

THE MUTANT EPOCH™

TABLETOP ADVENTURE ROLEPLAYING GAME

Non-Player Characters

Disclaimer: All characters appearing in this work are fictitious. Any resemblance to real persons, living or dead, is purely coincidental.

Free downloadable PDF for SOE (Society of Excavators) members area at www.mutantepoch.com.

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Catherine D. Tanner

Female/ age 33
CFSA Major and pilot

Catherine is the senior conscious officer on the space station Orion during the time of the Beyond Red Crater adventure. As a Major in the the Californian Federal Space Agency, she is able to issue drastic orders.

She is also the ex-wife of Commander Elliot Smith, their divorce finalized about fifty years ago while both happened to be out of cryo sleep, but he trapped on earth and she in orbit. They have not been physically present with each other since the final years of the global calamity. At that time, Catherine's shuttle managed to get away, but was damaged in the escape and deemed unfit to make a return trip.

Catherine had an affair with a fellow Orion crew member, which prompted Smith to divorce her. Although instigating the illicit relationship, Catherine's jealousy of Smith and Wezella has expanded to pure malice. Upon learning of her ex husband's union with the young, gorgeous and powerful wasteland warrioress, Catherine became unhinged. Using her rank and influence she convinced the space station's crew that those in the dome on Earth were contaminated and should under no circumstances be allowed to dock with them or reach the interstellar transport Bellerophon. It was thus decided that those on the toxic planet would be allowed to continue their work and the vessel they were freeing would be flown up to the space station by Jimmy, the J22 Samurai robot.

Not all plans go smoothly, however, and Catherine did not account on her ex's cunning, nor the untimely arrival of wasteland savages (the PCs).

DV -8 Unarmored or -50 armored in combat armor & helmet/ END 46/ MV 7m or 5.75 armored/ Init. +2/ Attacks: Laser Pistol or

martial arts 3pts/ Pistol SV 01-76 , Martial Arts SV 01-69/ DMG Pistol d20+10 or martial arts 2d6+3 ea. / STR 38 (+2 DMG)/ AG 67 (-8 DV)/ ACC 79 (+10 SV)/ INT 72/ WL 68/ PER 65 (+2 Init.)/ APP 41/ EFs 88/ Morale: Excellent/ Size 1.8m tall/ 66kg/



Lewis T. Gibbs

Male/ age 38/
Senior Interstellar Propulsion Engineer

Lewis Gibbs is a quiet, nervous man with a full head of dark brown hair, creased, worried looking face and fidgety, anxious hands. His training as an interstellar engineer has yet to be used. A

life spent buried under the dome has been purgatory for one who has always dreamt of star travel. Should the chance to go into orbit elude him, he is very likely to take his own life after a few depression filled, miserable months. Only the promise of travelling to far off worlds will make this man happy, and anybody who can offer this opportunity, even if its a long shot, will gain Gibb's gratitude and service.

DV -2/ END 36/ MV 6.25m/ Init. +1/ Attacks: Pipe in two hands/ SV 01-57 / DMG d10+4 / STR 32/ AG 44 (-2 DV)/ ACC 52 (+4 SV)/ INT 85/ WL 29/ PER 47 (+1 Init.)/ APP 22/ EFs 20/ Morale: average/ Size 1.9m tall/ 85kg/



Marc J. Carter

Male/ age 29/
Security Liaison and Co-pilot

Mr. Carter is the youngest surviving freezy among the CFSA personnel. He is a large, dark haired Caucasian man of above average build and strength. Although a civilian, he is trained in martial arts (2 skill points) and handguns (3 skill points)

and handguns (3 skill points) and handguns (3 skill points) weapon expert with pistols). Unlike other personnel who were military, Marc was not assassinated in cryo freeze because of his civilian designation, and perhaps due to the fact that as a co-pilot he may have been useful to those who wanted his flight talents should something awful happen to commander Smith.

Marc Carter is confident and brave enough to face the post-apocalyptic nightmare world beyond the dome, however, is disgusted by mutants and considers them vermin.

