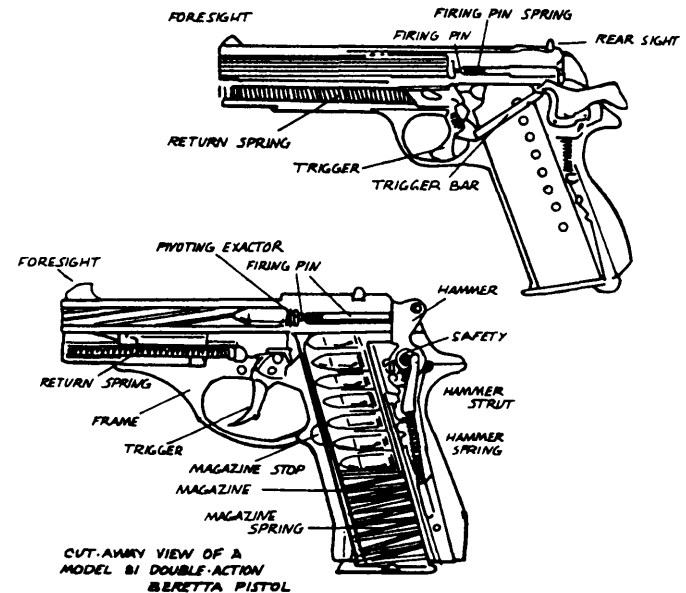
Low and Medium Calibre — \$16.00

Heavy (.38,.45,.357) — \$24.00

Rifle: 20 per box

Low and Medium Calibre — \$15.00

Heavy — \$22.00



Game Master Section

HOW TO RUN A ROLE-PLAYING GAME

The major objective of any game master is to provide a good role-playing experience for the players. In other words, it's up to the game master to see that everyone has fun. Game masters who ignore this simple principle tend not to remain game masters for very long.

So, how do you run an enjoyable game?

First you've got to select and, if necessary, modify an adventure. This can be a scenario from this book or something you design yourself. The important thing is that it matches the characters who will be running in it. Ask yourself the following questions.

1. Will the players have a difficult, but not impossible, time defeating the villains and challenges in the scenario? Players are easily bored by villains that are too easy to defeat. On the other hand, if the game is too difficult the players will simply get frustrated.
2. Will all the players have a chance to use their individual powers and skills? Nobody likes to be a wallflower in a role-playing game. Make sure that there's enough action for every player.
3. Do the objectives of the scenario match those of the characters? You should expect the players to use their **characters'** personalities and alignments.

Here's an example of a mismatched scenario. A couple of years ago I was playing in a comic book role-playing game. All the characters in the group were used to fighting world-threatening monsters and aliens. Then we were forced into a scenario that involved tracking down some drug dealers. The game master couldn't understand why we weren't interested in the scenario. We had to explain to him that 1) none of us had any police or investigative skills, 2) most of us only took on our hero forms during obvious emergencies, and 3) we had no orders from the agency that employed us to deal with this problem. In other words, we were playing in character.

Ultimately, setting up a scenario is a judgement call. There's no way to be sure whether or not it will "work" for your players. But you have a better chance for success if you figure out if it's right for your players.

CHARACTER ROLL-UP

The main table for rolling up an animal character includes all the various animals in the Animal Section. This doesn't mean that the game master can't change that. For example, in the first play test of Teenage Mutant Ninja Turtles, all the characters were supposed to be city dwellers. So all the players rolled on the Urban Animals Table ONLY.

Another possibility is to have all the characters be the result of laboratory experiments. These characters would all be considered to have an origin of Deliberate Experimentation.

Laboratory Animals Table (Optional)

01-20	White Mouse
21-40	White Rat
41-60	Monkey
61-70	Sheep
71-80	Cat
81-90	Dog
91-00	Monkey

Feel free to develop special tables, restrictions or bonuses. The point is that YOU, the game master, can do whatever you need to do set up the role-playing according to your own ideas. Players should be directed to roll characters that fit in the overall plan.

ROLLING UP CHARACTERS: The Sparrow-Eagle

Note: his is a (relatively) accurate account of how the Sparrow-Eagles were rolled during the first play-test of Teenage Mutant Ninja Turtles

and Other Strangeness. The names have been changed to protect the guilty.

Three players, Frank, Bob and Ted, have decided to roll-up Team Characters. The GM is about to give them instructions.

GM: I'm warning you! This is your last chance to back out. All three of you are going to be stuck with whatever character gets rolled. Are you all agreed?

BOB: Yup!

TED: O.K.

FRANK: Sure.

GM: You all start by rolling up you Attributes individually. Go ahead and do that now. (The players roll 3D6 for each of their eight attributes. Any time they roll a 17 or 18 they can roll an additional 1D6 for that attribute.)

GM.: O.K. Everybody's done rolling. Time to use your first Team Character bonus. Ted, did you roll over 16 on any of your attributes?

TED: I rolled a 17 for P.E.

GM: So what did you roll on the extra die?

TED: A five.

GM: Frank; did you get any attribute bonuses?

FRANK: I rolled a 17 on P.B., but the extra die was just a one.

GM: Now you, Bob.

BOB: I rolled an 18 on M.E. and a 17 on P.E. The extra rolls were 3 for M.E. and 2 for P.E.

GM: All right. That means that everyone gets +1 on P.B., a +3 on M.E. and a +5 on P.E. If you haven't already added it in then do so now.

BOB: Wait a minute! I got an attribute bonus of +2 for P.E. and Ted got a +5 on P.E. Doesn't that mean we should get a +7?

GM: No! You only get the highest attribute bonus. Now let's get on to Step 2, rolling up the kind of animal character you're all going to have. Are you going to take turns rolling?

FRANK: Nope. We've decided that Bob's going to do all our rolling.

GM: Bob; go ahead and roll for kind of animal.

BOB: I roll two ten-sided, the red will be high . . . let's see, the red die is a 1 and the blue is an 8. That makes it an 18.

GM: An 18 puts you on the table for Urban Animals. Frank, Ted, do you still want Bob to do all the rolling?

TED: Yes! Bob always rolls great. He's going to do all the rolling.

BOB: I roll a 68 on percentile dice . . . according to the table we have . . . Sparrows?

TED: Like I said, we're going to take turns rolling the dice.

GM: Ha! who's going to start the rolling for Step 3?

FRANK: I guess it's my turn . . . I roll 52.

GM: That means you characters were mutated as a result of Random Mutation. Next thing to do is roll on the Wild Animal Education Table. Who's going to roll now?

TED: I'm next. On percentile I roll a . . . an 81.

GM: Great! You're all going to be students of the same Ninja master. The next thing for you guys to do is decide on how you're going to use your BIO-E points. Remember, you've all got to do exactly the same thing with them. While you're doing that, I'll work up the Ninja master.

[Later]

GM: O.K. How are you guys coming with the Sparrows?

BOB: That's SPARROW-EAGLES to you!

FRANK: Yeah, these Sparrows are TOUGH.

GM: So how did you use your BIO-E?

TED: Well, before we used the BIO-E we added our animal Attribute Bonus, +5 to our Speed. Was that O.K.?

GM: Yes.

FRANK: As sparrows we had 70 points of BIO-E. So we decided that we wanted full flight. That cost 20 points.

BOB: Then we figured we'd like to use weapons in mid-flight. So we spent another 20 points and go Extra Limbs.

GM: That means you all have arms with human hands AND full feathered wings.

FRANK: Right. And then we got Partial Speech for 5 BIO-E points.

GM: Why not Full Speech?

BOB: Because we wanted enough points left over to make Growth Level 6.

FRANK: After spending 20 on Flight, 20 on Extra Limbs, and 5 on Partial Speech, we had 25 points of BIO-E left.

BOB: Which means we used to buy 5 levels of size.

GM: And that makes you Level 6, to 75 pounds.

BOB: Which means we get a S.D.C. of 30 and NO attribute penalties.

GM: Sounds good to me. Do all of you agree to accept the characters like this?

TED: I still say we'd be better off without flying. We could have full speech, human hands AND been Size Level 11, over 200 pounds.

GM: So do you agree or not?

TED: Yeah, I guess the Sparrow-Eagles are cool.

FRANK: So what do we do now?

GM: Now it's time to pick your skills and equipment. Your Sparrow

BOB: Sparrow-Eagles!

GM: Sorry! Since your Sparrow-Eagles are Team Characters, that means you'll get a skill bonus. Since there are three of you, any skills that you take as a group will be at skill level 3.

TED: Does that mean we all get Hand to Hand Ninjitsu at third level?

GM: Yes. You each get +3 to Pull/Roll with Punch/Fall, +3 to Parry/Dodge, and an extra 2 attacks per melee.

BOB: How many attacks per melee total?

GM: Well, it depends on what other skills you take. But already, as animal hero characters you get two, and with the Ninjitsu skill, that makes it 4 attacks per melee.

FRANK: Do we get 3rd level on any skills we pick?

GM: No. Only with ninja weapons and on skills that you all pick together.

FRANK: Then why don't we all pick the same skills?

GM: Because your group will need diversity. That's why each of the Teenage Mutant Ninja Turtles had different skills.

BOB: So exactly what should we do next?

GM: Pick all your skills, buy your equipment . . .

TED: You mean SCAVENGE you equipment.

GM: Yeah. Scavenge your equipment, pick your alignment and roll-up your heights and weights. Then name you characters and we'll be ready to start playing.

OF DICE AND DESTINY

Dice are the major tools of the game master. Like any tool, they should be used only when circumstances demand it. Dice should NOT be used to slow down the game or to substitute for logical decisions. Use dice for the following:

Non-Player Characters make their will felt through the dice. In other words, if you're not sure how a particular NPC will react, then you should let the dice make the decision for you.

Combat results are always determined by dice rolls. It's the game master's responsibility to roll for the Strike, Parry, Dodge and other actions of all the NPCs.

Damage, Wounds, and Death must always be determined fairly by rolls of the dice.

REWARDING PLAYERS FOR PLAY EXCELLENCE

Game masters should carefully read the section on *experience points*. There are two main points that need to be stressed. **First of all**, the most important thing that a player can do is **PLAY IN CHARACTER**. That means the player should develop a personality and stick to it. Players who play their attributes, alignments and personalities well should always be rewarded for it.

The second most important thing that a player can do is **THINK**. Players who use their heads should always be rewarded.

One final note. There is no room for patronage when awarding experience points. A game master who gives experience points based on friendship is simply cheating. Just consider, if you were keeping score in a card game, would you give more points to your buddies? No one **GETS** experience points, they **EARN** them by playing in character and using their wits.

BYSTANDERS, PEACE OFFICERS & VILLAINS

As the game master, you are responsible for playing just about every kind of person that you can think of. Innocent bystanders, policemen and vile villains should all be played as best as you can. Remember that any character can be an enjoyable contribution to a vivid role-playing experience.

One way of putting a little spice into a role-playing game is by presenting characters who are out of the ordinary. Villains aren't always brutal; play one who is courteous and kind. Just think how much fun it can be if your characters rescue a child from certain death and find out the kid is an obnoxious brat.

Try to picture what real people would do in particular situations. For example, what would an old lady do when confronted with some hideous animal character? Sure, some would just scream and pass out. On the other hand, we all know some tough old birds who would calmly reach for a 20 gauge shotgun. And how about a crazy bag lady who would use the opportunity to beg for a handout?

Adventures

DESIGNING ADVENTURES AND SCENARIOS

As in most comic books, hero role-playing adventures usually mean a conflict with either a super villain, a criminal organization or a natural disaster.

CREATING SUPERVILLAINS AND VILLAINS

The villains are created in exactly the same way as the hero characters. Roll attributes, animal of origin, and background. Then develop the character's size level, human features, powers, skills and equipment. Game masters can use Heroes Unlimited to create other kinds of villains.

Villain Alignment Table (Optional)

01-20	Diabolic
21-40	Aberrant
41-60	Miscreant
61-80	Anarchist
81-90	Unprincipled
91-98	Scrupulous
99-00	Principled

Villain Objectives (Optional)

01-20 Partisanship. Villain is a political or religious fanatic. Believes in overthrowing the government to institute some religion or political system.

21-50 Profit. Just want fabulous wealth without having to work for it.

51-70 Power. Villain wants to be the most powerful person in the world (or the universe!). Usually this means building a super device, or assembling a super-powered group.

71-85 Destruction. Burning with hate, this villain wants to destroy some group, nation or even the whole world. Often this goal is hidden from henchmen.

86-00 Scientific Advancement. Frustrated by lack of recognition or support, the villain turns to crime in order to perform experiments or assemble super devices.

Villain Associations (Optional)

01-04 Member of a Supervillain Group

05-10 Leader of an Organization

11-26 Leads a gang of 3D6 Henchmen and a Supervillain Henchman.

27-47 Leads a gang of 2D6 Henchmen

48-72 Leads a gang of 1D6 Henchmen

73-85 Works with a Supervillain Henchman

86-90 Works with one Henchman

91-00 Always works alone

CREATING CRIMINAL ORGANIZATIONS

Ranging from huge industrial corporations to small research laboratories, the organizations in a campaign are a constant source of adventure. Organizations may provide employment, information or equipment to the characters. Other organizations may want to capture heroes for experimental research or to harness their powers.

SOURCE OF ORGANIZATION'S FUNDS (Optional)(Roll 1D6)

- 1 Self-Generated:** Private companies with profitable activities or money coming from a parent or subsidiary organization. 10 million to 60 million dollars per year.
- 2 Endowed:** Organization is operating with money left by a wealthy donor. Often an executor will make demands on the organization. 20 million to 120 million dollars one time only.
- 3 Silent Backers:** Money is provided by another government or organization. If anyone knows the source, it's limited to the organization's leader. These organizations are owned by other larger organizations. 1 million to 12 million dollars per year.
- 4 Government Funding:** Money comes from local, state or federal governments. Operations are subject to government regulations and interference. 2 million to 18 million dollars per year.
- 5 Foreign:** Funds come from outside the country. The source is often secret. 1 million to 6 million dollars per year.
- 6 Underworld Money:** Criminals support organizations that provide them with information, equipment or recruits. Organizations often used to "launder" money. 2 million to 12 million dollars per year.

CREATING NATURAL DISASTERS

Another common adventure involves the rescue of innocents from a variety of man-made and natural disasters. Flood, earthquake, volcanic eruption and airplane crashes are just a few of the many possibilities. Further ideas are as close as the latest newspaper.

CREATING TENSION

There is an old saying that no spice can make food taste as good as hunger. In role-playing games there's nothing that creates excitement so much as real danger. That doesn't mean that the game master should be killing characters left and right. However, the players should feel that the dangers in the game really threaten their characters.

THE INFINITE BUDGET

As a game master, you have power that Hollywood producers can only dream of. Unlimited sets anywhere on the earth and beyond. Special effects that can range from the gleam in the villain's eye to nuclear holocaust and supernovas. Unlimited casting can include the latest Hollywood starlet or anyone from any historical era.

Your "screen" is three dimensional and filled with sights, sounds, smells and tastes. The only limits on a role-playing game are in the game master's imagination.

You, as a game master, can move worlds, be the master of life and death and provide a couple hours of enjoyment for few friends.

A GM EXAMPLE: MOUSE ON THE METRO

Assume that you're running with three players and their characters are the Sparrow-Eagles. The threat is a single, giant, mutated mouse that lives underground in and around a subway. This mouse is intelligent, 329 pounds and 7ft, 1in tall (Size Level 13). It has been living on garbage, but lately it's taken to killing lone humans for after meal snacks.

Let's start by examining the **Wrong** way to run this scenario. While the Sparrow-Eagles are flying overhead, they just happen to see the mouse-monster chasing a victim. They swoop down and the game master moderates the combat. Since the Sparrow-Eagles outnumber the mouse by 3 to 1 and are combat trained, they should finish it off in less than three melee rounds. Finally, the Sparrow Eagles fly off victoriously into the sunset.

Unfortunately, that's entirely too typical of many games. No thinking or role-playing, just beating up on a helpless monster.

One Right way of starting the scenario is with some kind of report in the news media. One of the Sparrow-Eagles may notice a headline in the newspaper that reads, "Bum Says Subway Monster Responsible for Missing Pals." The character would then read that, "Fred 'Moocher' Simms, one of the city's most colorful characters, was forcibly removed from Police Headquarters. Mr. Simms told reporters that police officials were engaging in a cover-up. He further claimed that, "I seen the biggest mouse in the worl' grab my buddy Clem." Police officials were not available for comment."

The Sparrow-Eagles could then try tracking down more information. After some footwork, they would discover that Moocher is a fairly reliable witness. Further checking would reveal that the police aren't saying anything, but that SWAT teams have been patrolling several subway stations.

Once the players have discovered this much, they can start searching the subways and sewers in the area. Of course, they will eventually see combat. The difference is that this time the characters will have to fight the creature on its home ground in the sewers. Even though it's exactly the same monster, the game will now be a lot more challenging for the players.

HEROES UNLIMITED GAME SYSTEM

Teenage Mutant Ninja Turtles is a game designed to be used independently of all other material. However, game masters may want to consider getting **The Revised Heroes Unlimited**. This book contains everything you need to put together a human, robot, bionic, and alien characters and villains. **Ninjas & Superspies** adds 41 types of hand to hand combat and spy stuff.

USING TEENAGE MUTANT NINJA TURTLES AS A SEPARATE CAMPAIGN

There are many ways to use Teenage Mutant Ninja Turtles as a roleplaying campaign in and of itself. Here are a few of the possibilities:



1. You could run a game where the players actually run the characters of Raphael, Donatelo, Michaelangelo and Leonardo. While this is NOT recommended for any kind of extended campaign, it would make for a lot of fun in one-shot scenarios. For example, when you get together with a new group, you could assign each of them a character form this book and then run them through any one of the scenarios.
2. Letting the players roll up characters exclusively from this book and then using the overall world of Teenage Mutant Ninja Turtles and/or Heroes Unlimited. All the characters can be super animals. Whether all the villains would likewise be super animals is, of course, up to the game master to decide.

Of course, this is by no means an exhaustive list of the possibilities. The best role-playing campaigns are almost always those created from the fertile imagination of the game master. The contents of T.M.N.T. are merely a convenient set of rules for the creation of memorable role-playing experiences.