DV -15 (Dodge skill 3pts -11 DV)/ END 61/ MV 6.25m/ Init. +1/ Attacks: pipe in two hands, martial arts or auto-pistol/ Pipe SV 01-61, Martial arts (rate 2) SV 01-65, Auto-pistol (rate 2) SV 01-78/ Pipe DMG d10+13, Martial arts DMG d6+10 ea., auto-pistol DMG d20+6/ STR 73 (+8 DMG)/ AG 49 (-4 DV)/ ACC 66 (+8 SV)/ INT 58/ WL 49/ PER 52 (+1 Init.)/ APP 28/ / EFs 40/ Morale: average/ Size 1.3m tall/ 50kg/

**Susan L. Houston**

Female/ age 31/
Research scientist and class
6 ship's engineer.

Mrs. Houston's husband died in the air strike which collapsed the hanger, and ever since, believes his ghost haunts the dome. Suffering from nightmares, and a general malaise,

Susan wants nothing more than to get the hell out of the place. She is trained as a starship engineer and is not only able to fly assorted high tech aircraft and space vessels, but conduct minor repairs on such machines. In spite of her training for off world situations, she really only wants to depart the base and doesn't care if it is aboard an orbital gunship or in the company of new era wasteland looters.

Susan Houston will accept the help of men or mutants and will gladly earn her keep as a mechanical, electrical, computer and robots technician (5 skill points in each of these tech areas) or serve as a pilot (2 skill pilot). She is also fine with using her remarkable good looks to influence powerful men, but only so far as to get what she wants and enhance her prestige, power and protection in a hostile world.

DV -4/ END 31/ MV 6.5m/ Init. +2/ Attacks: pipe held in two hands (+3 SV)/ SV 01-59/ DMG d10+4 / STR 26/ AG 48 (-4 DV/+0.5m move)/ ACC 68 (+6 SV)/ INT 88/ WL 45/ PER 73 (+2 Init.)/ APP 67/ EFs 20/ Morale: average/ Size 1.8m tall/ 62kg/



Dave Barnard, male age 44,
Robotics Tech and senior aerospace
mechanical engineer,

Mr. Barnard has not done well in recent decades. He complains of hellish nightmares while in cryo, and has often been talked out of suicide; the last time with Commander Smith tackling him and taking away a pistol. Now on Anti-depressants when both awake or in stasis, this tortured genius barely copes with reality. He believes the robots in the dome are Mecha controlled, and he is happy to leave by either orbital vessel or in the company of excavator allies. If brought to a new era town, like Rust Watch, his remarkable technical skills will allow him to find steady, well paying work. He has 5 skill points in every technician area, is a 3 skill point pilot, 2 skill point driver and a 4 skill point brawler.

Dave is frustrated with Elliot Smith and thinks the man is an arrogant, self righteous megalomaniac, and will not serve with him once getting free of the dome. *GM: See note written by Dave Barnard on page 124.*

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DV -12/ END 45/ MV 6m/ Init. +1/ Attacks: Pipe or brawling/ Pipe SV 01-57, SV 01-63 brawling/ DMG d10+10 pipe or 2d6+8 brawling / STR 58 (+6/+30%)/ AG 51 (-4 DV/ +0.5m) / ACC 46 (+4 SV)/ INT 87/ WL 54/ PER 37(+1 Init.)/ APP 22/ EFs 30/ Morale: average/ Size 1.95m tall/ 93kg/



Li Wei L. Cheng, Female age 32
Nuclear Energy Engineer

Ms. Cheng has been the key to the survival of the facility and its personnel. Her job as a nuclear engineer has allowed the dome's micro nuclear plant to continue operations as long as it has. Due to complications beyond

her control, however, the reactor is failing and it is only a matter of time before the power has to be shut off permanently, or a detonation will occur. Repeatedly exposed to mild radiation contamination, Li Wei is being treated with Kancer-Kure medication, again.

Although looking forward to leaving earth behind, if unable to get off world, Cheng will seek work with whatever high tech stronghold she can contact, but in the meantime, use her skills as a computer, robotics and mechanical technician to find work in new era barter towns (she has 2 skill points in each of these tech areas).

DV -0/ END 33/ MV 6m/ Init. +3/ Attacks: Pipe in two hands/ SV 01-61 / DMG d10+4/ STR 32/ AG 33/ ACC 68 (+8 SV)/ INT 103/ WL 42/ PER 89 (+3)/ APP 41/ EFs 20/ Morale: average/ Size 1.6m tall/ 66kg/



Fernando R. Mendoza
male age 38
Senior Medical Officer

Vital to the crew of the dome, Doctor Mendoza is a 5 skill point medic as well as a bit of a hobbyist in the bioengineering department (3 skill points).

While he was once Commander Elliot Smith's best friend, Fernando has in recent years distanced himself from the big man. Their issues began with the arrival of Wezella into their ranks, as the doctor was convinced the wastelander was dangerous, possibly contaminated with new era pathogens, and quite likely some sort of revolting mutant. Smith would not allow the doctor to perform genetic or medical tests on the woman to determine how human she was, at least not without Wezella's consent. The refusal put a wedge between the men and ended their ancient friendship.

Doctor Mendoza, if forced into the epochian world, will be aghast at what he finds there, and seek asylum within a high tech pure stock only bunker community, his purist ideology festering towards blind hate.

DV -12/ END 42/ MV 7m/ Init. +1/ Attacks: Pipe in two hands/ SV 01-57/ DMG d10+6/ STR 37 (+2 DMG)/ AG 68 (-8 DV/+1m)/ ACC 49 (+4 SV)/ INT 89/ WL 54/ PER 62 (+1 Init.)/ APP 52/ EFs 20/ Morale: Excellent/ Size 1.86m tall/ 91kg/

Elliot Smith

Commander and Pilot

The Mutant Epoch NPC Character from Beyond Red Crater

Type: **Trans Human** **EF: 212** **Rank: 3**
 Caste: **CFSA Officer and Pilot** Faction: **Californian Federal Space Agency**
 Gender: **Male**
 Read/ Write?: **Yes** Age: **183 (35+148 in cryo)**
 Personality: **Cunning and Driven** Do Math?: **Yes**
 Sexual Orientation: **Heterosexual** Swim Ability: **strong**
 Handed: **Right** Height: **197cm**
 Religion: **None** Weight: **95kg**
 Languages Spoken: **English, Spanish, Japanese, Mandarin, French, German, Arabic, Portuguese, Italian, and Polish**

Endurance: **96 /**
 Strength: **73** (+8 dmg/+40% throw range)
 Agility: **53** (-6 DV/+0.75 meters movement)
 Accuracy: **86** (+12 SV)
 Intelligence: **91**
 Willpower: **84**
 Perception: **76** (+2 initiative)
 Appearance: **42**

Defense Value: -53 armored/ unarmored -17
Armor worn: Dodge skill 3 pts -11/Tactical armor -30 and tac helmet -6/ Agility -6
Movement: 6.75m/ armored 5.75m

Initiative: +2 Base Strike Value: 01-74

Attack Mode	Strike Value	Rate	Range	Damage	Ammo/Uses	Skill Points
Automatic Pistol	01-94	2	250m	d20+6 ea.	20/	3pt
Marital Arts	01-85	2	melee	2d6+11 ea.		3pt
Knife	01-74	1	4.2m	d8+8		

Skills: **Stealth** 3pts/ **Climb** 1pts/ **Grapple** 1pts/ **Martial Arts** 4pts(+11 SV, DMG +d6+3)/ **Dodge** 3pts (-11 DV)/ **Weapon Expert Pistols** 3pts (+8 SV, +6 DMG)/ **Pilot** 7pts/ **Driver** 4pts/ **Medic** 3pts/ **Navigate by stars/ Relic Knowledge/Negotiating** 4pts/ **Technician Skills: Robotics** 4pts, **Mechanical** 4pts, **Electrical** 3pts, **Computers** 5 pts, **bio** 2pts, **Chemical** 3pts

Clothing and Equipment: Dark gray jumpsuit, combat boots, officers cap, Tool kits for robotics, electrical and mechanical engineer. Field Medical pack and d6 anti-toxin injectors.
Valuables: none carried

Description: Although a military facility, the dome was once a multi agency hub for dozens of research, communication, utility and command and control programs. On the first basement level was a modest hanger bay connected to a micro nuclear power plant, living quarters, offices and recreation areas for the whole dome. Commander Smith was in charge of the entire place, and as such, one of the last teams scheduled to abandon the place. While his wife, Catherine Tanner, and her team retreated to the orbital station Orion, Smith and about twenty personnel were left behind on earth when the dome took an indirect hit and trapped them. This strike collapsed the hanger and doors, sealing the last vessel under tons of debris. Instead of giving up and accepting a slow death, Smith motivated the



survivors to make the base as operational as possible, maintain the mini-nuclear reactor, ration supplies, and undertake a grand plan to see themselves dig their way out and to the stars. When not maintaining the facilities robotics or machinery, he had everybody sleep away the decades in cryo-freeze.