USING TEENAGE MUTANT NINJA TURTLES IN A HEROES UNLIMITED CAMPAIGN

Game masters can use Teenage Mutant Ninja Turtles as a part of an overall **Heroes Unlimited** campaign. The only necessary change in the Heroes Unlimited rules is that the Random Power Table be substituted with the Revised Random Power Table that follows. The rules for Team Characters, new elements in the combat section (Entangle, Leap Attack, etc.), and Animal Psionics are the only real changes to the Heroes Unlimited game system. Whether or not these are to be included in the Heroes Unlimited campaign is completely up to the game master.

Revised Random Power Table

(Roll percentile dice)

- 01-10 Robotics
- 11-20 Bionics & Implants
- 21-30 Special Training
- 31-47 Mutants
- 48-56 Animal Powers (as found in this book)
- 57-65 Physical Training
- 66-74 Experiments
- 75-83 Psionics
- 84-92 Hardware
- 93-00 Aliens

DESIGNING NEW ANIMAL CHARACTERS

Can you think of an animal that's not listed in this book? It should be easy. Because of space limitations (and the mental health of the designer), only common North American animals and a few common zoo animals were included. The list of those NOT included is incredible. For example, there are no Australian animals, no aquatic animals, only a couple of reptiles and amphibians, no insects . . .

So here are the basic rules for designing your own animal characters.

First, you've got to figure out how big the animal is. Most good animal reference books will list average weights. Once you've got that number, use the Growth Level Table to find the animal's Size Level.

Now, figure out how many points you need to change that animal to Size Level 10. If the animal is small, this is a positive number, if the animal is larger, then the number may be negative. That's the basic BIO-E number.

The next step is to figure out what it will take to change the animal to full human features. For example, if the animal has Hands-None, Speech-None, Bipedal-None and Looks-None, then it will need 40 points to get them. Add that number to the basic BIO-E.

Many animals have attribute bonuses. Subtract five (5) BIO-E points for each attribute category (P.P., P.S., Spd., etc.) from the previous BIO-E total. The final BIO-E points are the actual total.

All animal Natural Weapons, Human Features and Powers should have the same values and descriptions as those given in the Animal Section.

EXAMPLE OF CREATING A NEW ANIMAL TYPE: Kangaroo

Looking in the **World Guide To Animals**, by Duplaix and Simon, I discover that there are different varieties of kangaroos. We'll use the Red Kangaroo, the most common. According to the book, male kangaroos weigh up to 200 pounds, but females are only about 65 pounds. I'll assume an average of under 150 pounds and make 'em Size Level 8.

From Size Level 8 you need ten points to get to Size Level 10. So the kangaroo basic BIO-E is 10 points.

Kangaroos have no Hands, Speech or Human Looks. However, they're definitely fully Bipedal. So a kangaroo would need 30 points to get all the various human features. That raises the basic BIO-E to 40 points. (10 for size level, 10 for hands, 10 for speech and 10 for human looks. Because it is already bipedal, it does not get those BIO-E points).

The major advantage of kangaroos is their speed. So I'll give them an animal attribute bonus of +5 in Spd. 40 minus 5 leaves a Total BIO-E of 35. No other bonuses are given.

Now, all we have to do is list the Mutant Changes and Costs. Hands, Speech, and Looks are each 5 BIO-E for Partial and 10 BIO-E for Full. Leaping is a major feature of kangaroos so it should be an available Power. Checking Rabbit in the Animal Section, we find that it costs 5 BIO-E for a double Jump or Leap. Write this up on a separate sheet and your players will have an additional animal to choose from.

Adventures

Caesar's Weasels

(Adventure Scenario)

NOTE: This is a Moderately difficult adventure. Although the villains are tough, an equal number of intelligent and resourceful players should be able to capture them.

Media Reports

The news media will have very little to say about "a rash of mysterious raids on meat packing plants." They will report that no witnesses have come forward and that many "thousands of dollar's" worth of prime beef cuts have been taken. Raids of this kind have been taking place roughly every week for six weeks. Police will be reported as saying that the job is "very professional, they moved in quickly and used pry bars and a small quantity of plastic explosives to gain entry." Two of the company's vans were discovered abandoned on the city's east side later that morning.

Eventually (after the characters have had a few days to investigate), a big story will break, revealing "a major theft at a near by military base." Reports will not give the exact location of the base nor will they reveal what was taken. The media will note that they are cooperating with the government's request for secrecy and that "the full story will be revealed as soon as law enforcement officials close in on the suspects."

INSIDE INFORMATION

Contacts with police and federal officials will reveal that they have virtually no clues. They also do not think that the packing house robberies are related to the military base break-in.

If a character has a good relationship with a military organization, there is a chance (if they push for information) of finding out that 2 advanced laser weapons, a few dozen grenades and 4 land-to-air missiles were among the equipment stolen.

GAME MASTER BACKGROUND

Caesar the mutant wolverine, his weasel henchmen and T'Cleass the bat-thing are engaging in a planned looting of the city. They plan to continue with their present operation for the next six weeks. Two important things will give them away. First of all, they have to hit a meat packing plant every week. That means that by staking out every one in the city (even a large city has no more than a dozen or so), the players will eventually encounter them.

The more intelligent characters will figure out the important factor. All that meat has to be stored somewhere! Sure enough, Caesar's main base of operation is in an abandoned refrigerator train car in the stockyards. He and the weasels have broken into the railroad's computer network and have entered false information on the rail car. It is now listed as Freight Car #35067 and is scheduled to be shipped to northern Ontario in six week's time. Characters doing a thorough search of the stockyard will be able to discover that the rail car's gasoline generator is in operation.

Caesar is smart enough to realize that his freight car is not invulnerable. The car itself is locked, electronically bugged and wired with explosives. The weasels are prepared to meet at their back-up hideout, in an abandoned warehouse, if necessary. Caesar will not give up; if he is not captured or killed, he will continue working on his master plan for as long as it takes. If things get really hot, like meeting opposition more than three times, then he and the group will simply head north for a wilderness cool-down period. Eventually, they will be back . . .



CAESAR

Real Name: Caesar
Alignment: Aberrant
Attributes: I.Q. 18, M.E. 16, M.A. 14, P.S. 20, P.P. 23, P.E. 25, P.B. 16, Spd. 10
Age: 24 **Sex:** Male
Size Level: 9 **Weight:** 155lbs **Height:** 3ft 7in
Hit Points: 41 **S.D.C.:** 54

Disposition: Caesar wants power and lots of it. He is brilliant, but single-minded in the accomplishment of his objectives. He is bitter towards humans because of their failure to treat him as a human being. He is also resentful because of the combat training exercise that put out his right eye.

Human Features: Hands — Full
Biped — Full
Speech — Partial
Looks — None

Powers: None

Psionics: None

Level of Experience: 6th Level

Level of Education: Military Training

Scholastic Bonus: +5%

Scholastic Skills:

Computer Operation — 98%
Computer Programming — 75%
Demolition — 55%
Foreign Languages:
Russian - 90%
Japanese - 90%
Norwegian - 90%
French - 90%
First Aid — 98%
Paramedic — 60%
Pilot Automobile — 98%
Pilot Truck — 90%
Pilot Motorcycle — 90%
Pilot Helicopter — 90%
Navigation — 90%

Natural Weapons: 1D8 damage Claws

Weapon Proficiencies: W.P. Automatic Pistols, W.P. Rifles, W.P. Military Assault Rifles, W.P. Sub-Machineguns, W.P. Energy Pistols, W.P. Energy Rifles

Physical Skills/Training:

Hand to Hand: Martial Arts
Gymnastics
Body Building

Espionage Skills/Special Training:

Escape Artist — 75%
Pick Locks — 80%

Secondary Skills:

Radio: Basic — 80%
Automotive Mechanic — 88%
Prowl — 58%
Wilderness Survival — 70%
Land Navigation — 70%
Fishing — 80%

COMBAT SKILLS:

Attacks Per Melee: 5

Bonuses: +7 to Strike, +7 to Parry/Dodge, +5 to Damage, +7 to Roll With Punch or Fall, -1-4 to Pull a Punch, Kick Attack does IDS Damage.

Other Abilities: None

Personal Profile: This mutant wolverine was the creation of a secret laboratory experiment. Trained as an arctic commando, he learned his lessons well and planned for his eventual escape.

When he finally escaped, he also rescued the younger weasels and the bat-thing. Caesar has little regard for humans and sees them merely as tools to be used for his own ends. He likes the weasels, but is worried that they are much too careless. He and T'cleass fight

among themselves constantly, but he feels that the bat-thing is too valuable to be killed.

Currently, Caesar's plan is to stage a number of raids for food and military supplies. Once outfitted, he intends to retreat to the far north and take over some remote community.

Special Weapons: When Caesar escaped he took along a few odds and ends. He carries on his person a .9mm automatic Pistol with 4 extra clips. One clip is loaded with hollow point shells that do 2D6+4 damage. His second weapon is an experimental Energy Pistol that has 12 shots per clip and does 3D6 damage per shot. A .9mm sub-machinegun and a 5.56mm Automatic Rifle complete his collection. He has also hidden a cache of various other weapons somewhere up in the Canadian north. He also wears a bullet-proof vest that is A.R. 12, S.D.C. 85.

Criminal Record: Caesar is not officially listed with any law enforcement agencies.

TORK, HAMBONE, and LYSSIS

Real Names: As above.

Alignment: Miscreant

Attributes: **TORK:** I.Q. 10, M.E. 11, M.A. 10, **P.S. 8, P.P. 24, P.E. 8, P.B. 13, Spd. 16.**

HAMBONE: I.Q. 13, M.E. 13, M.A. 9, P.S. 9, P.P. 24, P.E. 10, P.B. 9, Spd. 16.

LYSSIS: I.Q. 14, M.E. 9, M.A. 12, P.S. 7, P.P. 24, P.E. 12, P.B. 7, Spd. 8.

Age: 15 **Sex:** All Male **Size Level:** 7

TORK: Weight: 91lbs **Height:** 5ft 5in

Hit Points: 22 **S.D.C.:** 34

HAMBONE: Weight: 99lbs **Height:** 5ft 5in

Hit Points: 23 **S.D.C.:** 34

LYSSIS: Weight: 94lbs **Height:** 5ft 4in

Hit Points: 26 **S.D.C.:** 34

Disposition: Friendly, curious and interested in the world around them. They view humans as somewhat dull creatures. Except for their own company, everybody else seems boring. Because of their high metabolism they have to be constantly eating or looking for food. The weasels aren't immoral creatures, they are amoral, they simply haven't been taught how to be "good" so all they're interested in is fun for themselves.

Human Features: Hands — Full
Biped — Full
Speech — Partial
Looks — None

Powers: None

Psionics: None

Level of Experience: 4th Level

Level of Education: 6th Grade Schooling

Scholastic Bonus: None

Scholastic Skills: None of the weasels have any scholastic skills. The extent of their formal education is that they can read, write and do simple arithmetic.

Natural Weapons: 1D8 damage Teeth
1D6 damage Claws

Weapon Proficiencies: W.P. Archery, W.P. Knife, W.P. Automatic Pistol

Physical Skills/Training:

Archery
Climbing — 27%
Hand to Hand: Martial Arts

Secondary Skills:

TORK

Basic Electronics — 60%
Pilot Automobile — 90%
Pilot Automobile — 76%
Pilot Small Truck — 76%
Wilderness Survival — 60%



Fishing — 55%
Prowl — 48%

HAMBONE

Cooking — 80%
Escape Artist — 50%
Pick Locks — 55%
Play Guitar — 62%
Pilot Motorcycle — 60%
Prowl — 78%

LYSSIS

Art (Draw with Marker) — 56%
Forgery — 50%
Basic Electronics — 60%
First Aid — 70%
Pilot Automobile — 90%
Prowl — 78%

COMBAT SKILLS:

Attacks Per Melee: 6

Bonuses: + 12 to Strike, + 3 to Parry, + 14 to Dodge, + 2 to Damage, + 4 to Roll with Punch or Fall, + 4 to Pull a Punch, Kick Attack does 1D8 Damage.

Other Abilities: All Jump and Leaps at double normal distance.

Personal Profile: These three mutant weasels are the henchmen of Caesar. They were released by Caesar at a very young age and have been raised mostly by Caesar. They greatly respect him and will stand by his side in most cases. All the weasels have the advanced metabolism that requires them to eat their full weight in meat every day. The weasels have no particular plans of their own. If they were left to themselves, they would get into serious trouble in no time. Three weasel characters in a crowded city is sort of like a natural weasel in a chicken coop. They'll simply kill everything that gets into their way, because they know they will need food soon.

Special Weapons: The weasels have all adopted the bow as their weapon of choice. Each is outfitted with a modern compound bow. These weapons do 2D6 damage per normal arrow. The weasels normally carry 24 normal arrows, 6 armor piercing arrows (same damage but better penetration), and 3 explosive arrows (damage 5D6

for 10 feet from impact, 1D8 damage for the next 10 feet). In addition, they each have two daggers, one balanced for throwing, and a .9mm Automatic Pistol with two extra clips.

Criminal Record: None

THE BAT-THING

Real Name: T'cleass

Alignment: Diabolic

Attributes: I.Q. 4, M.E. 13, M.A. 4, P.S. 14, P.P. 9, P.E. 13, P.B. 8, Spd. 13

Age: 17 **Sex:** Male **Size Level:** 8

Weight: 137lbs **Height:** 5ft 2in

Hit Points: 31 **S.D.C.:** 35

Disposition: T'cleass is just plain kill-crazy. He has no respect for life of any kind and acknowledges no masters. He obeys Caesar reluctantly and constantly argues about his role in the group. When faced with difficult situations his solution is to simply attack. Hot tempered, irritable, and obnoxious.

Human Features: Hands — Full (Extra Limbs)

Biped — Full

Speech — None

Looks — None

Psionics: Telepathic Transmission

Powers: Winged Flight

Sonar Sense

Level of Experience: 6th Level

Level of Education: T'cleass cannot read or write and has difficulty counting numbers over 12.

Scholastic Skills: None

Natural Weapons: None

Weapon Proficiencies: W.P. Revolver

Physical Skills/Training: None



Espionage Skills/Special Training: None

Secondary Skills:

Wilderness Survival — 70%

Land Navigation — 64%

COMBAT SKILLS:

Attacks Per Melee: 2

Bonuses: None

Other Abilities: None

Personal Profile: Created by laboratory experimentation, T'cleass is obviously a failure. He is unstable and erratic.

For example, let's look at the example in the introduction. T'cleass has captured two maintenance workers who can tell him where the money is kept in the building. He will demand the money. If the first victim doesn't get cooperative, T'cleass will get more subtle; he'll hit 'em a few times. If no answers are forthcoming, he'll get angry enough to just shoot the second victim. It won't even occur to him that, without one of the victims his whole mission is doomed.

T'cleass is kept around because he's an invaluable scout. Flying in total darkness and using his Sonar Sense, he can give vital information to Caesar. But his tendency to argue is probably going to get him killed, someday. . .

Special Weapons: T'cleass carries a .38 Revolver with him at all times. He also carries 6, filled, quick loaders.

Criminal Record: Several law enforcement agencies have unconfirmed reports of gunshots from some kind of winged creature.

The Terror Bears

(Adventure Scenario)

NOTE: Depending on the characters in the players' group, this could be anything from Easy to Difficult. A group with no psionics will find it pretty rough going. The players will find it somewhat easier if at least two players have good psionics.

Media Reports

The characters will first become aware of "a rash of strange crimes" through various media reports. Newspapers, radio and television reports will sensationalize a series of bizarre thefts. The linking factors are all weird. Each of the places hit are out in distant suburbs all within a mile or two of rural farms or forest. In every case, the incident happened late at night and there was always a guard, attendant or custodian on duty.

The aftermath of these crimes is sometimes tragic. In most cases, the employees of the burglarized business will simply be unable to remember any details of the crime. They will be shaken, upset, and slightly hysterical. However, in three cases, the victim has gone completely bonkers and will have to be institutionalized as a raving lunatic.

Four late-night party stores, an all-night gas station, and two banks have been robbed.

In the latest incident, in a suburban bank, a security camera was activated. Unfortunately, (and this will be shown on TV, pictures in newspapers) the only thing seen were three large hats on the other side of a four-foot high counter. This would seem to indicate fairly small criminals.

Inside Information

Characters with Advanced Smell or Tracking skills may be able to locate the small bear tracks around the scene of a recent crime. However, the bears are careful to conceal their tracks and smell a few times on the way back to their hideout.

The best way to find the Terror Bears is by staking out a variety of locations. Since the bears will travel no more than 8 miles from their lair in an abandoned house, the characters should be able to catch them in the act sooner or later.

Game Master Background

These malignant creatures were created by unethical experimentation. As newly-born bear cubs, they were subjected to a military virus. Rather than killing the bears, the virus warped their development. For years the bears were kept captive by insensitive scientists. In their first three years of life, they were treated as experimental subjects for testing different kinds of biological toxins. This procedure consisted of injecting the bear cubs with massive doses of poison and hooking them up to uncomfortable electronic detectors to measure their suffering.

It wasn't until their fourth year that a scientist discovered the bear's unusual intelligence. At that point, they were transferred and subjected to even more brutal experimentation as researchers attempted to find out the extent of their intelligence and abilities.

Since their escape, the Terror Bears have been living in suburban neighborhoods. Using loose clothing and large hats, they will do various psionics on neighbors and store clerks in order to remain in disguise.

Currently, the Terror Bears are hiding out in an abandoned house in the northern suburbs of the city. All the neighbors will be very sure that "NOBODY lives THERE!" and "I wouldn't poke around THERE if I were you!" Of course, they've all been psionically manipulated to avoid the house.

Once inside the house, the group will discover that it has been turned into a rather bizarre den. If the Terror Bears' house is actually invaded, the response will depend on the time of day. The Terror Bears spend most of the daytime asleep in separate rooms. In the late afternoon and

early evening, they eat and watch television. Late at night, they go out and wander the streets looking for victims.

The Terror Bears have a great fear of being captured and returned to the secret laboratories that created them. In order to prevent this they will constantly flee. They are not interested in killing, but enjoy torturing humans with their mental powers.

It's important for the game master to remember that the Terror Bears are very immature, almost childlike. They've been badly hurt and want to strike back. But they are NOT adults and will not act in an adult way.