As a leader, Elliot Smith is sometimes overbearing and dictatorial, yet the results have kept much of his team alive and hopeful. His romance with the wasteland warriorress Wezella, however, did not go over well; the group's unity cracked, and his ex-wife in orbit, became belligerent in spite of her own affairs.

As a man, Elliott Smith suspects he might be a trans-human based on his physical stamina. His drive and optimism are often too much for his fellow cryo-freeze companions, while the wild and aggressive nature of Wezella is much more to his tastes. Together, he and the young woman made a plan B to get to the surface, and travel to Rust Watch should things in the hanger go wrong.

Smith is ambitious and strong willed. He believes he is doing what is best for his people and humanity, and isn't afraid to spill blood to secure a future for himself, his lover, and his allies if it means their prosperity, security and unity. Ultimately, he makes a better leader than a follower, but will always take advice and utilize talented individuals when meeting them.

He is also as fascinated with mutants and the world beyond the dome as he is with the off world colonies, and torn between exploring both.

Wezella

Wasteland Warriress

The Mutant Epoch NPC Character from Beyond Red Crater

Type: **Ghost Mutant** EF: **98** Rank: **2**
 Caste: **Militia Soldier** Faction: **Rust Watch**
 Gender: **Female** Age: **18**
 Read/ Write?: **Yes** Do Math?: **Yes**
 Personality: **Ambitious and open minded** Swim Ability: **fair**
 Sexual Orientation: **Heterosexual** Height: **168cm**
 Handed: **Ambidextrous** Weight: **61kg**
 Religion: **Neo-Christian**
 Languages Spoken: **English and a little Spanish**

Endurance: **42** /
 Strength: **56** (+6 dmg/+30% throw range)
 Agility: **72** (-8 DV/+1 meters movement)
 Accuracy: **68** (+6 SV)
 Intelligence: **62**
 Willpower: **58**
 Perception: **67** (+2 initiative)
 Appearance: **54**

Defense Value: **-52 armored/ unarmored -16**
 Armor worn: Dodge skill 2 pts -8/Tactical armor -30 and tac helmet -6/ Agility -8
 Movement: **7m/ armored 6m**

Initiative: **+2** Base Strike Value: **01-61**



Attack Mode	Strike Value	Rate	Range	Damage	Ammo/Uses	Skill Points
Knife Fighter	01-63	4*	250m	d8+8 ea.	2 knives	1pt
Brawling	01-66	2*	melee	d6+8		3pt
Crossbow (junk crafted)	01-69	1/3rd	78m	d20+7	20/	

*Ambidextrous

Mutations: Empathy ³³ / Mental Screen ⁵⁵ / Reserve Heart ⁶⁹

Skills: Stealth 2pts/ Climb 2pts/ Brawling 2pts (+5 SV, DMG +2)/ Dodge 2pts (-8 DV)/ Knife Fighter 1pt (+2 SV, +2 DMG)
 Navigate by stars/ Wilderness Survival/ Junk Crafter 1pt

Clothing and Equipment: Dark gray jumpsuit, combat boots, 1 anti-toxin injector. **Valuables:** none carried

Description: Just as Elliott Smith isn't certain he is a trans human, Wezella doesn't yet know she is a ghost mutant. This beautiful, platinum blonde wastelander has the mutations of empathy, mental screen and reserve heart. Should she discover these gifts while on earth, returning to Rust Watch or another post-apocalyptic community, she would be happy to know she is actually a mutant. If, however, reaching off world colonies with Smith aboard an interstellar craft, these mutations might prove to be a liability. Mutants, along with a great many other deviated, engineered or grown life forms, are not welcome on many colonies. Those discovered to be anything other than a human or officially sanctioned being, are often terminated upon detection.

Wezella, joined the Rust-Watch Militia when she was fourteen years old, preferring the rough and tumble lifestyle of a soldier to the drudgery of housework, childcare or prospect of

marriage to Gotch Mozoot, the man her parents promised her to. Having no interest in marrying the local water merchant, who was twice her age and five times her weight, she chose to enlist to escape her parent's home and their suffocating list of rules.

As with so many people from the town of Rust Watch, Wezella embraces a Neo-Christian faith. This religion is a very open ended, loosely defined and personally guided. It leaves plenty of room for individual interpretation of the bible, as well as questionable behavior as far as sex, intoxicants, violence and cussing are concerned.

While wild in her younger years, and often the first to express her opinion or dive into a dangerous situation, Wezella calmed down as she got closer to her eighteenth birthday. Additionally, her confidence in her knife fighting and brawling skills allowed her to ease off on the need to prove herself. Three fisted Sammy, ever observant of those with talent, chose her on the fateful mission to Red Crater, where she fought well before being bludgeoned by skullocks and dragged off to the nightmare of captivity.

When discovered by Commander Elliott Smith, Wezella knew at once that her rescuers were not from the current age, and did not fight them as her other female militia members did. In time, she fell in love with the charismatic and energetic Smith, and aided him in his grand schemes for escaping the dome one way or another.

Fixet

Wasteland Warriress

The Mutant Epoch NPC Character from Beyond Red Crater

Type: **Ghost Mutant**
 Caste: **Militia Soldier**
 Gender: **Female**
 Read/ Write?: **A little**
 Personality: **Opinionated and crude**
 Sexual Orientation: **Bisexual**
 Handed: **Left**
 Religion: **Anti-religious**
 Languages Spoken: **English and a little Spanish**

EF: **24** Rank: **1**
 Faction: **Rust Watch**
 Age: **18**
 Do Math?: **Very basic**
 Swim Ability: **fair**
 Height: **155cm**
 Weight: **59kg**

Endurance: **37** /
 Strength: **45** (+2 dmg/+10% throw range)
 Agility: **92** (-12 DV/+1.5 meters movement)
 Accuracy: **49** (+4 SV)
 Intelligence: **27**
 Willpower: **43**
 Perception: **71** (+2 initiative)
 Appearance: **39**

Defense Value: **-42 vs. bullets or -26 armored/ unarmored -17**
Armor worn: Dodge skill 1 pts -5/ballistic vest -4 or -20 vs bullets
 helmet -5/ Agility -12
Movement: 7.5m/ armored 7m

Initiative: **+2** Base Strike Value: **01-54**



Attack Mode	Strike Value	Rate	Range	Damage	Ammo/Uses	Skill Points
Electrical Pulse	(+20) 01-74	1	43m	d20 or 3d20 vs machines	3 x day per rank 3/	
Brawling	01-60	1	melee	d6+8		1pt
Knife	01-56	1	3.3m	d8+2 ea.	1	1pt
Metal Pipe 2 handed	01-58	1		d10+6		

Mutations: **Electrical Pulse**³¹/**Reserve Mind**⁷⁰/**Heal Touch**⁴³
 (heal d20+10 twice per day per rank)

Skills: **Climb** 2pts / **Rider** 1pts / **Stealth** 2pts/ **Brawling** 1pt
 (+5 SV, DMG +2)/ **Dodge** 1pts (-5 DV)/ **Knife Fighter** 1 pt (+2 SV, +2 DMG) **Navigate by Stars**/ **Wilderness Survival**/

Clothing and Equipment: Dark gray jumpsuit, combat boots,
 1 anti-toxin injector **Valuables:** none carried

Description: Fixet is a good looking young woman with a shaved head, pale skin and lithe, well muscled body. She is a confirmed ghost mutant with the mutations of heal touch, electrical pulse, and reserve mind, and uses the blue lightning bolt to great effect, especially against robots and other machines.