PAIN BEAR

Real Name: Bertie

Alignment: Miscreant

Attributes: I.Q. 9, M.E. 24, M.A. 11, P.S. 21, P.P. 14, P.E. 14, P.B. 10, Spd. 7

Age: 14 Sex: Male **Size Level:** 5

Weight: 391bs **Height:** 3ft Sin

Hit Points: 24 **S.D.C.:** 65

Disposition: Mean, bad-tempered and argumentative. Pain Bear doesn't even get along with the other Terror Bears very well.

Human Features: Hands — Partial
Biped — Partial
Speech — None
Looks — None

Powers: None

Psionics: Telepathic Transmission
Animal Speech (Bears Only)
Bio-Manipulation; Pain
Mind Trap

Level of Experience: 5th Level

Level of Education: 4th Grade

Scholastic Bonus: None

Scholastic Skills: None, but he can read, write and do simple math.

Natural Weapons: IDS damage Claws

Weapon Proficiencies: None

Physical Skills/Training:

Climbing — 90/55%

Basic Swimming

Espionage Skills/Special Training: None

Secondary Skills:

Wilderness Survival — 65%

Fishing — 90%

Land Navigation — 60%

Pick Locks — 60%

Prowl — 86%

COMBAT SKILLS:

Attacks Per Melee: 2

Bonuses: No bonuses To Strike/Parry/Dodge; +6 to Damage

Other Abilities: None

Personal Profile: Pain Bear is the most antisocial of the Terror Bears.

He is basically a very unhappy individual who dislikes himself as much as anyone else. He enjoys using his psionic powers because they make him feel important.

When in combat or threatened, Pain Bear will first attempt to use his Bio-Manipulation: Pain to incapacitate the victims. When he has more time, he will use the Mind Trap and immerse the victims in some kind of torture chamber. He will let the victims "escape" from one chamber to another in the fantasy, always leading them into an even more painful and terrifying dream experience.

Criminal Record: None

FEAR BEAR

Real Name: Archie

Alignment: Diabolic

Attributes: I.Q. 10, M.E. 21, M.A. 8, P.S. 16, P.P. 8, P.E. 14, P.B. 10, Spd. 14.



Starting at the top of the page and going clockwise, the characters are: PAIN BEAR, FEAR BEAR, DOOM BEAR, and NIGHTMARE BEAR.

Age: 14 Sex: Male **Size Level: 5**

Weight: 33lbs **Height:** 3ft 4in

Hit Points: 33 S.D.C.: 65

Disposition: A quiet, vengeful character who appears good-natured in spite of his intense hatred.

Human Features: Hands — Partial
Biped — Partial
Speech — None
Looks — None

Powers: None

Psionics: Telepathic Transmission
Detect Psionics
See Aura
Mind Trap

Level of Experience: 5th Level

Level of Education: 4th Grade Schooling

Scholastic Bonus: None

Occupation: None

Scholastic Skills: None, but he can read, write and do simple math.

Natural Weapons: 1D8 damage Claws

Weapon Proficiencies: None

Physical Skills/Training:

Climbing — 90/55%

Basic Swimming

Secondary Skills:

Wilderness Survival — 65%

Fishing — 90%

Land Navigation — 60%

Pick Locks — 60%

Prowl — 86%

COMBAT SKILLS:

Attacks Per Melee: 2

Bonuses: No bonuses to Strike/Parry/Dodge; +1 to Damage

Other Abilities: None

Personal Profile: Fear bear is the member of the Terror Bears who holds the most bitter hatred of humanity. He is fond of Doom Bear and will follow him whenever possible. Using the See Aura ability, Fear Bear will always try to figure out what his victims will be most frightened of. Then he will Mind Trap them into a variety of fantasies where they face their worst fears and phobias.

Criminal Record: None.

DOOM BEAR

Real Name: Sammy

Alignment: Anarchist

Attributes: I.Q. 14, M.E. 28, M.A. 11, P.S. 16, P.P. 10, P.E. 21, P.B. 12, Spd. 5

Age: 14 Sex: Male **Size Level: 5**

Weight: 40lbs **Height:** 3ft 4in

Hit Points: 36 S.D.C.: 65

Disposition: Paranoid, timid, fearful of just about everyone and everything. His only real friend is Fear Bear, and even the other Terror Bears scare him.

Human Features: Hands — Partial
Biped — Partial
Speech — None
Looks — None

Powers: None

Psionics: Telepathic Transmission
Animal Control (Bears Only)
Hypnotic Suggestion
Mind Trap

Level of Experience: 5th Level

Level of Education: 4th grade

Occupation: Criminal

Scholastic Bonus: None

Scholastic Skills: None, but can read, write and do so simple math.

Natural Weapons: 1D8 damage Claws

Weapon Proficiencies: None

Physical Skills:

Climbing 90/55%

Basic Swimming

Secondary Skills:

Wilderness Survival — 65%

Fishing — 90%

Hunting — 60%

Pick Locks — 60%

Prowl — 86%

COMBAT SKILLS:

Attacks Per Melee: 2

Bonuses: No Bonuses to Strike/Parry/Dodge; +1 to Damage

Other Abilities: None

Personal Profile: Doom Bear is constantly haunted by a recurring bad dream of nuclear holocaust. He is quite convinced that this a "real" thing that will take place sometime in the near future. He has the delusion that he will survive the disaster. Staying close to the other Terror Bears is the only way he can save them also. In the Mind Trap of Doom Bear, victims always experience the horror of nuclear disaster. Starting with the sirens, through the blast itself, and finally, the long, terrible night that follows, the character will feel the actual experience.

Criminal Record: None

NIGHTMARE BEAR

Real Name: Buzzy

Alignment: Aberrant

Attributes: I.Q. 9, M.E. 27, M.A. 13, P.S. 16, P.P. 17, P.E. 21, P.B. 11, Spd. 12

Age: 14 Sex: Male **Size Level: 5**

Weight: 34lbs **Height:** 3ft 3in

Hit Points: 35 S.D.C.: 65

Disposition: Pushy, quick-tempered, take-charge type who expects everyone to obey his orders.

Human Features: Hands — Partial
Biped — None
Speech — None
Looks — None

Powers: None

Psionics: Telepathic Transmission
Sixth Sense
Mind Block
Mind Trap

Level of Experience: 5th Level

Level of Education: 4th Grade

Scholastic Skills: None, but can read, write and do simple math.

Natural Weapons: 1D8 Damage Claws

Weapon Proficiencies: None

Physical Skills/Training:

Climbing — 90/55%

Basic Swimming

Secondary Skills:

Wilderness Survival — 65%

Fishing — 90%

Hunting — 60%

Pick Locks — 60%

Prowl — 86%

COMBAT SKILLS:

Attacks Per Melee: 2

Bonuses: +1 to Strike/Parry/Dodge; +1 to Damage

Other Abilities: None

Personal Profile: Nightmare Bear is the leader of the Terror Bears. He is the one who will most often come up with plans for their future survival; in fact, Nightmare Bear is the only one of the Terror Bears who even looks ahead to tomorrow. Like the others, he has a hatred of humanity and tries to protect the other Terror Bears. The Mind Traps of Nightmare Bear are unique in that he brings to life the actual nightmare of the victims. Those caught will relive recent traumatic events where their opponents and problems become much greater than they are in real life.

Criminal Record: None

Doctor Feral: The Genius of Bio-Spawn (Adventure)

NOTE: Adventures involving Doctor Feral can range from Easy to Difficult depending on what forces the good doctor decides to mobilize. Recommended for all sizes and levels of player groups.

Media Report

BIO-Spawn is almost never mentioned in media reports, when press releases are given out they usually mention one of the various subsidiaries (see below).

Whenever Doctor Feral is mentioned by the media it will always be in glowing terms, describing him as a "brilliant scientist who has made innumerable contributions to society."

Inside Information

A thorough investigation of Doctor Feral's background will reveal dozens of accolades and honorary awards. Deep in his past there was a minor scandal involving a run-in with an anti-vivisection, animal rights group.

The corporate web involving BIO-Spawn, Doctor Feral and the various subsidiaries are all a matter of public record. In a week's worth of library research a character could make all the right connections.

Underworld connections know absolutely nothing of Feral. All federal, state, local and even foreign government officials treat Feral and his representatives with great respect. Police will offer to help Feral even if they have to bend the rules to do it.

Game Master Background

Doctor Feral is a world famous scientist and businessman. With his numerous inventions and chemical formulas he has created a corporate empire that allows him to continue his research with a completely free hand.

Currently, one of Feral's main interests is mutated animals. Ideally, he would take the animals (or their dead bodies) to his secret underground laboratory where he can PROPERLY inspect them. In other words, vivisect them. Failing that, he will offer substantial sums of money for blood and tissue samples. Feral will start by offering \$5,000 (1000 new \$5 bills) and will work his way up to \$50,000 for a fresh blood sample from a mutated animal character. Any dead animals that end up in police hands will certainly be sent to Feral.

Feral will *never* personally break the law. However, he will send various forces out to get anyone who interest him. Characters who land in hospitals or jails are in great danger because of Feral's close connections with government officials. Often the character may be officially "transferred" to the Feral mansion.

Feral will show up wherever mutant animals become known. For example, he will appear at the schoolhouse hostage taking within hours of the media announcement. Any animal characters with public identities will be sent invitations to the Feral mansion. These characters will NOT be kidnapped while they enjoy Feral's hospitality. They WILL be followed when they leave and attempts will be made to get them later.

Game masters should consider Feral as a major villain in the campaign. Because he never directly involves himself in the combat and is protected by the law, a good game master can keep him around for many adventures. Another possibility is to have some or all of the players' characters as escaped creations of Doc Feral.

DOCTOR FERAL

Real Name: Doctor Victor Oban Feral

Alignment: Scrupulous (with twisted perceptions)

Attributes: I.Q. 28, M.E. 22, M.A. 18, P.S. 20, P.P. 12, P.E. 6, P.B. 13, Spd. 16

Age: 66 **Sex:** Male **Size Level:** 9

Weight: 158 lbs **Height:** 6ft 6in

Hit Points: 46 **S.D.C.:** 15

Disposition: Reserved, refined and utterly sophisticated. He will NEVER stoop to insults or rude remarks and will be unfailingly polite, even to vivisection victims.

Powers: None

Psionics: None

Level of Experience: 12th Level

Level of Education: Doc Feral has the equivalent of Doctorates in several fields. He is on the cutting edge of science in Biology, Chemistry, Genetics, Medicine, Nuclear Physics, Robotics, and several disciplines in Mathematics.

Scholastic Bonus: +35%

Occupation: Scientist, BIO-Spawn Corporation Chairman of the Board.

Scholastic Skills:

Botany — 98%

Biology — 98%

Chemistry (Basic) — 98%

Chemistry: Analytical — 98%

Computer Operation — 98%

Computer Programming — 98%

Foreign Languages — 98%

French

German

Chinese

Latin

Greek

Laser Communications — 98%

Mathematics: Advanced — 98%

Medical Doctor — 98/82%

Pathology — 98%

Pilot Automobile — 98%

Pilot Aircraft - Single Engine — 65%

Pilot Aircraft - Private Jet — 60%

Research — 98%

Weapon Proficiencies: W.P. Revolver

Physical Skills/Training:

Basic Electronics — 98%

Still Photography — 90%

Foreign Languages - Conversational — 84%

Italian

Spanish

Hindi

Arabic

Russian

Japanese

Personal Profile: This mad scientist is a genius who understands all the inner workings of genetic change. He is a very Good person in many ways. He does not allow racial or sex discrimination in any of his businesses, he condemns dictatorships or racist behavior, he is generous with friends, employees, educational institutions and the poor. In short, he is an ideal citizen.

He is also completely contemptuous of any animal who tries to act like an independent being. To him, all animals can be divided into two categories; useful tools and candidates for experimentation and vivisections. He is fully aware of the existence of mutated animals and is always interested in acquiring them to further his knowledge.



DOC FERAL. THE GENIUS OF BIO-SPAWN

He has several, mutated, animal servants who are forced to remain loyal. He has created a control collar capable of inflicting pain . . . or death. The collars also serve as communication and tracking devices.

Doc Feral is not in any way evil or malicious toward fellow humans, he is, in fact, scrupulous in alignment. Yet, he has a strange sort of view on the world that simply sees anything nonhuman as lacking any sort of rights. He is not cruel but considers animals to be laboratory tools for the advancement of science and mankind.

Feral is powerful in several ways. First of all he is wealthy. Successful experiments have yielded powerful, new drugs and techniques in bio-technology. BIO-SPAWN, a company backed by heavy venture capital, is wholly owned by Feral. Feral also has considerable political power. By selectively releasing information indicating that he is on the verge of an immortality drug, he has many powerful patrons who are anxious to please him. This extends so far as providing police cooperation when he requests it.

Feral's primary laboratory is a secret, underground complex below his spacious mansion. All areas are heavily trapped and monitored. No other humans have ever seen this facility; his animal servants are the only inhabitants.

Special Weapons: Although Feral is trained in the fencing foil and revolver, he would never carry a weapon of any kind. To him, these weapons are for sport only, not to be used in combat. There are weapons in the gym and shooting range of the mansion.

Criminal Record: As a young researcher, Feral was arrested on a charge of cruelty to animals. Although ample evidence of his vivisections on live animals was presented, all charges were eventually dropped.

DOC FERAL'S PERSONAL (Human) STAFF

Donald Westlake, Accountant and Bookkeeper. This is a normal human who functions as Feral's chief assistant when dealing with all the various corporate connections. He lives in the Feral mansion but knows nothing of the existence of the underground laboratory.

Thomas Golightly, Butler. A very aloof and efficient servant. He lives in the Feral mansion but has nothing to do with the underground lab.

Maria Chen, Housekeeper. A widow, she and her three children, Cindy, George and Wendy have lived in the Feral mansion for at least 10 years. Currently, Cindy and George are away at University (paid for by Feral) and Wendy is still in High School. All the Chens consider Feral as one of the family and would never suspect him of any wrongdoing.

All Other Staff Members, including Frederick Lapointe, the Chef, Nancy Andrews the Maid, and at least a dozen others live away from the mansion. They all believe that Feral is a fair and generous employer.

DOC FERAL'S ANIMAL ASSISTANTS

OTTO RATTUS

Real Name: Otto Rattus

Alignment: Aberrant

Attributes: I.Q. 11, M.E. 15, M.A. 9, P.S. 34, P.P. 12, P.E. 16, P.B. 8, Spd. 18

Age: 42 Sex: Male **Size Level:** 11

Weight: 233lbs **Height:** 6ft 3in

Hit Points: 48 S.D.C.: 60

Disposition: A mean, suspicious and vengeful character whose entire life has been devoted to protecting Doc Feral.

Human Features: Hands — Full

Biped — Full

Speech — Full

Looks — Special. Otto has been given extensive plastic surgery so that he appears to be fully human. However, any animal characters will immediately suspect his origin as a rat.

Powers: None

Psionics: None

Special Abilities/Implants: In order to increase Otto's natural life span, Doctor Feral has built in a few *bionic implants*. These include an artificial heart, lungs, kidneys.

Level of Experience: 9th Level

Level of Education: High School

Scholastic Bonus: +15%

Occupation: Doc Feral's personal bodyguard and chauffeur. While he is not salaried, he has been endowed with a trust fund of over \$1.5 million. Feral gives him whatever incidental money he may require.

Scholastic Skills:

Automotive Mechanics — 75/55%

Computer Operation — 98%

Computer Repair — 95%

Paramedic — 98%

Locksmith — 85%

Pilot Automobile — 98%

Pilot Racing Car — 98%

Pilot Motorcycle — 98%

Pilot Truck — 98%

Pilot Airplane - Single Engine — 98%

Pilot Airplane - Private Jet — 98%

Natural Weapons: None

Weapon Proficiencies: W.P. Revolver, W.P. Auto Pistol, W.P. Sub-Machinegun

Physical Skills/Training:

Hand to Hand: Expert

Body Building

Boxing

General Athletics

Fencing (Foil)

Swimming: Basic

Running

Espionage Skills/Special Training:

Surveillance Systems — 55%

Secondary Skills:

Foreign Languages - Conversational — 82%

French

Spanish

Italian

German

Chinese

Arabic

Knowledge of Horse Racing — 90%

Otto follows the races, knows the tracks, horses and jockeys and, occasionally, will make small bets (\$5 or less) over the phone. He reads most of the racing forms and newspapers.

COMBAT SKILLS:

Attacks Per Melee: 6

Bonuses: +3 to Strike, +3 to Parry, +4 to Dodge, +21 to Damage; +4 to Roll with Punch or Fall, +4 to Pull a Punch, +1 to Strike on Body Block (2D6 damage). Knock-Out/Stun on roll of 18, 19, or 20. Kick Attack does 1D6 damage.

Other Abilities: Critical Strike form Behind does damage times 3.

Personal Profile: When Doc Feral was a child genius of 16, he was given a young laboratory rat as a pet. Otto became one of the only beings that Feral truly loves. As Otto started to age, Feral began using a variety of drugs, bionics and surgical techniques to build him into a very humanlike being. Otto is the only one of Feral's mutated animals who does not wear a Control Collar.

Otto's loyalty to Doctor Feral is absolute. He believes that the Doctor is a perfect, loving person who needs to be protected from the evil in the world. He will readily sacrifice his own life for Feral's. Otto is also fond of Maria Chen, Feral's housekeeper, and her children. He is suspicious about any other people.

Acting as Feral's assistant, Otto spends much of his time in the secret laboratories under the mansion. He is skilled in assisting Feral in any difficult vivisection, surgery or research.

Training from Intertech (see below) has sharpened Otto's combat abilities and taught him all about being a professional bodyguard.

Special Weapons: Otto always carries a .357 Magnum in a shoulder holster. He usually has at least two quick-loading also. He will keep a .9mm Automatic Pistol and a .9mm Sub-Machinegun in a locked compartment on any vehicle he regularly drives. Note that Otto will never use a weapon unless Feral's life is in danger or unless specifically ordered to do so.

Criminal Record: None. Otto has official citizenship papers and passports for the U.S., Canada, France and Saudi Arabia.

KARL

Real Name: Karl

Alignment: Diabolic

Attributes: I.Q. 10, M.E. 14, M.A. 9, P.S. 11, P.P. 10, P.E. 8, P.B. 9, Spd. 20

Age: 18 Sex: Male **Size Level:** 8

Weight: 123lbs **Height:** 5ft 6in

Hit Points: 15 **S.D.C.:** 45

Disposition: Gleeful, cocky, vicious and mean. Karl likes being in control. When Feral is around, he is very quick to agree with anything the Doctor says.