Joining the Rust Watch Militia in her mid teens, Fixet Polluzza grew up as an impoverished cast off of society. Her mother was a prostitute, her father unknown. At about the age of nine she began telling people she was an orphan, out of shame for her family background, and began to hang around the town barracks. Dressing as a boy and shaving off her long black hair to better disguise her gender, she became a familiar sight around the garrison. She earned her keep by cooking, cleaning, sharpening weapons, mak-

ing arrows and attending to whatever menial chores she could find. Although everybody knew she was a girl, she was respected for her hard work, ability to swear, gamble and fight, and was never treated like a camp follower or army prostitute.

By the age of 14 she was enlisted into the militia and taught to brawl, shoot a bow and crossbow, work in formation and employ her mutations of heal touch and electrical pulse to great effect. By the age of 18, she was fit for beyond wall duties and volunteered for the ill fated Three Fisted Sammy expedition to Red Crater.

Captured by Skullocks, she survived the weeks of capture by compliance and cunning, but when rescued by the old kind humans of the dome, her street tough, violent nature could not be contained and she was rendered unconscious and placed in cryo freeze to be used as a surrogate mother once off world.

If woken by the player characters, she will be grateful to the excavators, yet hold a long and bitter grudge against Commander Smith and the other freezies*.

Fixet is an anti religious, crude and opinionated militia soldier. Every second word out of her mouth is a swear word. She avoids romantic liaisons lasting more than a single night, loves alcohol overmuch, and tends to respond with her fist before entirely evaluating the consequences of doing so.

*Freezy or freezies: Cryo-freeze or stasis chamber sleeper, usually used to describe long term pure stock human hibernation users.

Ketter

Wasteland Warriress

The Mutant Epoch NPC Character from Beyond Red Crater

Type: **Pure Stock**
 Caste: **Militia Soldier-brawler**
 Gender: **Female**
 Read/ Write?: **Very little**
 Personality: **Belligerent and fearless**
 Sexual Orientation: **Bisexual**
 Handed: **Ambidextrous**
 Religion: **none**
 Languages Spoken: **English and a little Spanish**

EF: **24** Rank: **1**
 Faction: **Rust Watch**
 Age: **18**
 Do Math?: **No**
 Swim Ability: **strong**
 Height: **185cm**
 Weight: **78kg**

Endurance: **54** /
 Strength: **59** (+6 dmg/+30% throw range)
 Agility: **72** (-8 DV/+1 meters movement)
 Accuracy: **68** (+8 SV)
 Intelligence: **62**
 Willpower: **58**
 Perception: **33**
 Appearance: **54**

Defense Value: **-41 vs. bullets or -25 armored/ unarmored -16**
Armor worn: Dodge skill 2 pts -8/ballistic vest -4 or -20 vs bullets and army helmet -5/ Agility -8
Movement: 7m/ armored 6.5m

Initiative: **+0** Base Strike Value: **01-58**



Attack Mode	Strike Value	Rate	Range	Damage	Ammo/Uses	Skill Points
Brawling , (ambidextrous)	01-67	2	melee	2d6+8		4pt
Steel Bar (2 handed use)	01-62	1	melee	d10+10		
Knives (2, ambidextrous)	01-58	2	3.3m	d8+8	2/	

Skills: **Brawling** 4pts (+9 SV, DMG +d6+2) / **Riding** 2pts/
Stealth 2pts/ **Climb** 2pts/ / **Dodge** 2pts (-8 DV)/ **Navigate by stars**/
Wilderness Survival/**Junk Crafter** 2pts

Valuables: none carried

Clothing and Equipment: Dark gray jumpsuit, combat boots, dirty poncho that was her grandmother's

Description: Built tough and tall, Ketter grew up in Rust Watch as an orphan. Seeing the lewd fate of so many teenage female orphans, she decided to learn from her friend Fixet to dress the part of a boy and express herself with her fists and booted feet. In time, she became the leader of a gang of street urchins, until the law caught up to her.

Arrested and exposed as a young woman, her judges did well to enlist her in the community militia. On her eighth tour of duty, she was hand picked by Three Fisted Sammy for a special mission.

Ketter's talents run along the hand to hand fighting skill set, with brawling her strongest talent. Being ambidextrous, she makes two attacks per round instead of one, either with fists or blades. Her remarkable physical strength also makes her extra effective with cut and thrust weapons as well as bows and crossbows.