Human Features: Hands — Full
Biped — Full
Speech — Full
Looks — None

Powers: None

Psionics: None

Level of Experience: 4th Level

Level of Education: 4 Years of College

Scholastic Bonus: +25%

Occupation: Laboratory Assistant for Doctor Feral. Karl is in charge of the secret underground laboratory whenever Feral is not around. He wears a Control Collar and is not paid.

Scholastic Skills:

Biology — 80%

Chemistry — 90%

Computer Operation — 95%

Computer Programming — 80%

Medical Doctor — 82/72%

Pathology — 85%

Natural Weapons: None

Weapon Proficiencies: W.P. Staff, W.P. Chain

Physical Skills/Training:

Hand to Hand: Basic

Prowl

Espionage Skills/Special Training:

Surveillance Systems — 55%

Secondary Skills:

T.V./Video Communications — 50%

Basic Electronics — 60%

Pick Locks — 55%

COMBAT SKILLS:

Attacks Per Melee: 4

Bonuses: No Bonus To Strike, +2 to Parry, +4 to Dodge, +2 to Roll With Punch or Fall, +2 to Pull a Punch

Personal Profile: Karl is a rabbit changed into human form by one of the doctor's experiments. By carefully appearing smart, but not too smart (Feral is always curious about very bright creatures they usually end up being vivisected), Karl has managed to rise to the position of chief laboratory assistant. Karl hates Feral, but is happy for the opportunity to torture other animals. If freed from his Control Collar, he would probably attempt to escape.

By carefully observing Feral's various experiments, Karl has absorbed the equivalent of a college education in the sciences.

Special Weapons: Karl uses a set of spiked brass knuckles (+4 to damage) to keep the other animals in line. He has hidden a pair of Nunchaku and iron-tipped staff in the laboratory in case of trouble.

Criminal Record: None. Karl has no official records of any kind.

IGOR

Real Name: Igor

Alignment: Miscreant

Attributes: I.Q. 18, M.E. 15, M.A. 9, P.S. 23, P.P. 9, P.E. 14, P.B. 6, Spd. 24

Age: 25 Sex: Male **Size Level:** 9

Weight: 165lbs **Height:** 4ft 6in

Hit Points: 31 **S.D.C.:** 56

Disposition: Quiet, vengeful, someone who can patiently wait for years before repaying a slight.

Human Features: Hands — Partial
Biped — Partial
Speech — Partial
Looks — None

Powers: Advanced Hearing

Psionics: Hypnotic Suggestion
Detect Psionics

Level of Experience: 5th Level

Level of Education: High School

Scholastic Bonus: +15%

Occupation: Feral's animal keeper. Igor is lord and master over all the caged and controlled animals in the underground lab. He wears a Control Collar that he's secretly deactivated.

Scholastic Skills:

Automotive Mechanics — 70%

Computer Operation — 90%

Computer Programming — 70%

Computer Repair — 65%

Pilot Van (Truck) — 85%

Natural Weapons: 1D6 damage Claw

Weapon Proficiencies: None

Physical Skills/Training:

Hand to Hand: Expert

Acrobatics

Body Building

Prowl — 86%

Espionage Skills/Special Training:

Surveillance Systems — 55%

Secondary Skills:

Photography — 70%

Sewing — 60%

Pick Locks — 60%

COMBAT SKILLS:

Attacks Per Melee: 5

Bonuses: No Bonus to Strike, +2 to Parry, +5 to Dodge, +8 to Damage, +4 to Roll With Punch or Fall, +4 to Pull a Punch.

Other Abilities: Sense of Direction — 84%, Excellent Balance — 84%, Walk Tightrope — 84%, Climb Rope — 84%, Leap 12 feet, Back Flip — 84%

Personal Profile: Igor, a mutated white rat, is one of Feral's earliest mutant animal creations. He has managed to conceal his psionic ability from Feral and has arranged for all other psionic creations to be destroyed. Now that he has deactivated his Control Collar, he enjoys his special position and would not want to leave unless forced. Igor enjoys torturing the various animals that are under his control.

Special Weapons: None

Criminal Record: None. No official record of his existence.

SPECIAL NOTES ON DOCTOR FERAL

ANIMALS BY DESIGN

Doctor Feral has genetically engineered dozens of other animals. Mostly these are hideous experiments, but occasionally he will be able to put a creature to some use. He also builds special purpose Combat Animals who are designed for capturing and killing mutant animals. All his animals are based on White Rats, White Mice or Rabbits. Game masters, use your discretion and imagination to create these characters.



HE IS TOO SKILLED FOR US TO FIGHT ONE ON ONE, BROTHERS! USE GROUP TACTICS...AND HIT FROM A DISTANCE!!

THE FERAL MANSION

Above ground, the Feral mansion is a comfortable palace of 38 rooms. It includes a gym, shooting range, a private indoor pool, numerous guest rooms and a spacious grounds. The underground laboratory is reached only from Feral's private bedroom and from the rear loading area behind the kitchen. The underground area is even larger than the mansion itself and contains numerous laboratories, restraining cells and storage compartments.

FERAL'S PRIVATE CAR

Doc Feral travels in a long, black, sixwheeled car. Small BIO-Spawn logos are decorated on the front and rear hoods. The front has enough room for a chauffeur and one bodyguard. The rear is a comfortable lounge that will seat six easily. Built into the car are communications equipment, computers, laboratory equipment, and a small bar. Feral can ride in the car without interrupting either his experiments or communications with his corporate managers. The car is also armor plated and fitted with mirrored, bullet-proof glass windows.

BIO-SPAWN UTILITY VANS

These are used by Feral's animal servants for special missions. The front is covered with mirrored glass. The sealed back area contains laboratory equipment and four bunks with restraining straps. These vehicles will show up wherever mutant animals fight in public. They will be used to take in wounded or dead mutant animals. The vans are also armored and have bullet-proof windows.

CONTROL COLLARS

The Control Collars are used by Feral to insure the loyalty and obedience of his animal servants. Feral has programmed them so that they respond to his voice or radio commands. The location of any Collar can be easily tracked from up to 200 miles away. The collars can put out a varying amount of electrical charge directly into the wearer's spinal cord. If a Collar is out of contact with the laboratory's transmitter for more than two hours, it will start flashing a pain signal to the wearer. The pain signal will continue for 30 minutes, then the Collar will kill the wearer. It takes Feral about fifteen minutes to install a Collar. They cannot be removed without surgical assistance.

BIO-SPAWN

This is primarily a holding company. It has a major interest in a number of subsidiaries including:

1. D.V.K. Chemical. Bio-Spawn holdings: 68%. Gross yearly Sales: In excess of \$1,200,000,000.
2. Fawn Cosmetics. Bio-Spawn holdings: 7%. Gross yearly Sales: In excess of \$8,000,000.
3. Method-A Pharmaceuticals. Bio-Spawn holdings: 60%. Gross yearly Sales: In excess of \$1,400,000,000.
4. Trans-East Trucking. Bio-Spawn holdings: 33.3%. Gross yearly Sales: In excess of \$260,000,000.
5. Myzurski, Myzurski, & Taylors, Attorney. Bio-Spawn holdings: .05%. Gross yearly Sales: In excess of \$140,000,000.
6. Second Future Manufacturing. Bio-Spawn holdings: 11%. Gross yearly Sales: In excess of \$800,000,000.
7. Samuel & Sons Import/Export. Bio-Spawn holdings: 28%. Gross yearly Sales: In excess of \$1,200,000,000.
8. Moonstone Construction. Bio-Spawn holdings: 73%. Gross yearly Sales: In excess of \$240,000,000.
9. Cal-Zona Agriculture Products. Bio-Spawn holdings: 6%. Gross yearly Sales: In excess of \$2,050,000,000.
10. Intertech Security & Investigation. Bio-Spawn holdings: 63%. Gross yearly Sales: In excess of \$150,000,000.

Terror On Rural Route 5 (Adventure)

NOTE: This is an Introductory adventure. Just about any number or level of players should be able to handle it.

Media Reports

The players will first hear about the situation on TV or radio. A news bulletin will tell them that "an unidentified group of terrorists have seized control of a school building on Rural Route #5. Local, state and federal law enforcement officials are on the scene. Early reports indicate as many as 100 children and 6 school teachers may be hostages. More details at 5."

Inside Information

Police will be aware that a group of half-man, half-animal creatures have seized control of the school building. No shots have been fired since the incident began, but firearms have been seen inside the school. Someone identifying himself as "The Liberator" has called the governor's office and has made several demands.

Top officials will be aware that "The Liberator" has demanded that no one approach the school building, that the power and telephone lines remain intact and that food is to be delivered to the front door. He has also demanded that there be a LIVE news conference with television cameras from the major networks at exactly 6:00 P.M.

Television workers will be dispatched to the scene and will be informed that it is a dangerous hostage situation and that "you may be required to interview the terrorists."

Game Master Background

George Boswitch was a farmer who always had some kind of financial problems. Eighteen years ago he bought a "bargain" load of feed for his cows and pigs. Unfortunately, the feed was contaminated with some kind of bizarre chemical. Despite the best efforts of the local veterinarian, all the animals died. However, before that, three of the animals gave birth. A cow produced a single bull calf, one of the pigs birthed 18 piglets and his old hound dog had a single puppy.

Boswitch managed to make a decent settlement with the feed company. Enough to support himself, pay the taxes on the farm, and a weekly case of liquor for some years to come. At first he was simply curious about the strange small animals. Eventually he realized that they were starting to become intelligent and more human. In his drunken stupors he fantasized about displaying them as a circus act, but, by that time, no one was willing to take him seriously.

One of the animals, Ferd the mutant bull, matured more quickly than the rest. When Ferd realized that kindly old George intended to sell them as show animals, he started using his psionic power of Hypnotic Suggestion. For years George believed that the animals would develop human characteristics "any time now." Of course, the animals did mutate into human-like creatures while George was still waiting.

The animals were educated mostly by television. After witnessing any number of hostage incidents on the news media (they have a little problem separating "news" from "drama"), they decided that eventually that would be what they would have to do to survive. When George finally died, they hid while tax collectors, bankers and county officials came in to evaluate the property. Hearing that it would all be sold and torn down, they decided that it was time for action. The next week, they put their plan into action.

By the time the story hits the media, eight of the animals, Ferd, Hank and six of the pigs will have seized the local school-house. The remaining animals at the barn and farmhouse will be monitoring police broadcasts and keeping in touch with the school group by coded, telephone messages.

CONTINUING EVENTS

All the following events will take place unless the characters manage to free the hostages.

6:17 P.M. Ferd the Bull and six school children will come out to be interviewed by television reporters. The exact timing means that TV stations will HAVE to broadcast live in order to include the story in their 6 o'clock news programs. Ferd will announce demands for \$6,000,000, two helicopters with pilots and transport to a remote, northern location. If the demands are not met, they will start killing children starting at 8:00 A.M. the next morning. One child will be killed every hour until the demands are met.

9:00 P.M. Sixteen very young children are released as an act of "good faith." These children will be too young to be reliable witnesses.

From that point on it will be up to the characters to stop the bloodshed the next morning. Bear in mind that attacking the school in a frontal assault is the height of stupidity; many children would die as soon as the terrorists realized what was happening. The situation calls for Ninja stealth and infiltration. . . .

Inside the school, Ferd and one of the pigs are inside the office with four children. The 98 children are all kept in a large group in the Gym by three other pigs. The hound dog and the other 2 pigs patrol the building, checking every window and door at fifteen minute intervals. The school building itself has six classrooms, boys' and girls' restrooms, a large gym, an office and a janitor's closet. There are no entrances to the room (ceiling has 220 S.D.C.). There is a small basement where the furnace is kept; the door at the top of the stairs is always locked.

FERD

Real Name: Ferd

Alignment: Aberrant

Attributes: I.Q. 13, M.E. 17, M.A. 8, P.S. 18, P.P. 9, P.E. 12, P.B. 14, Spd. 9

Age: 17 Sex: Male **Size Level:** 14

Weight: 3851bs **Height:** 7ft 5in

Hit Points: 23 **S.D.C.:** 60

Disposition: Angry, loud and pushy, Ferd cares deeply about the fate of the other animals. He will do anything to save them from "humanity's butchers."

Human Features: Hands — Partial
Biped — Full
Speech — Partial
Looks — None

Powers: None

Psionics: Hypnotic Suggestion

Level of Experience: 3rd Level

Level of Education: 2nd Grade

Scholastic Bonus: None

Occupation: Terrorist

Scholastic Skills:None, however, he can read slowly, write with great difficulty, and do very simple arithmetic.

Natural Weapons: 1D8 damage Horns

Weapon Proficiencies: W.P. Axe, W.P. Revolver

Physical Skills/Training: None

Espionage Skills/Special Training: None

Secondary Skills:

Pick Locks — 50%

Prowl 70%



COMBAT SKILLS:

Attacks Per Melee: 2

Bonuses: No Bonuses to Strike/Parry/Dodge, +3 to Damage, No Bonus To Strike On Body Block (2D6 damage)

Personal Profile: This character is a mutated Bull. Ferd sees himself as the savior of his fellow intelligent animals. After listening to the old drunken farmer, George, for so many years, he's convinced that humanity is totally evil. Ferd has a "master plan" to be flown to the extreme northern wilderness and there to establish a new society.

Special Weapons: Carries an Axe, .32 Revolver and several grenades.

Criminal Record: None

BUCK

Real Name: Buck

Alignment: Unprincipled

Attributes: I.Q. 9, M.E. 8, M.A. 4, P.S. 14, P.P. 22, P.E. 15, P.B. 5, Spd. 8

Age: 17 **Sex:** Male **Size Level:** 9

Weight: 1551bs **Height:** 5ft 7in

Hit Points: 19 **S.D.C.:** 39

Disposition: Warm, humorous, good-natured, speaks and moves slowly and deliberately.

Human Features: Hands — Full
Biped — Full
Speech — Partial
Looks — None

Powers: Advanced Smell

Psionics: None

Level of Experience: 2nd Level

Level of Education: 3rd Grade

Scholastic Bonus: None

Occupation: Terrorist

Scholastic Skills: None, can read, write with difficulty and do simple arithmetic.

Natural Weapons: None

Weapon Proficiencies: W.P. Shotgun, W.P. Hunting Rifle, W.P. Sub-machinegun, W.P. Revolver

Physical Skills/Training:

Running
Swimming: Basic

Espionage Skills/Special Training: None

Secondary Skills:

Wilderness Survival — 50%
Land Navigation — 48%
Fishing — 70%
Pick Locks — 45%
Prowl — 62%

COMBAT SKILLS:

Attacks Per Melee: 2

Bonuses: +4 to Strike/Parry/Dodge; No Bonus to Damage

Personal Profile: Buck is the one mutant farm animal who has seen something of the rest of the world. He prowls night and day around other farms, stores and the local town. He could also watch things out of a plain view by lying down with his arms crossed, pretending to be a sleepy hound dog. Most of the modern weapons were stolen by Buck from a local national guard base he prowled around. He was against the idea of the hostage taking and would not have gone along were it not for Ferd's Hypnotic Suggestion.

Special Weapons: Prefers to use a shotgun or hunting rifle, but will be using a sub-machinegun as well. Carries a pistol for back-up.

Criminal Record: None

THE MUTANT PIGS

Real Name: Andy, Mel, Hank, Roy, Mellissa, and Henrietta will be with Ferd at the school. The other 12 will be back at the farm holding the house, bam and pig-shed.

Alignment: Anarchists

Attributes: I.Q. 14, M.E. 12, M.A. 10, P.S. 16, P.P. 12, P.E. 10, P.B. 8, Spd. 10

Age: 17 **Sex:** 9 male, 9 female **Size Level:** 12

Weight: 280lbs **Height:** 6ft 2in to 6ft 5in

Hit Points: Average 12 **S.D.C.:** 40

Disposition: Varies; all the pigs at the school are pushy, egotistical and loud creatures who argue about whether or not everything will come out all right.

Human Features: Hands — Partial
Biped — Full
Speech — Partial
Looks — None

Powers: Advanced Hearing

Psionics: None

Level of Experience: 1st Level

Level of Education: 1st Grade

Scholastic Bonus: None

Occupation: Terrorists

Scholastic Skills: None; can barely read, write, (slowly print block letters) can count, but can't do simple arithmetic. Learned mostly from children's television shows.

Natural Weapons: None

Weapon Proficiencies: Varies; no pig has more than one W.P. at 1st Level.

Physical Skills/Training: None

Espionage Skills/Special Training: None

Secondary Skills:

Escape Artist — 35%
Prowl — 54%

COMBAT SKILLS:

Attacks Per Melee: 2

Bonuses: No Bonuses to Strike/Parry/Dodge/Damage; No Bonus to Strike With Body Block (1D8 damage)

Personal Profile: All the pigs are ignorant, argumentative creatures who are going along with Ferd's plan simply because they have no plans of their own. The pigs are the result of neglect and an education no greater than network television. With help they might become useful members of society, but as they are now they're pretty hopeless.

Special Weapons: Armed with various weapons including, Flame-thrower, Machineguns, Sub-Machineguns, grenades and .45 Auto matic Pistols.

Criminal Record: None

OTHER NON-PLAYER CHARACTERS

TYPICAL SCHOOL CHILD

Most of the children are hysterical and pretty much useless in a crisis. They will tend to be frightened of anyone unless approached in a slow, careful manner. Average Hit Points: 8, No S.D.C.

CAPTAIN OF THE STATE POLICE

Captain Sam Reynolds is doing the best that he can with a difficult situation. He is being hounded by federal, state and local government officials, by parents, a gung-ho antiterrorist squad, and the media. He is desperate enough to use strange mutant animals. IF they tell him of some useful special abilities or plans.

NOTE: He will NOT allow any kind of frontal assault on the school building. Characters must come up with some kind of intelligent PLAN or he will not go along with them. Particularly obnoxious characters may be arrested.

Alignment: Scrupulous

Attributes: I.Q. 14, M.A. 16, P.S. 14, All others average.

Age: 47 **Hit Points:** 47 **S.D.C.:** 44

Level of Experience: 9th Level Law Enforcement Officer with appropriate training.

THE LEG OF THE NINJA

NOTE: This is an Easy adventure that can be gradually escalated to Difficult as the characters mature. Any number or level of characters can play.