This impressive woman has little use for romance, and although decent looking, tries to keep her passions limited to one night stands with comrades of either gender and any race.

Ketter is thoroughly loyal to Rust Watch, but if given the opportunity, she will aid independent free barter communities, or other groups aligned with them. She sees no conflict of interest in becoming a freelance excavator, but will always come to the aid of Rust Watch in times of trouble.

Marj

Wasteland Warriress

The Mutant Epoch NPC Character from Beyond Red Crater

Type: **Pure Stock** EF: **24** Rank: **1**
 Caste: **Militia Soldier-archer** Faction: **Rust Watch**
 Gender: **Female** Age: **18**
 Read/ Write?: **Yes** Do Math?: **Yes**
 Personality: **Needy and relentless** Swim Ability: **fair**
 Sexual Orientation: **Heterosexual** Height: **162cm**
 Handed: **Right** Weight: **57kg**
 Religion: **Neo-Christian**
 Languages Spoken: **English and Spanish**

Endurance: **29** /
 Strength: **24**
 Agility: **36** (-2 DV/+0.25 meters movement)
 Accuracy: **76** (+10 SV)
 Intelligence: **31**
 Willpower: **39**
 Perception: **89** (+3 initiative)
 Appearance: **47**

Defense Value: **-32 vs. bullets or -16 armored/unarmored -7** Armor worn: Dodge skill 1 pts -5/ballistic vest -4 or -20 vs bullets and army helmet -5/ Agility -2

Movement: **6.25m/ armored 5.75m**

Initiative: **+3** Base Strike Value: **01-60**



Attack Mode	Strike Value	Rate	Range	Damage	Ammo/Uses	Skill Points
Bow*	01-70	1/2	40m	d12+8 ea.	20 arrows/	4pt
Martial Arts	01-65	2	melee	d6+1		1pt
Dagger	01-60	1	3m	d10		
Machete	01-60	1	melee	d12		

* Marj will only have a bow if given one by a player character or she loots one off a skullock

Skills: Weapons Expert: Bows 4 pts (+10 SV, +8 DMG) / **martial arts** 1pt (+5 SV, DMG +1) **Stealth** 2pts/ **Climb** 2pts/ **Dodge** 1pts (-5 DV)/ **Navigate by stars, Wilderness Survival, Junk Crafter** 1pt

Clothing and Equipment: Dark gray jumpsuit, combat boots, 1 anti-toxin injector **Valuables:** none carried

Description: Marj is the daughter of a Rust Watch livestock trader, and grew up about as pampered as any child in the dark mutated reality of the Mutant Epoch can get. Teased by other youths about how soft she had it, and how rich folk never do their share in the actual defense of town, Marj abandoned her family and the expectations of an arranged marriage, and instead joined the militia. Horrified, her father could not change her mind, so relented and hired teachers to train her to fight, survive, navigate by the stars, and shoot bows and crossbows.

Chosen by Three Fisted Sammy for the expedition to Red Crater, Marj proved a deadly asset in the opening hour of the skullock

attack. When her arrows ran out and her comrades were killed or captured, she was clubbed unconscious and woke as a slave. Surviving her weeks with the skullocks, watching the male captives tortured then eaten, she lost hope and fell into despair and lethargy. Worse, her usefulness gone, she was destined for the cook pot. The night before she was to be devoured, Elliott Smith and the other ancient ones, along with their robots, mounted a daring rescue and secured her. Not knowing who or what took her in the night raid, she fought her saviours tooth and nail and was injected with a tranquilizer. Placed in cryo freeze along with two other survivors, she was now destined to be a surrogate mother to the fetus of pure stocks in orbit.

If rescued by player characters, she will be immensely grateful, and fight well for her freedom and for the continued survival of Rust Watch. Marj will do whatever she must to borrow a bow and arrows from any player character who might have a set to spare.