Media Reports

There will be absolutely *NO* press coverage of any LEG activities. The only time anything will appear in the media is if the players capture or publicly implicate members of the organization.

Inside Information

Characters with criminal connections will be able to find out about "special" contacts who can transport "whatever you want, wherever you want." Further investigation will reveal that a small company known as *State Transport* has a small office in the warehouse district. With the proper references, "Snakey sent me," they will arrange for pickups and deliveries worldwide. If this office is closed down, then another one, under a different name, will rapidly appear.

Game Master Background

The Leg is a Ninja organization dedicated to the art of smuggling. They move drugs, weapons and other contraband anywhere in the world.

Currently, their two main leaders are corrupt and stupid; a self-correcting problem in many ways. This does not mean they are not well trained Ninja assassins; they simply don't have the brilliant foresight of the founding fathers of the families. Three families were prominent in the founding of the organization. Now, in the U.S., only *leyama* and *Kametsu* carry on the family tradition. Other relatives in Japan may be forced to take over the organization if things deteriorate.

Clues and Encounters

This is one of those adventures that should start with the characters "accidentally" discovering illegal activities. Since the Leg is constantly loading or unloading shipments secretly, in strange neighborhoods, in the middle of the night, it's only a matter of time before the players' group discover them. When the characters interfere, they will be surprised to discover 2 to 6 Ninja Assassins rushing to defend the smugglers.

Should the group succeed in capturing the smugglers, two things will happen. First, the Leg will put the word out on the street that a hefty reward (over \$10,000) is offered for the location of the heroes. Second, the shipments will become fewer and will be guarded by from 6 to 12 Ninja.

From this point, on the game master should send increasingly more powerful groups to fight the heroes. Eventually, the players' group, will meet the *Tiger of the East*. If they drive him away, there will be a final confrontation with *The Black One*. Check his character for more information.

LEG NINJA CHARACTERS

NINJA HENCHMEN

Approximately 1200 of these trained assassins are stationed throughout the world. They all work as average truckers, shipping clerks and office workers. For simple jobs requiring assassination or intimidation, 1 to 5 men will be dispatched. Difficult jobs require from 3 to 18 henchmen.

Alignment: Usually Anarchist or Miscreant

Attributes: Varies Age: Average 25

Size Level: Usually 8 **Weight:** 130 to 150lbs

Height: 5ft 3in to 5ft 10in **Hit Points:** 5D6 (17 on average)

S.D.C.: 5D6 (17 average)

Powers: None

Psionics: None

Physical Skills/Training:

Hand to Hand: Assassin, 2nd Level (Note: Hand to Hand is *Assassin* and not *Ninjitsu*)

Gymnastics

Each Ninja Henchman has one of the following Weapon Proficiencies and uses that weapon. Roll Percentile for Weapon and Training: (roll once)

01-05 W.P. Ninja Bow

06-20 W.P. Katana

21-30 W.P. Wakazashi

31-45 W.P. Sai

46-65 W.P. Kusari-Gama

66-85 W.P. Yari

86-00 Nunchaku

Espionage Skills/Special Training: All have:

Escape Artist — 30%

Pick Locks — 35%

Pick Pockets — 30%

Prowl — 46%

Climbing — 50/30%

COMBAT SKILLS:

Attacks Per Melee: 3

Bonuses: +2 to Strike, No Bonus to Parry/Dodge, +1 to Damage

Special Weapons: All the henchmen have the weapon they are trained in plus six shuriken and a dagger.

Criminal Record: 50% have no criminal record; the others have various juvenile offenses like car theft, breaking and entering, or armed robbery.

NINJA TEACHERS

The leaders of the Leg Ninja Henchmen are the Ninja Teachers. There are no more than 12 of them in any major trading center. Ninja Teachers will personally lead groups of 2 to 12 henchmen on difficult missions. If the mission is particularly difficult, then 2 to 12 Ninja Teachers will lead a group of 4 to 24 henchmen into battle.

Alignments: Usually anarchist

Attributes: Vary **Age:** 26 **Size Level:** Usually 8

Weight: 130 to 150lbs **Height:** 5ft 3in to 5ft 10in

Hit Points: 8D6 (28 average) S.D.C.: 9D6 (32 average)

Powers: None

Psionics: None

Physical Skills/Training:

Hand to Hand: Assassin, 5th Level or Ninjitsu, 4th Level

Body Building

Gymnastics

W.P. Shuriken

Roll percentile for Weapon and Training (roll twice)

01-20 W.P. Daisho

21-40 W.P. Pair of Sai

41-60 W.P. Kusari-Gama

61-80 W.P. No-Daichi

81-00 W.P. Pair of Nunchaku

Espionage Skills/Special Training:

Escape Artist — 55%

Pick Locks — 60%

Pick Pockets — 55%

Prowl — 86%

Climbing — 90/55%

COMBAT SKILLS:

Attacks Per Melee: 4

Bonuses: +2 to Strike, +1 to Parry/Dodge, +5 to Damage, +4 to Pull/Roll With Punch/Fall.

Special Weapons: Ninja teachers carry their main weapon plus 12 Shuriken.

Criminal Record: 85% have no record; the rest have juvenile records that the authorities will tend to ignore.

LONG STRIKE

Real Name: Kenu Kametsu

Alignment: Miscreant

Attributes: I.Q. 7, M.E. 8, M.A. 10, P.S. 14, P.P. 23, P.E. 10, P.W. 8, Spd. 12

Age: 38 **Sex:** Male **Size Level:** 9

Weight: 166lbs **Height:** 5ft 9in

Hit Points: 22 **S.D.C.:** 28

Disposition: Boastful, cocky tough-guy who thinks he's much more powerful than he really is. In a crunch his bully attitude will wilt and he'll whimper for his life.

Powers: None

Psionics: None

Level of Experience: 6th Level Assassin

Level of Education: High School

Scholastic Bonus: +15%

Occupation: Chief of U.S. domestic operations for the Leg Ninja.

Scholastic Skills:

Pilot Automobile — 98%

Pilot Airplane - Single Engine — 98%

Pilot Airplane - Twin Engine — 98%

Weapon Proficiencies: W.P. Revolver, W.P. Sub-machinegun, W.P. Manriki-Gusari

Physical Skills/Training:

Hand to Hand: Assassin

Acrobatics

Body Building

Climbing

Espionage Skills/Special Training

Disguise — 90%

Concealment — 70%

Escape Artist — 80%

Impersonation — 90%

Pick Locks — 85%

Tracking — 80%

Secondary Skills:

Basic Electronics — 54%

Explosives — 40%

Pilot Motorcycle — 98%

Foreign Language - conversational — 85%

English

Spanish

COMBAT SKILLS:

Attacks Per Melee: 4

Bonuses: +6 to Strike, +7 to Parry/Dodge, -1-4 to Damage, +5 to Roll With Punch or Fall, +5 to Pull a Punch.

Personal Profile: Long Strike is major Ninja leader with a variety of major personality flaws. He is basically a weak man, unable to cope with real conflict or responsibility. Partly as a result of this weakness he has become addicted to opium. He is also something of a coward. If he takes more than two hits in a battle, he will retreat and go running off to his older cousin, Tiger of the West. Long Strike is also falling behind in his work; if there were anyone competent to replace him it would be done.

Special Weapons: Long Strike will always carry a Manriki-Gusari somewhere on his person. This is the weapon he will pull and strike with when threatened. He also carries a .38 Special Revolver when he thinks he's walking into truly dangerous situations. Illustrating his cowardice and lack of respect for tradition even further is the .9mm Sub-Machinegun he keeps in his office desk.

Criminal Record: The name "Long Strike" is connected with a variety of crimes ranging from murder to high treason. Many international law enforcement officials suspect that Kametsu is Long Strike, but they have no solid proof.

TIGER OF THE WEST

Real Name: Iya Ieyama

Alignment: Anarchist

Attributes: I.Q. 16, M.E. 12, M.A. 12, P.S. 26, P.P. 11, P.E. 19, P.B. 11, Spd. 12

Age: 43 **Sex:** Male **Size Level:** 9

Weight: 165lbs **Height:** 5ft 8in

Hit Points: 38 **S.D.C.:** 59

Disposition: Quiet, self-assured, rarely boastful, but very money hungry and tight with a dollar. Despite his boldness and self-confidence, he rarely takes chances, preferring the odds to be in his favor.

Powers: None

Psionics: None

Level of Experience: 8th Level Ninjitsu

Level of Education: Law Degree

Scholastic Bonus: +30%

Occupation: Head of the U.S. Leg Ninja. Also head of a small legal firm.

Scholastic Skills:

Computer Operation — 98%

Computer Programming — 98%

Cryptography — 98%

Optic Systems — 98%

Surveillance Systems — 98%

Radio: Basic — 98%

Radio: Scrambler — 98%

Radio: Satellite — 98%

Foreign Languages — 98%

English

French

German

Chinese

Law (special) — 90%

Civil

Criminal

Corporate

International Law

Weapon Proficiencies: W.P. Automatic Pistol, W.P. Bisento, W.P. Daisho - Paired Weapons, W.P. Kusari-Gama

Physical Skills/Training:

Hand to Hand: Ninjitsu

Acrobatics

Climbing — 84%

Gymnastics

Body Building

Running

Prowl — 92%

Secondary Skills:

Cook — 98%

Fishing — 98%

Photography — 95%

Pick Locks — 75%

Pilot Automobile — 98%

Pilot Truck — 98%

Basic Mechanic — 72%

Basic Electronics — 80%

COMBAT SKILLS:

Attacks Per Melee: 5

Bonuses: +2 to Strike, +3 to Parry/Dodge, +15 to Damage, +6 Roll With Punch or Fall, +6 to Pull a Punch; Knock-Out/Stun on 17, 18, 19, or 20.

Personal Profile: Tiger could have been a great Ninja. Could have been, if he had the courage to try. Too often, tiger ran when he should have fought. Regardless of his great abilities as a Ninja (+15 to Damage!?!), his great weakness is that he is not willing to take chances. Just as Tiger won't risk losing a dollar, he won't risk losing a fight.

As soon as the tide of battle turns against him, Tiger will flee. While he is a brilliant businessman and lawyer, this major flaw will probably be his doom.

Special Weapons: "Great Wind" is the name of the leyama family weapon. This Kusari-Gama was crafted by a master over 300 years ago and still maintains a fighting edge (+2 to strike, +2 to damage). Tiger will use this weapon only as a last resort. Tiger also has a set of Daisho (3D6 damage Katana and 2D6 damage Wakazashi) that are ancient artifacts. These were stolen from a famous Samurai family over 120 years ago. The family has a standing reward of 200 ounces of gold for the daisho's return. These are Tiger's main assassination weapons.

He also keeps an ancient Bisento in his office. He will not take it into battle but will use it if cornered. Also concealed in his office, car and home are .9mm Automatic Pistols.

Criminal Record: "Tiger of the West" is wanted by law enforcement agencies throughout the far east. U.S. officials know of him only by rumor. No organizations have connected leyama with any illegal activities.

THE BLACK ONE

Real Name: Miso Kufuni

Alignment: Aberrant

Attributes: I.Q. 9, M.E. 14, M.A. 28, P.S. 19, P.P. 14, P.E. 11, P.B. 4, Spd. 11

Age: 73 **Sex:** Male **Size Level:** 9

Weight: 167 lbs **Height:** 5ft 5in

Hit Points: 58 **S.D.C.:** 44

Disposition: The Black One radiates a zen-like calm. His emotions are as a mirror. Even psionics will be awed by the evenness of his thoughts.

Powers: None

Psionics: None

Level of Experience: 19th Level

Level of Education: Two Years of College

Scholastic Bonus: +12%

Occupation: Japanese Floral Arrangement Instructor

Scholastic Skills:

Math: Basic — 98%

Math: Advanced — 98%

Botany — 98%

Bonzai (Japanese art of tending miniature trees) — 93%

Japanese Floral Arrangement — 96%

Foreign Language — 98%

English

French

Chinese, Mandarin

Chinese, Cantonese

Chinese, Mongolian

Korean

Surveillance Systems — 95%

Weapons Proficiencies: W.P. Daisho, W.P. Samurai Bow, W.P.

Bisento (spear), W.P. Bo Staff, W.P. Kyoketsu-Shogi, W.P. No-

Daichi (large sword), W.P. Shuriken

Physical Skills/Training:

Hand to Hand: Ninjitsu

Lee Kwan Choo Martial Arts (see: Important Note)

Gymnastics

Climbing — 98%

Basic Swimming

Espionage Skills/Special Training:

Escape Artist — 98%

Pick Locks — 98%

Prowl — 98%

Concealment — 98%

Wilderness Survival — 98%

Secondary Skills:

Cook — 98%

Play Flute — 83%

Art: Calligraphy (Japanese characters) — 90%

COMBAT SKILLS:

Attacks Per Melee: 6

bonuses: +4 to Strike, +5 to Parry/Dodge, +9 to Damage, +6 to Roll with Punch or Fall, +6 to Pull a Punch, Knock-Out/Stun on 17, 18, 19, or 20; Kick Attack does 1D6 damage; Critical Strike on 17, 18, 19, or 20; Death Blow on Natural 20.

Special Abilities: Lee Kwan Choo form of Martial Arts

Attacks Per Melee: 2; **Bonuses:** +8 to Strike, +12 to Parry, +12 to Dodge, +16 to Leap Away From Combat, +8 to Roll With Punch or Fall, Leap 20 feet, 1-6 Melee Stun on Roll of 15 or Greater.

Important Note: Lee Kwan Choo Attacks Do No Damage! Furthermore, the Black One cannot switch combat styles in midmelee. This means he can either attack as a Ninja or in Lee Kwan Choo, not both. Once a melee round is completed, he CAN switch for the entire next melee.

Personal Profile: The Black One is the fabled "retired" leader of the Leg Ninja. He now lives under an assumed name, "Sushi Vojimbo," and quietly teaches Japanese flower arrangement to housewives and high school students. He visits the Leg Ninja at random intervals and is disgusted with the slovenly life style of his nephew, Kametsu, and the penny-pinching attitude of leyama. In his opinion, both are worthless scoundrels who will never know the true meaning of Ninjitsu.

Kufuni follows his own code, similar to the Japanese code of Bushido. He believes that men make their own karma and that greatness can be formed only by tragedy or by nobility. In keeping with that code, Kufuni always works ALONE and UNARMED. He will never kill a worthy opponent. If the characters' give him a good battle then they must be "destined" for great things.

Because of his own ethics, Kufuni is now separate from his corrupt relatives in the Leg. He feels the organization is run by Ninjitsu fools who do not understand that true power does not come from weapons or money. True power comes from mastering one's own mind.

Kufuni's life has been forged by his own tragic actions. He is haunted by his own past. He remembers, too well, killing one of his greatest rivals in his youth. It was not the fact that he killed, but the fact that he killed someone who could have been great. The bad karma (he feels) from that act has rebounded through his life. Based on that act, he has concluded that some are destined for greatness while others will never be able to rest their souls.

A restless soul describes Kufuni perfectly. To any observer but the most advanced martial artist, Kufuni seems to have an almost supernatural calm. However, he and other masters recognize that his calm is fractured with discontent.

G.M. Note: It is entirely possible that the game master may want to set up several secret identities for Kufuni . . . How would it be if the dreaded "Black One" were actually the tutor and guardian of the characters? And when the group discovers that, what next? Will he ultimately side with them? Will he aid his criminal Ninja relatives? Or will he simply walk away?

Even though Kufuni is a 14th level Ninja Assassin, he has not stopped studying. He is hard at work learning the philosophy of a mystic Chinese form of Kung Fu. So far, he has attained the 8th level of training in Lee Kwan Choo. This form is unusual in that it does not allow members to inflict damage. Instead, the students learn to meditate while fighting. Techniques are all avoidance (Parry/Dodge) and Leaping from combat. However, there are attacks in Lee Kwan Choo; these strikes are elaborate but do NO damage. Lee Kwan Choo must be used alone; attempting to perform other forms will disrupt the delicate concentration required.

For example, while fighting in the Lee Kwan Choo style, Kufuni would avoid all attacks on his person. Suddenly, he will lash out with a devastating punch between the eyes of his opponent. In any other style this would be a killing blow, but here the fist gives a fraction of an inch from the victim. The defender would take NO DAMAGE, but the shock will cause a stun that lasts from 1 to 6 melee rounds.

When Kufuni appears it will be suddenly, as if he materialized out of thin air. Motionless, he will examine them as they look at him. He appears physically harmless but has an impressive M.A. of 18. This M.A. is used by Kufuni to freeze the characters for a few moments while they can talk. Characters must roll over 94 on Percentile to attack. This wears off within 3 melee rounds or when he stops talking.

Kufuni will talk calmly and rationally all the time, evaluating the characters and noting any Ninja or martial art weapons or abilities. If the characters are simply aggressive and "untrained," he may decide to simply kill them. If they are obviously adept in martial arts (like the Ninja Turtles), then he will adopt the Lee Kwan Choo form and wait to be attacked.

Once Kufuni determines the fighting worth of the group, he will do one of two things. If the group is disorganized and unskilled, he will fight to the death. On the other hand, if they are adequate (if they do original moves or actually inflict damage), then he will move away from the fighting. If they try to speak to him, he will simply say that he will no longer bother them. After that, he will disappear as he came (Prowl 98%). Of course, Kufuni could appear later, to save the group from other threats . . . if he felt them to be destined for greatness or if he felt they were more respectable warriors caught in an unfair situation. Or he may not interfere at all.

Special Weapons: Kufuni will NOT use weapons in actual combat.

However, he will occasionally ask to examine any weapon that he has a proficiency in. With permission, he will demonstrate some kind of devastating and high speed maneuver. He will then return the weapon and compliment the owner on its quality.

Criminal Record: The Black One is a legendary figure in most law enforcement agencies. Most do not believe he is still alive. Kufuni is wanted by several governments for crimes committed during and around World War II.

The Teenage Mutant Ninja Turtles

RAPHAEL

Real Name: Raphael

Alignment: Anarchist

Attributes: I.Q. 12, M.E. 13, M.A. 11, P.S. 20, P.P. 18, P.E. 20, P.B. 5, Spd. 15

Age: 15 Sex: Male

Weight: 150 lbs **Height:** 4ft 6in

Hit Points: 34 **A.R.:** 12 **S.D.C.:** 151

Disposition: Impulsive, hot tempered, quick to argue, but also quick to defend his friends.

Human Features: Hands — Full
Biped — Full
Speech — Full
Looks — None

Powers: Natural Body Armour (A.R.: 12, S.D.C.: 60)
Hold Breath 10 minutes

Psionics: None

Level of Experience: 6th Level

Level of Education: Lifelong Martial Arts Training

Scholastic Bonus: None

Occupation: Crime Fighter

Scholastic Skills: None

Weapon Proficiencies: W.P. Sai, W.P. Paired Weapons — Sais, W.P. Blade, W.P. Chain, W.P. Blunt, W.P. Nunchuks, W.P. Shuriken

Physical Skills/Training:

Hand to Hand: Ninjitsu

Acrobatics

General Athletics

Body Building

Boxing

Climbing — 98/60%

Gymnastics

Swimming: Advanced — 98%

Wrestling

Prowl — 98%

Espionage Skills/Special Training:

Escape Artist — 55%

Demolitions Disposal — 78%

Pick Locks — 65%

Wilderness Survival — 70%

Tracking — 70%

COMBAT SKILLS:

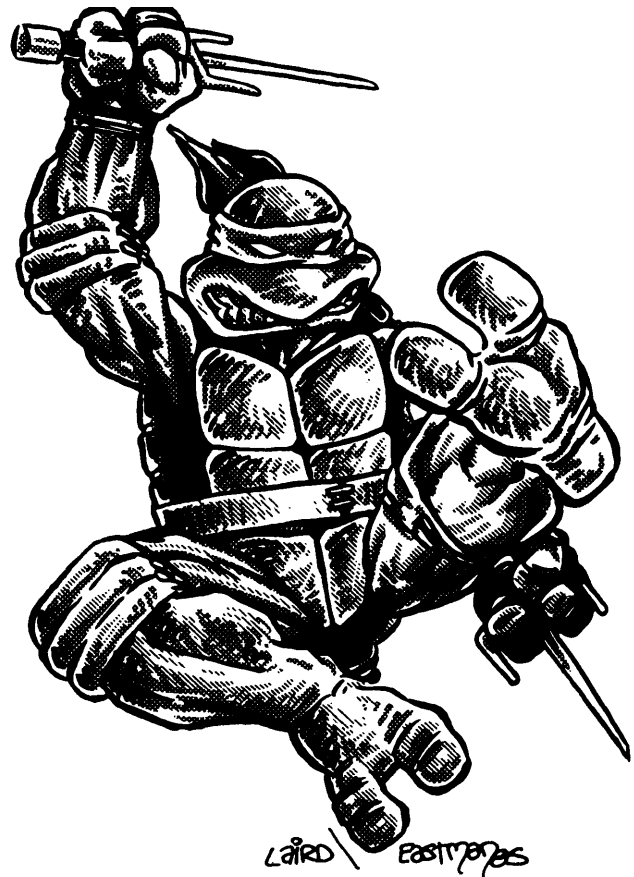
Attacks Per Melee: 6

Bonuses: +5 to Strike, +7 to Parry/Dodge, +5 to Damage, +8 to Roll With Punch or Fall, +3 to Pull Punch, +1 to Strike on Body Block (1D4 damage); Knock-Out/Stun on 18, 19 or 20; Critical Strike on 17, 18, 19 or 20; Kick Attack does 1D6 damage, Body Throw/Flip for 1D6 damage.

Other Abilities: Excellent Balance, Sense of Direction, Walk Tight-rope — 98%, Leap 14 feet, Back Flip — 98%, Jump Kick and Leap Attack.

Personal Profile: Raphael has some kind of minor insanity that makes him the "crazy" man of the group. He has problems being controlled and cannot even control himself. When agitated, he has a 75% chance of going into a "berserker" rage. It takes several melee rounds for him to recover himself. He's fine most of the time, but when he gets into a berserker rage, watch out! This makes him an awesome fighter, but also a little hard to live with.

He doesn't like this side of himself, but he can't yet control it. It is like a demon living inside him, barely kept in check. A large part of why Raphael hasn't yet killed himself, or any of the other turtles



is due to his friendship with Michaelangelo. Michaelangelo is also Raphael's main sparring partner. It is Michaelangelo's great love of life and fun that acts as a balance for Raphael's anger and depressions.

Raphael wants to make himself a better warrior. He practices alot, but he can't seem to keep from doing dangerous or foolhardy stunts. Though skilled in all ninjitsu techniques, his favorite weapon is the sai. He uses the Paired Sai in Leap Attacks as a master of Ninjitsu. As a fighter, Raphael is neither the most skillful (Leonardo is better) or the most talented (Michaelangelo is phenomenal), but he is the most *deadly* Ninja Turtle because of his raw energy.

Special Weapons: Pair of Sai

Criminal Record: None



LEONARDO

Real Name: Leonardo

Alignment: Scrupulous

Attributes: I.Q. 16, M.E. 16, M.A. 17, P.S. 15, P.P. 20, P.E. 18, P.B. 11, Spd. 11

Age: 15 **Sex:** Male

Weight: 150lbs **Height:** 4ft 9in

Hit Points: 38 **A.R.:** 12 **S.D.C.:** 130

Disposition: Super straight, clever, fast thinker, excellent strategist and tactician, impatient and perfectionist.

Human Features: Hands — Full
Biped — Full
Speech — Full
Looks — None

Powers: Natural Body Armour (A.R.: 12, S.D.C.: 60)

Psionics: None

Level of Experience: 6th Level

Level of Education: Lifelong Martial Arts Training

Scholastic Bonus: None

Occupation: Crime Fighter

Scholastic Skills (special):

Military Science — 65%

History of Japan — 80%

History of War — 75%

Basic Mathematics — 90%

Weapon Proficiencies: W.P. Daisho (Katana/Wakazashi), W.P. Paired Weapons - Swords, W.P. Blunt, W.P. Chain, W.P. Staff, W.P. Ninja Bow, W.P. Spear, W.P. Nunchuka, W.P. Automatic Pistol, W.P. Shuriken

Physical Skills/Training:

Hand to Hand: Ninjitsu

General Athletics

Body Building

Boxing

Climbing 98/60%

Gymnastics

Prowl — 98%

Swimming: Basic

Espionage Skills/Special Training:

Pick Locks — 65%

Tracking — 70%

Secondary Skills:

Art (Drawing) — 64%

Art (Carpentry) — 70%

Pilot Automobile — 90%

Study, Popular Fiction — 70%

COMBAT SKILLS:

Attacks Per Melee: 6

Bonuses: +6 to Strike, +8 to Parry/Dodge, +2 to Damage, +7 to Roll With Punch or Fall, +3 to Pull a Punch, -1-1 to Strike on Body Block (1D4 damage); Knock-Out/Stun on 18, 19 or 20; Critical Strike on 17, 18, 19 or 20; Kick Attack does 1D6 damage, Body Throw/Flip does 1D6 damage.

Other Abilities: Excellent Balance, Walk Tightrope — 98%, Leap 14 feet, Back Flip — 98%, Jump Kick and Leap Attack.

Personal Profile: In the absence of Splinter, Leonardo is the leader of the turtles. He is a "take-charge" kind of guy who can size up a situation quickly. He excels at making plans that are complicated yet cleanly constructed, and most always work.

He is also a perfectionist; a trait that gets him into trouble. Leonardo performs his tasks with an efficiency that any man or turtle would be proud of, but there are times that he sees it as a source of shame and a "loss of face." He is always trying to live up to the ideal of his mentor, Splinter. Unfortunately, he has never really absorbed one of Splinter's most important teachings: that it is honorable to strive for perfection, but alright to occasionally fail to reach that goal.

Leonardo also feels this loss of face when the other turtles do something wrong. He feels responsible for them and their actions. Of course, because of this, he goes nuts over Raphael's rages and craziness.

Leonardo is perhaps the smartest of the turtles, at least in all-around intelligence. He is a voracious reader, and has a very good memory. His favored weapon is the sword, though he is skilled with all weapons and techniques.

Special Weapons: Daisho, the Samurai paired weapon of Katana and Wakazashi.

Criminal Record: None

DONATELLO

Real Name: Donatello

Alignment: Scrupulous

Attributes: I.Q. 19, M.E. 15, M.A. 12, P.S. 13, P.P. 17, P.E. 13, P.B. 9, Spd. 10

Age: 15 **Sex:** Male

Weight: 155lbs **Height:** 5ft

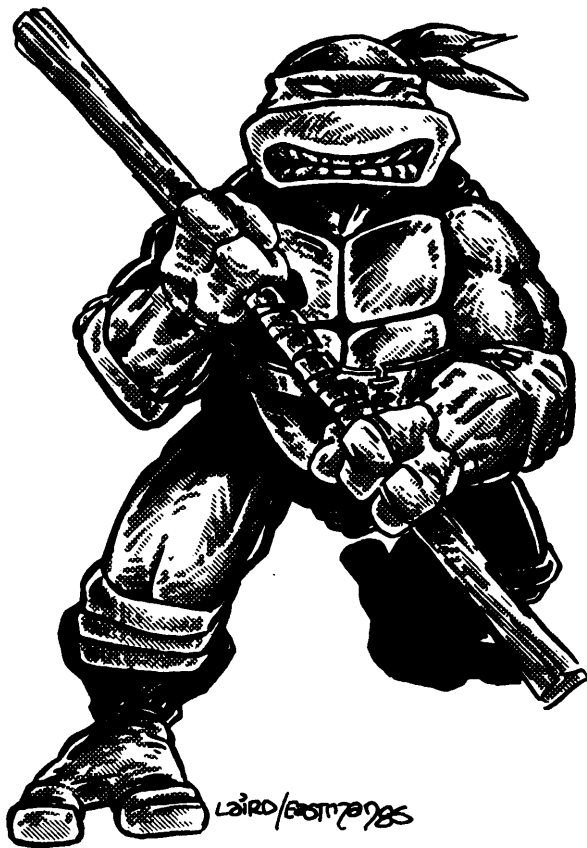
Hit Points: 33 **A.R.:** 12 **S.D.C.:** 118

Disposition: Agreeable, quiet and self contained.

Human Features: Hands — Full
Biped — Full
Speech — Full
Looks — None

Powers: Natural Body Armour (A.R. 12, S.D.C. 60)
Hold Breath for 10 Minutes.

Psionics: None



Level of Experience: 5th Level
Level of Education: Lifelong Martial Arts Training
Scholastic Bonus: +6%
Occupation: Crime Fighter
Scholastic Skills: (Tutored)
 Automotive Mechanics — 70%
 Chemistry — 90%
 Computer Operation — 90%
 Computer Programming — 70%
 Computer Repair — 70%
 Electrical Engineering — 75%
 Demolitions — 80%
 Mathematics: Advanced — 84%
 Mechanical Engineering — 75%
Weapon Proficiencies: W.P. Staff, W.P. Shuriken
Physical Skills/Training:
 Hand to Hand: Ninjitsu
 Climbing — 90/55%
 Prowl — 86%
Espionage Skills/Special Training:
 Pick Locks — 65%
 Surveillance Systems — 70%
Secondary Skills:
 Basic Radio — 80%
 Art (Carpentry) — 60%
 Photography — 70%
COMBAT SKILLS:
Attack Per Melee: 5
Bonuses: +3 to Strike, +3 to Parry/Dodge, +2 to Damage, +3 to Roll with Punch or Fall, +3 to Pull a Punch, +1 to Strike on Body Block (1D4 damage); Knock-Out/Stun on 18, 19, or 20; Critical Strike on 17, 18, 19 or 20; Kick Attack does 1D6 damage, Body Throw/Flip for 1D6 damage.
Other Abilities: Walk Tightrope — 80%, Leap 10 feet, Back Flip — 98%, Jump Kick and Leap Attack.
Personal Profile: Donatello is more interested in working out a troublesome computer program than fighting ninjas or robot mousers or whatever. Of all the turtles, he rebels most strongly against killing. In a strange way, he is a pacifist ninja, and while his skills with the staff

are highly honed, he would prefer not to use it against a living opponent.

Donatello gets off on gadgets and technology and many times he will sneak out at night and, using his ninja skills of silence and stealth, rummage through the dumpsters of electronics firms, gathering cast-off parts with which to construct his various devices. Although he lacks formal training, he is a natural inventive genius.

Donatello cares a great deal for his brother turtles, but is the least clannish of them. He lives most of the time within his own head, thinking and dreaming of new things to build.

Special Weapons: Bo Staff

Criminal Record: None

MICHAELANGELO

Real Name: Michaelangelo

Alignment: Scrupulous

Attributes: I.Q. 11, M.E. 14, M.A. 19, P.S. 16, P.P. 24, P.E. 17, P.B. 16, Spd. 14

Age: 15 **Sex:** Male

Weight: 150lbs **Height:** 4ft 8in

Hit Points: 32 **A.R.:** 12 **S.D.C.:** 142

Disposition: Fun-loving, carefree and friendly.

Human Features: Hands — Full

Biped — Full

Speech — Full

Looks — None

Powers: Natural Body Armour (A.R.: 12; S.D.C.: 60)

Hold Breath 10 minutes

Psionics: None

Level of Experience: 5th Level

Level of Education: Lifelong Martial Arts Training

Scholastic Bonus: None

Occupation: Crime Fighter

Scholastic Skills: None

Weapon Proficiencies: W.P. Nunchaku, W.P. Paired Weapons, W.P. Blade, W.P. Chain, W.P. Blunt, W.P. Staff, W.P. Shuriken

Physical Skills/Training:

Hand to Hand: Ninjitsu

General Athletics

Body Building

Boxing

Climbing 90/55%

Gymnastics

Prowl — 98%

Swimming: Basic — 98%

Espionage Skills/Special Training:

Pick Locks — 65%

Pick Pockets — 50%

Secondary Skills:

Cook — 85%

Disguise — 65%

Escape Artist — 55%

First Aid — 75%

Pilot Automobile — 98%

Concealment — 55%

Detect Concealment — 65%

Writing (Creative) — 58%

Study, Movies — 80%

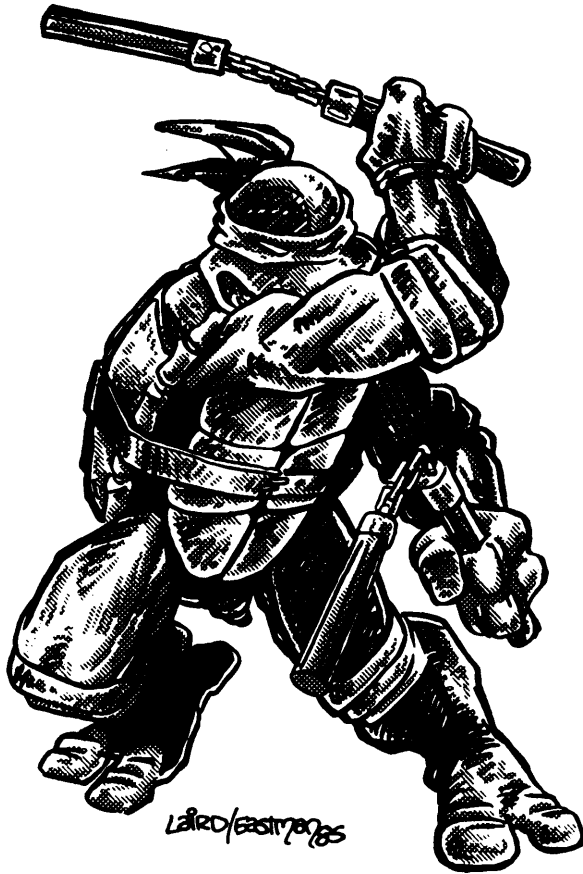
Study, Science Fiction — 80%

Study, Comic Books — 80%

COMBAT SKILLS:

Attacks Per Melee: 5

Bonuses: +7 to Strike, +9 to Parry/Dodge, +3 to Damage, +5 to Roll With Punch or Fall, +3 to Pull a Punch, +1 to Strike on Body Block (1D4 damage); Knock-Out/Stun on 18, 19 or 20; Critical



Strike on 17, 18, 19 or 19; Kick Attack does 1D6 damage, Body Throw/Flip for 1D6 damage.

Other Abilities: Excellent Balance, Sense of Direction, Walk Tight-rope — 98%, Leap 14 feet, Back Flip — 98%

Personal Profile: Michaelangelo is the fun-loving turtle. He lives to enjoy life. He tends to hang out with Raphael rather than Leonardo or Donatello because they're too serious for him. He has a gentle, though mischievous nature and is not above playing practical jokes. He reads comic books and science fiction and likes to sneak into movie theaters when they are playing double bills of "ET" and "Robin Hood." Michaelangelo would also be the Ninja Turtle most likely to play in a role-playing game. In short, he enjoys practicing his Ninja skills, but also enjoys just fooling around.

Michaelangelo also like to cook and it is he who prepares most of the turtles' meals. In many ways he is the hedonist and a sensualist, appreciative of pleasures of the flesh.

Michaelangelo likes rough and tumble stuff and gets into a good fight almost as much as Raphael. He enjoys sparring, and he and Raphael do a lot of this. He doesn't work as hard at the art of Ninjitsu as any of the others (except perhaps Donatello), but his naturally high Physical Prowess more than makes up for his lack of discipline. Michaelangelo is adept at all ninjitsu skills, but favors a pair on nunchaku.

Special Weapons: Paired Nunchaku

Criminal Record: None

SPLINTER

Real Name: Splinter

Alignment: Scrupulous

Attributes: I.Q. 12, M.E. 14, M.A. 16, P.S. 12, P.P. 15, P.E. 8, P.B. 8 Spd. 8

Age: 25 **Sex:** Male **Size Level:** 6

Weight: 751bs **Height:** 5ft

Hit Points: 30 **S.D.C.:** 30

Disposition: Quiet, contemplative, with a wry sense of humor.

Human Features: Hands — Full
Biped — Full
Speech — Full
Looks — None

Powers: None

Psionics: None

Level of Experience: 12th Level

Level of Education: Lifelong Martial Arts Training

Scholastic Bonus: None

Occupational: Ninjitsu Teacher

Scholastic Skills: None

Natural Weapons: None

Weapon Proficiencies: W.P. Daisho, W.P. Paired Weapons, W.P.

All Ancient Weapons

Physical Skills/Training:

Hand to Hand: Ninjitsu

Climbing — 98/90%

Prowl — 98%

Espionage Skills/Special Training: None

Secondary Skills:

Escape Artist — 98%

Cook — 68%

Pick Locks — 82%

Speak Japanese — 98%

Study Japanese Literature — 90%

Study Japanese Art — 90%

Study Japanese Customs — 98%

Study Oriental Philosophy — 80%

COMBAT SKILLS:

Important Note: Splinter is slowing down in his old age. Otherwise his combat skills would be much sharper.

Attacks Per Melee: 5

Bonuses: +2 to Strike, +5 to Parry/Dodge, +2 to Roll With Punch or Fall, +2 to Pull a Punch, Knock-Out/Stun on 19 or 20, Critical Strike on 19 or 20, Kick Attack does 1D4 damage.

Other Abilities: Leap 8 feet.

Personal Profile: Perhaps Splinter was never a very ordinary rat. It is even likely that he was a mutant long before the strange ooze from the broken T.C.R.I. canister began changing him. In any event, as a young rat he was very intelligent, smart enough to be able to mimic and memorize the ninja techniques of his owner, Hamato Yoshi. Years later he remembered and passed on the Ninjitsu techniques to his own disciples, the Teenage Mutant Ninja Turtles.

How close Splinter is to the end of his life span is not known. He is an old rat and his fighting faculties are getting a bit rusty. After the turtles avenged the death of Splinter's master, Yoshi, by defeating the Shredder, Splinter has been somewhat bereft of purpose. Up to that point, his reason for existing was to gain vengeance. Now that vengeance has been gained, something else must animate his life. For this reason, Splinter has been doing more meditation and thinking about philosophy. It is unsure whether or not he will leave the turtles to fend for themselves. He may go off alone to think his thoughts.

While Splinter may no longer be a great warrior, he is still a formidable teacher and is knowledgeable in all the fighting arts of the ninja.

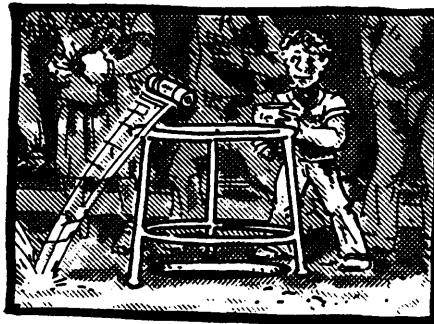
Special Weapons: He has a set of Daisho, but usually carries just a staff.

Criminal Record: None

The T.M.N.T. Origin . . .



AT THE LAST MOMENT A YOUNG MAN LEAPED AT THE BLIND MAN AND KNOCKED HIM OUT OF THE TRUCK'S WAY. AS THE TRUCK SCREECHED TO A JARRING STOP, A METAL CANISTER BOUNCED OUT OF THE BACK OF THE TRUCK AND STRUCK THE YOUNG MAN NEAR HIS EYES.



UNNOTICED BY THE CROWD, THE STRANGE CANISTER BOUNCED SEVERAL MORE TIMES STRIKING AND SMASHING A GLASS JAR WHICH HELD FOUR SMALL TURTLES... YOU FOUR AS INFANTS!! YOU FELL INTO THE MANHOLE, FOLLOWED BY THE CANISTER. FORTUNATELY A PILE OF DEAD LEAVES AND PAPERS BROKE YOUR FALL. BUT THE CANISTER SMASHED OPEN, RELEASING A GLOWING OOZE WHICH COVERED YOUR BODIES AS YOU CRAWLED AROUND IN IT.





I FOLLOWED YOU DOWN INTO THE STORM DRAIN, AND NOT KNOWING EXACTLY WHY, GATHERED YOU UP IN A COFFEE CAN. I TOOK YOU TO MY BURROW AND WASHED OFF AS MUCH OF THE GOO AS I COULD.



THE NEXT MORNING I AWOKE TO FIND THE CAN TIPPED OVER, AND THE FOUR OF YOU DOUBLED IN SIZE!! SOMEHOW, THAT STRANGE OOZE HAD AFFECTED YOUR GROWTH. AS I LEARNED LATER IT HAD CHANGED ME ALSO... MAKING ME MORE INTELLIGENT, AND LARGER.



BUT I DIDN'T GROW AS FAST AS YOU DID. WITHIN A YEAR, YOU HAD REACHED YOUR CURRENT SIZE. YOU FOLLOWED ME EVERYWHERE I WENT, EXCEPT ABOVE GROUND. I COULD NOT RISK YOUR BEING DISCOVERED.



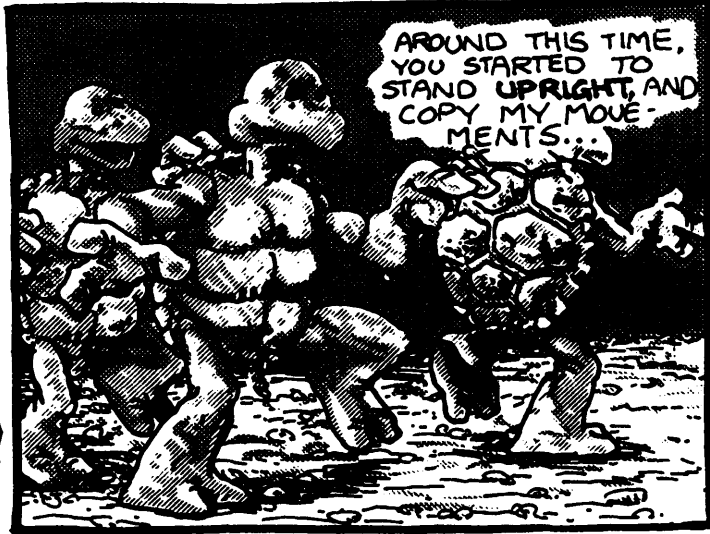
I WAS AMAZED AT HOW INTELLIGENT YOU SEEMED, BUT EVEN SO I WAS NOT READY FOR WHAT HAPPENED ONE DAY...



SPLIN-TER?

...ONE OF YOU ACTUALLY SAID A WORD... MY NAME!!

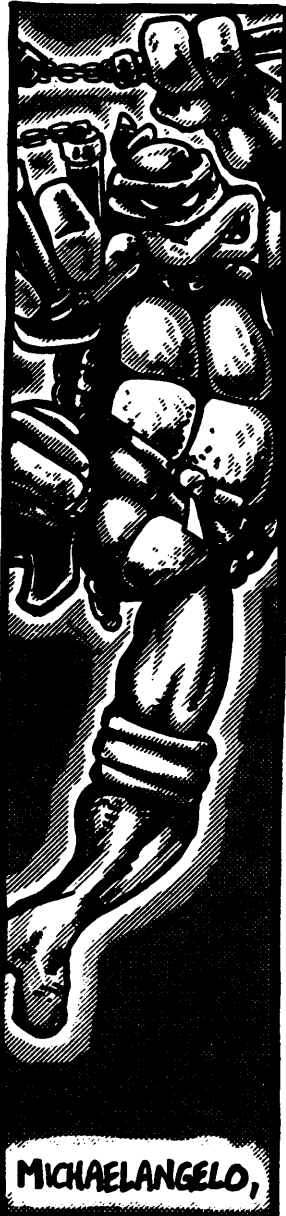
MORE WORDS FOLLOWED, AND SOON YOU ALL WERE SPEAKING.



AROUND THIS TIME, YOU STARTED TO STAND UPRIGHT, AND COPY MY MOVEMENTS...



I BEGAN TRAINING YOU THEN, TEACHING YOU ALL THAT I HAD LEARNED FROM WATCHING MASTER YOSHI. I TAUGHT YOU THE USE OF WEAPONS, THE ART OF STEALTH, AND ALL THAT I KNEW OF THIS WORLD. IN TIME YOU SURPASSED MY LESSONS, AND BECAME TRUE NINJA. USING A BATTERED COPY OF A BOOK ON RENNAISSANCE ART THAT I HAD FISHED OUT OF THE STORM DRAIN, I CHOSE NAMES FOR EACH OF YOU:



NOW, I AM OLD, AND THERE IS A TASK THAT I WOULD HAVE YOU PERFORM BEFORE I LEAVE THIS LIFE. NOW, I MUST ASK YOU TO DO THAT WHICH NO BEING SHOULD ASK OF ANOTHER. I ASK YOU TO AVENGE THE CRUEL DEATH OF MY MASTER, HAMATO YOSHI, AND HIS WIFE TANG SHEN. I ASK YOU TO CHALLENGE AND KILL THE MURDERER OROKU SAKI... THE SHREDDER!



APRIL O'NEIL

Real Name: April O'Neil
Alignment: Principled
Attributes: I.Q. 19, M.E. 11, M.A. 13, P.S. 13, P.P. 14, P.E. 11, P.B. 14, Spd. 13
Age: 27 **Sex:** Female **Size Level:** 8
Weight: 115 lbs **Height:** 5ft 5in
Hit Points: 17 **S.D.C.:** 6
Disposition: Cheerful, friendly and concerned about people, hard working.
Powers: None
Psionics: None
Level of Experience: 1st Level
Level of Education: Master's Degree
Scholastic Bonus: +36%
Occupation: Computer Programmer
Scholastic Skills:
 Biology — 70%
 Chemistry — 75%
 Computer Operation — 95%
 Computer Programming 75%
 Intelligence — 76%
 Photography — 85%
 Paramedic — 85%
 Writing (Journalism) — 68%
Weapon Proficiencies: None
Physical Skills/Training:
 Hand to Hand: Basic
 General Athletics
 Swimming: Basic
 Running
Secondary Skills:
 Art (Carpentry) — 46%

Cook — 65%
 Dance — 45%
 Pilot Automobile — 98%
 Pilot Small Truck — 98%
 Basic Electronics — 45%
 Study, Antiques — 92%
 Study, History — 85%

COMBAT SKILLS:

Attacks Per Melee: 2

Bonuses: No Bonuses to Strike/Parry/Dodge/Damage; +2 to Roll With Punch or Fall.

Personal Profile: April is a very intelligent young woman. As a teenager she was a dedicated computer "hacker." The skills she gained then were later translated into her career as computer programmer, specializing in robotics software. This is how she came to be associated with Dr. Baxter Stockman and his "Mouser" project.

April also has an interest in antiques and junk, with the emphasis on the junk. The brownstone that she lives in has a junk store called "Second Time Around" on the first floor. This is the one her father used to own before he had his stroke. Now April operates the store part-time. The Mutant Turtles are now living in the building with her.

Except for taking a few self-defense courses, April has no special fighting skill. She is in good shape though and runs and does aerobics regularly.

Special Weapons: None

Criminal Record: None

BAXTER STOCKMAN

Real Name: Baxter Stockman

Alignment: Diabolic

Attributes: I.Q. 18, M.E. 8, M.A. 12, P.S. 14, P.P. 9, P.E. 17, P.B. 12, Spd. 4

Age: 36 **Sex:** Male **Size Level:** 9

Weight: 175lbs **Height:** 5ft 8in

Hit Points: 23 **S.D.C.:** 0

Disposition: Erratic, unpredictable, boastful.

Powers: None

Psionics: None

Level of Experience: 3rd Level

Level of Education: Doctorate

Scholastic Bonus: +45%

Occupation: Currently in Psychiatric Detention

Scholastic Skills:

Chemistry — 98%
 Chemistry, Analytical — 95%
 Computer Operation — 98%
 Computer Programming — 90%
 Computer Repair — 90%
 Electrical Engineering — 95%
 Mathematics: Basic — 98%
 Mathematics: Advanced — 98%
 Robotics (*see Heroes Unlimited*) — 80%
 Pilot Automobile — 98%
 Cryptography — 80%
 Laser — 98%
 Optic Systems — 98%
 Radio: Basic — 98%
 Radio: Scrambler — 98%
 Radio: Satellite — 75%
 T.V./Video — 90%
 Read Sensory Equipment — 90%

Weapon Proficiencies: None

Physical Skills/Training: None

Secondary Skills: Photography — 90%

COMBAT SKILLS:

Attacks Per Melee: 1

Bonuses: No Bonuses to Strike/Parry/Dodge/Damage

Personal Profile: Baxter Stockman has several degrees in advanced electronic engineering and computer science from top universities.



CASEY JONES

Real Name: Casey Jones

Alignment: Aberrant

Attributes: I.Q. 8, M.E. 6, M.A. 8, P.S. 22, P.P. 20, P.E. 18, P.B. 11, Spd. 8

Age: 22 **Sex:** Male **Size Level:** 10

Weight: 195lbs **Height:** 6ft 1in

Hit Points: 19 **S.D.C.:** 32

Disposition: Braggart, cocky, cheerful, but annoying.

Powers: None

Psionics: None

Level of Experience: 3rd Level

Level of Education: High School drop-out

Scholastic Bonus: None

Occupation: Building Caretaker, Handyman

Scholastic Skills: None

Weapon Proficiencies: W.P. Blunt, W.P. Revolver, W.P. Rifle

Physical Skills/Training:

Hand to Hand: Martial Arts

Art (Carpentry) — 52%

Basic Electronics — 55%

Pilot Automobile — 98%

Study, Television — 90%

Study, Criminal Science — 60%

COMBAT SKILLS:

Attacks Per Melee: 4

Bonuses: +6 to Strike/Parry/Dodge, +7 to Damage, +4 to Roll With Punch or Fall, +1 to Strike on Body Block (1D4 damage), Kick Attack does 1D8 damage.

Personal Profile: Casey Jones is an alienated young man who lives by himself in a run-down apartment building. He makes a living, if you could call it that, by fixing things in the apartment building and doing odd jobs.

Casey's only friends are the three TV sets he has going simultaneously and continuously. He works out with barbells all the time, while watching television. He watches all the cop shows and his

He has worked extensively in the field of high-tech micro-electronics and robotics, though he never achieved the kind of success he craved.

Baxter's frustration led him to devise the "Mousers," small, ambulatory, robot rat-catchers. He was unable to trick the New York City government into funding research and development of the Mousers. The mousers did catch a lot of rats, but their primary purpose was known only to their creator. Baxter secretly programmed new instructions into the mousers' "mother" computer and used them to tunnel into bank vaults and snatch money and valuables.

Using the Stolen money, he constructed an underground mouser manufacturing plant and control center. When it was finished, he had hundreds of mousers which he used to dig strategically placed tunnels under the foundations of certain large and important buildings. He then proceeded to ask the city for ransom for the buildings or he would complete their tunnelling and the buildings would collapse.

How successful this endeavor would have been is unknown, for Baxter's plot was uncovered in time. He was stopped by his assistant, April, and her new-found friends, the Teenage Mutant Ninja Turtles.

Other than his considerable intelligence and engineering skills, Baxter Stockman possesses no special abilities. He is not a very effective hand to hand fighter. He has an unstable personality, prone to delusions of grandeur and persecution complexes. This combination can lead him to commit cruel acts, such as sending mousers to kill April. Baxter is currently undergoing psychiatric observation to determine his competency to stand trial.

Special Weapons: Mouser Robots: These robots have no brains of their own, they are controlled by a central computer. The robots have an A.R. of 11, S.D.C. of 55, +2 to strike, Bite does 4D6 damage. The robots do not Parry, Dodge or otherwise defend themselves.

Criminal Record: None



views and attitudes are shaped by them. This makes him more than a little bit warped. He has the idea that the streets of the world are full of human slime and scum.

Donning an old hockey mask and carrying a golf bag filled with various clubs, Casey ventures out into the streets, looking for the human vermin who prey on the weak and innocent. On these creeps he will wreak his vengeance. Unfortunately, Casey has no sense of scale. Casey will treat a purse snatcher just as he would treat a murderer. He'll beat any criminal senseless or even to death.

Casey's fighting skills were learned mostly on the streets, though he did take some martial arts courses before being kicked out of class for being too brutal. Working out with weights all the time has given him a toned, muscular physique which helps him in his chosen pursuits.

Special Weapons: Golf bag filled with various clubs, hockey sticks and odd items. They are all taped for grip and balance. Damage is usually 1D6 or 1D8.

Criminal Record: None

TEENAGE MUTANT NINJA TURTLES ORGANIZATIONS THE "FOOT"

The "Foot" is a clan of ninjas going back several hundred years. Originating in Japan during that country's feudal period, the "Foot" has spread over the world, establishing bases of operation in major cities.

As with most ninja clans, the "Foot" is a very secretive society and not much is known about their initiation rites or organizational structure. They are ruled by a Council of Eight headed by "The Faceless One." The "Foot" is unlike the traditional ninja clan in that it has thoroughly adapted itself to 20th century civilization. Its members are adverse to using modern, high-tech weaponry and surveillance devices in addition to their time-honored techniques of ninjitsu.



It is said that the "Foot" gained its clan name from the style of fighting they preferred, one which used extensive kicks and other leg and foot strikes.

Roughly 10,000 Ninjas are members of the "Foot." The New York membership runs about 600. The "Foot" also uses street gangs like the Purple Dragons as pawns and informants in their network of crime.

"FOOT" NINJITSU STYLE

The "Foot" combat style, as it is practiced by the Shredder and his disciples, is more like Hand to Hand Assassin than true Ninjitsu. Treat "Foot" warriors as Assassins who also have Kick and Leap abilities.

SHREDDER

Real Name: Saki Oroku

Alignment: Miscreant

Attributes: I.Q. 16, M.E. 14, M.A. 20, P.S. 19, P.P. 24, P.E. 19, P.B. 12, Spd. 9

Age: 34 **Sex:** Male **Size Level:** 9

Weight: 158lbs **Height:** 5ft 10in

Hit Points: 44 **S.D.C.:** 35

Disposition: Mean, suspicious, vengeful.

Powers: None

Psionics: None

Level of Experience: 8th Level

Level of Education: Military Specialist

Scholastic Bonus: +15%

Occupation: Chief of New York "Foot" Organization

Scholastic Skills:

Automotive Mechanics — 84%

Chemistry — 98%

Electrical Engineering — 95%

Pilot Automobile — 98%

Criminal Law (special) — 70%

Surveillance Systems — 98%

Cryptography — 80%

Radio: Basic — 90%

Radio: Scrambler — 80%

Radio: Satellite — 75%

T.V./Video — 90%

Read Sensory Equipment — 80%

Weapon Proficiencies: W.P. Suit (Special - see below), W.P. All

Ninja Weapons, W.P. All Modern Weapons

Physical Skills/Training:

Hand to Hand: Ninjitsu

General Athletics

Gymnastics

Body Building

Climbing — 98/80%

Swimming (Basic) — 98%

Running

Prowl — 98%

Special Training/Secondary Skills:

Disguise — 80%

Forgery — 70%

Pick Locks — 75%

Wilderness Survival — 80%

Tracking — 70%

COMBAT SKILLS:

Attacks Per Melee: 6

Bonuses: +7 to Strike, +7 to Parry/Dodge, +8 to Damage, +6 to Roll With Punch or Fall, +3 to Pull a Punch, +3 to Strike on Body Block (1D6 damage); Knock-Out/Stun on 17, 18, 19 or 20; Death Blow on Natural 20, Kick Attack does 1D8 damage.

Other Abilities: Leap 20 feet; Back Flip — 98%

Personal Profile: Oroku Saki (Japanese use family name first, given name second) was an evil ninja, head of the New York City branch

of the ninja clan known as the "Foot." He ran this group and its illegal activities (drug and arms running, assassination, etc.) effectively and ruthlessly, both as Oroku Saki and in his other identity: The Shredder. When Saki donned this fearsome costume, studded with razor-sharp blades, he was almost unstoppable.

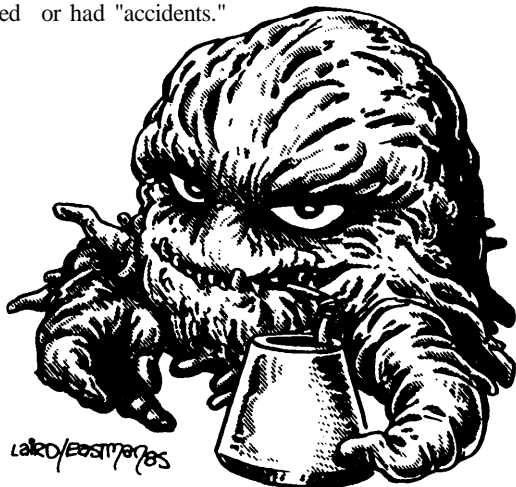
One of the reasons that Saki come to New York from Japan was to find the killer of his brother, Oroku Nagi, and avenge that death. Hamato Yoshi was the murderer, living peacefully in New York City with his wife, Tang Shen. They had fled Japan to avoid the "Foot's" anger after the death of Nagi. What Saki didn't know was that Yoshi had killed Nagi after being provoked by Nagi's brutal, near fatal beating of Yoshi's lover, Tang Shen. Even if he had known, it probably wouldn't have made much difference. Oroku Saki was obsessed with the idea of vengeance and one night he fulfilled that destiny: He ambushed and killed both Yoshi and his wife.

Unnoticed by Saki, Yoshi's pet rat, Splinter, escaped during that fight. Splinter eventually found the turtles and mutated along with them. This was the origin of the Teenage Mutant Ninja Turtles. Eventually, Splinter sent his trained ninja turtles against the shredder and they succeeded in avenging Yoshi's death by apparently killing Saki.

His presumed death took place after a ferocious rooftop battle, at the climax of which Saki (who had been stabbed in the chest) plunged off the side of the building, along with a live thermite grenade. Nobody was found, although it must be said that the turtles did not look too hard for it, assuming that their enemy had been blown to bits.

Special Weapons: The Shredder's Armor: A.R.: 12, S.D.C.: 180 for the body, including face plate and helmet. Arm blades do 3D6 damage, two blades on the fist do 2D6 with a punch, on a leap the Shredder can attempt two full arm swipes for 3D6 damage each. With a body block he can use the shoulder spikes for 3D6 also. The shin spikes do 2D6 on kicks.

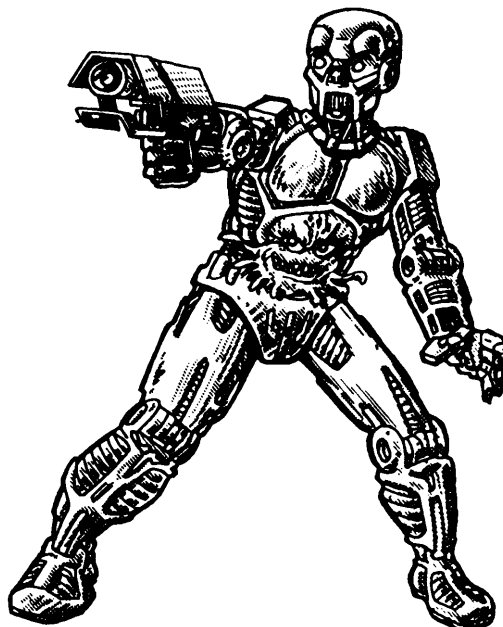
Criminal Record: The Shredder is wanted by international and federal authorities. They suspect Saki Oroku, but have not gathered enough proof to charge him with anything. NOTE: Several key witnesses have "disappeared" or had "accidents."



THE T.C.R.I. ALIENS

The aliens who run the mysterious facility known as T.C.R.I. ("Techno-Cosmic Research Institute") are short, rather strange creatures whose natural means of mobility is by stubby cilia on their undersides. Here on earth, they use humanoid robot bodies to get around with more ease and with which to interact with the human population.

The aliens fit into the abdominal cavities of these robots and control them from there. The aliens have been stranded on earth for thirty years and only in the last two decades has human science and technology progressed to the point where it is advanced enough for the aliens to



utilize it in making the transmat device which they hope will return them to their home planet. It was one of their canisters of waste material (being shipped by truck to a disposal site) that accidentally started the turtles' mutation. The glowing ooze that the baby turtles crawled around in was actually a mutagenic microbial agent, a by-product of one of the aliens' experiments at producing organic circuitry.

The aliens are not hostile, but are so close to reaching their goal of returning home (the transmat device is almost complete) that they respond with undue alarm when the turtles invade their facility in T.M.N.T. #4.

AVERAGE T.C.R.I. ALIEN

Attributes: I.Q. 16, M.E. 18, M.A. 10, P.S. 5, P.P.6, P.E. 9, P.B. 5, Spd. 4

Age and Sex: Unknown

Size Level: 2 Weight: 6 to 12lbs

Hit Points: 20 S.D.C.: None

Disposition: Calm, rational, quick thinkers.

Human Features: None

Powers: Unknown, if any

Psionics: None

Level of Experience: 6th Level

Level of Education: College

Scholastic Bonus: +10

Occupation: Genetics, medical, engineering, or science

Natural Weapons: None

Weapon Proficiencies: None

Combat Skills: None

Criminal Record: None

THE SPARROW-EAGLES (Team Characters)

CHIRP YENKO

Real Name: Chirp Yenko

Alignment: Scrupulous

Attributes: I.Q. 9, M.E. 9, M.A. 11, P.S. 23, P.P. 14, P.E. 25, P.B. 11, Spd. 11

Age: 16 **Sex:** Male **Size Level:** 6

Weight: 64lbs **Height:** 4ft **Sex:**

Hit Points: 36 **S.D.C.:** 64

Disposition: Aggressive, pushy, hot-tempered

Human Features: Hands — Full (extra limbs)

Biped — Full

Speech — Partial

Looks — None

Psionics: None
Level of Experience: 3rd Level
Level of Education: Lifelong Ninja Training
Scholastic Bonus: None
Occupation: None
Scholastic Skills:

Foreign Language - French — 70%
Basic Mathematics — 86%
First Aid — 65%
Pilot Automobile — 98%

Natural Weapons: None
Weapon Proficiencies: W.P. Paired Nunchuks, W.P. Bo Staff

Physical Skills/Training:

Hand to Hand: Ninjitsu
Body Building
Climbing
Gymnastics
Prowl — 70%
Running
Wrestling

Espionage Skills/Special Training:

Pick Locks — 26%

COMBAT SKILLS:

Attacks Per Melee: 4

Bonuses: No Bonus to Strike, +3 to Parry/Dodge, +8 to Damage, +3 to Roll With Punch or Fall, +3 to Pull a Punch, +1 to Strike on Body Block (1D4 damage).

Other Abilities: Wrestling, Pin or Incapacitate on 18,19 or 20; Crush for 1D4 damage.

Special Weapons: Pair of Nunchaku

BROWN WING

Real Name: Brown Wing

Alignment: Principled

Attributes: I.Q. 12, M.E. 13, M.A. 12, P.S. 21, P.P. 12, P.E. 28, P.B. 17, Spd. 21

Age: 16 **Sex:** Male **Size Level:** 6

Weight: 62 lbs **Height:** 4ft 4in

Hit Points: 39 **S.D.C.:** 76

Disposition: Quick, fast to come up with plans, fast to discard them.

Human Features: Hands — Full
Biped — Full
Speech — Partial
Looks — None

Powers: None

Psionics: None

Level of Experience: 3rd Level

Level of Education: Lifelong Ninja Training

Occupation: None

Scholastic Skills:

Electrical Engineering — 60%
Computer Operation — 75%
Computer Programming — 55%
First Air — 65%

Natural Weapons: None



Weapon Proficiencies: W.P. (Paired) Katana & Wakazashi, W.P. Samurai Bow.

Physical Skills/Training:

Hand to Hand: Ninjitsu
General Athletics
Boxing
Climbing — 74/45%
Acrobatics
Prowl — 70%
Running
Wrestling

Espionage Skills/Special Training:

Cryptography — 35%

COMBAT SKILLS:

Attacks per Melee: 4

Bonuses: No Bonus to Strike, +3 to Parry/Dodge, +6 to Damage, +3 to Roll With a Punch or Fall, +3 to Pull a Punch, +1 to Strike on Body Block (1D4 damage).

Other Abilities: Wrestling, Pin or Incapacitate on 18, 19 or 20; Crush for 1D4 damage.

Special Weapons: Daisho, pair of Katana and Wakazashi swords. Samurai Bow with quiver of 24 arrows.

GORBA CHIRP

Real Name: Gorba Chirp

Alignment: Anarchist

Attributes: I.Q. 13, M.E. 12, M.A. 18, P.S. 17, P.P. 14, P.E. 22, P.B. 11, Spd. 9

Age: 16 **Sex:** Male **Size Level:** 6

Weight: 60lbs **Height:** 4ft 9in

Hit Points: 36 **S.D.C.:** 30

Disposition: Joking, usually cheerful, but annoying.

Human Features: Hands — Full (extra limbs)
Biped — Full
Speech — Partial
Looks — None

Powers: None

Psionics: None

Level of Experience: 3rd Level

Level of Education: Lifelong Ninja Training

Scholastic Bonus: None

Occupation: None

Scholastic Skills:

Foreign Language, Conversational — 57%
Spanish

Basic Mathematics — 86%

Basic Electronics — 55%

Navigation — 50%

Computer Operation — 75%

Computer Programming — 55%

Natural Weapons: None

Weapon Proficiencies: W.P. No-Dachi (Large Sword), W.P. Sub-Machinegun

Physical Skills/Training:

Hand to Hand: Ninjitsu
Climbing — 74/45%
Prowl — 70%

Espionage Skills/Special Training:

Investigative — 40%

COMBAT SKILLS:

Attacks Per Melee: 4

Bonuses: No Bonus to Strike; +3 to Parry/Dodge, +2 to Damage, +3 to Roll With Punch or Fall, +3 to Pull a Punch.

Other Abilities: None

Special Weapons: .9mm Mini Uzi, No-Dachi

Note Criminal Record: Currently *all* the Sparrow-Eagles are under investigation by the FBI. They are checking into claims that the

Sparrow Eagles are some kind of government agents (they aren't!). The Sparrow-Eagles enjoy good relations with local and state police after assisting in a dangerous hostage situation.



FRED HAMSTER

Real Name: Fred Hamster

Alignment: Unprincipled

Attributes: I.Q. 11, M.E. 8, M.A. 12, P.S. 14, P.P. 9, P.E. 10, P.B. 6, Spd. 5

Age: 19 **Sex:** Male **Size Level:** 9

Weight: 197lbs **Height:** 5ft 4in

Hit Points: 18 **S.D.C.:** 35

Disposition: Schemer, gambler who takes chances.

Human Features: Hands — Full
Biped — Partial
Speech — Full
Looks — None

Powers: Digging, Tunneling (requires tools)

Psionics: None

Level of Experience: 2nd Level

Level of Education: Special (see below)

Scholastic Bonus: +15%

Occupation: Fugitive

Scholastic Skills:

Art (Drawing) — 48%

Chemistry — 55%

Automotive Mechanics — 56%
First Aid — 60%
Demolition — 81%
Demolitions Disposal — 81%
Advanced Math — 72%
Foreign Language — 65%
 French
 Arabic

Natural Weapons: None

Weapon Proficiencies: W.P. Sub-Machinegun

Physical Skills/Training: None

Espionage Skills/Special Training: None

Secondary Skills:

Disguise — 50%
Forgery — 40%
Escape Artist — 40%
Sewing — 50%
Speak Spanish — 65%
Speak Japanese — 65%
Pilot Automobile — 85%
Pilot Large Truck — 68%
Pilot Motorcycle — 68%
Pilot Motorboat — 68%

COMBAT SKILLS:

Attacks Per Melee: 2

Bonuses: No Bonuses to Strike/Parry/Dodge/Damage

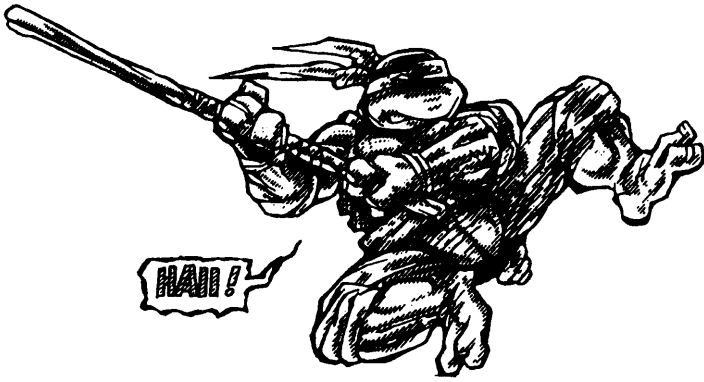
Personal Profile: Fred was created by a major oil company. Their intention was to genetically alter a creature that could explore and actually dig for oil. He was extensively trained (especially in Geology and Mining Engineering), but was given little or no freedom. Eventually Fred rebelled. He overheard a conversation that indicated he could likely be destroyed when a new animal prototype could be created.

At that point Fred laid his plans for escape. He simultaneously stole the latest payroll (\$73,000), sabotaged an oil well, and took off in a company truck. With him were a good supply of weapons, commercial explosives, mining equipment and supplies.

Special Weapons: Fred has a stash of several sub-machineguns (at least 4), ammunition and explosives.

Criminal Record: Fred is wanted by various major corporations and private security companies (reward: \$150,000.) Law enforcement agencies have been warned about a "rare and dangerous imported animal."





EASTMAN AND LAIRD'S TEENAGE MUTANT NINJA TURTLES

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TMNT Adventures provides five adventures including the epic "Death Trials" of the White Ronin. \$6.95.

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CHARACTER SHEET

Name: _____
Animal: _____
Occupation: _____
Alignment: _____
Hit Points: _____ **S.D.C. (Physical):** _____
Experience Level: _____
I.Q.: _____ **Age:** _____
M.E.: _____ **Sex:** _____
M.A.: _____ **Weight:** _____
P.S.: _____ **Height:** _____
P.P.: _____ **Land of Origin:** _____
P.E.: _____ **Birth Order:** _____
P.B.: _____ **Disposition:** _____
Spd.: _____
Size Level: _____

Special Abilities

Scholastic Skills

Secondary Skills

Cause of Mutation: _____

Sponsoring Organization: _____

Status with Sponsor: _____

Equipment: _____

Combat Skills: Hand to Hand (Type): _____

Number of Attacks: _____

Strike: _____ Parry: _____ Dodge: _____

Damage: _____ Stun: _____ Critical: _____

Kick: _____ Special: _____

Bonuses to Save: _____

Weapons: _____

Weapon Proficiencies	S	P	Thr	R
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Armour: Type: _____

A.R.: _____ S.D.C.: _____ Weight: _____ Cost: _____

Special Properties: _____

Valuables: _____

NOTES: _____

BIO-E WORKSHEET FOR ANIMAL CHARACTER CREATION

This is a quick and easy log sheet for creating your character. Simply circle or underline the data applicable to your mutant. Natural Weapons and Animal Powers require you to fill in the blank.

HUMAN FEATURES

**Non-Mutated
"Original" Animal:**

Final Mutant Form:

BIO-E COST

Biped: None
Partial
Full

Biped: None
Partial
Full

NOTES: _____

Hands: None
Partial
Full

Hands: None
Partial
Full

Speech: None
Partial
Full

Speech: None
Partial
Full

Looks: None
Partial
Full

Looks: None
Partial
Full

ANIMAL PSIONICS

NATURAL WEAPONS

Important Note: Animal Psionics are available *only* to characters with an M.E. of 12.

Animal Control	10 BIO-E
Animal Speech	5 BIO-E
Bio-Manipulation	
Blind	20 BIO-E
Deafness	20 BIO-E
Mute	20 BIO-E
Paralysis	20 BIO-E
Stun	20 BIO-E
Tissue	20 BIO-E
Detect Psionics	10 BIO-E
Hypnotic Suggestion	15 BIO-E
Mind Trap	25 BIO-E
Mind Block	15 BIO-E
See Aura	15 BIO-E
Sixth Sense	10 BIO-E
Telepathic Transmission	5 BIO-E

Teeth

Damage: _____ BIO-E: _____

Claws

Damage: _____ BIO-E: _____

Horns

Damage: _____ BIO-E: _____

TOTAL WEAPON BIO-E COST: _____

MUTANT ANIMAL POWERS

1.	_____	BIO-E: _____
2.	_____	BIO-E: _____
3.	_____	BIO-E: _____
4.	_____	BIO-E: _____

TOTAL POWER BIO-E COST: _____

TOTAL PSIONIC BIO-E COST: _____

SIZE MODIFICATION

Original Animal Size: _____

Final Mutant Size: _____

SIZE INCREASE — Subtract 5 BIO-E for *each* level

SIZE DECREASE — Add 5 BIO-E for each level.

Note: See page 10 for size changes.

TOTAL SIZE BIO-E COST: _____

Total Available BIO-E: _____

Subtract Total BIO-E Spent: _____

Total BIO-E Remaining (Should equal zero): _____



ISBN 0-916211-14-2



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\$11.95
Cat. No. 502