JIMMY

J22 Samurai Warbot

The Mutant Epoch NPC Character from Beyond Red Crater

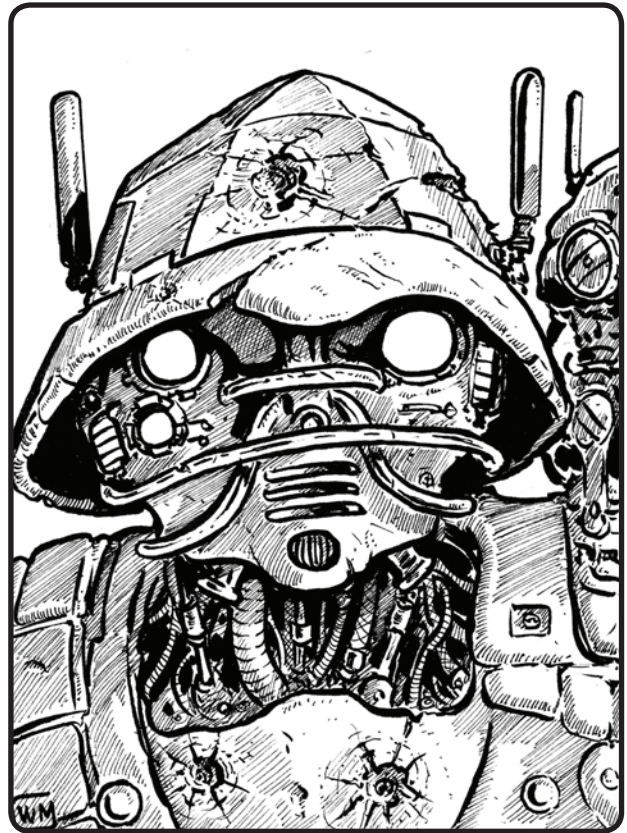
Type: **Warbot** EF: **0** Rank: **1**
 Caste: **Californian Federal Space Agency** Faction: **CFSA**
 Gender: **nil** Age: **186**
 Read/ Write?: **Yes** Do Math?: **Yes**
 Personality: **None** Swim Ability: **can't swim**
 Sexual Orientation: **Machine** Height: **300cm**
 Handed: **ambidextrous** Weight: **320kg**
 Religion: **None**
 Languages Spoken: **Any ancient language including Mecha**

Endurance: **160 / 144/**
 Strength: **135** (+26 dmg/+130% throw range)
 Agility: **32**
 Accuracy: **66** (+8 SV)
 Intelligence: **37**
 Willpower: **26**
 Perception: **80** (+2 initiative)
 Appearance: **Not Applicable**

Defense Value: -50 plus 10 point per round force field

Movement: 5m

Initiative: +2 Base Strike Value: **01-58**



Attack Mode	Strike Value	Rate	Range	Damage	Ammo/Uses	Skill Points
Fist	01-68	2	melee	d12+26	-	
Laser Sword	01-73	1	melee	2d20+10	1000*/476 remaining/	
Laser Carbine	01-83	2	2 km	2d20+10	200*/64 remaining/	
Stun Pistol Eye	01-78	1	200m	2d20 stun	40/9 shots remaining/	
Sub-machine Gun	01-68	5	250m	d20	200/75 remaining/	
Rocket Launcher	01-78		4 km	d100+20 direct or 2d20 in blast radius of 5m	6/2 rockets remaining/	

*Powered by internal power pack each, supply 10 times the normal power cell charge.

Skills: Driver 1pt/ Pilot 3pts/ Computer Tech 2pts/ Mechanical Tech 2pts/ Electrical tech 2pts/ Robotics tech 2pts/ Relic Knowledge/ Pick locks 2pts/

Valuables: If defeated, deactivated and sold more or less intact, this unit will fetch 5000+2d1000sp

Clothing and Equipment: Large amounts of ammo and up to three power packs and one SMG can be looted from this unit

Description: The J22 Samurai called Jimmy has seen better days. By the time the Beyond Red Crater adventure takes place Jimmy has already been in several fights with enormous mutant creatures, engaged fellow robots in order to defeat them and steal their power packs, as well as been buried in an elevator shaft and had to spend months digging itself out.

Thus battered, reduced in endurance, energy and ammo supplies, this unit is not the threat it once was. Nevertheless, with two battle rockets, twin laser carbines and both robotic and possibly humanoid minions at its disposal, Jimmy is a

dangerous and resourceful foe. Although able to operate quite independently, this particular warbot is controlled by an external intelligence, an intelligence that is entirely hostile to the human occupants of the base, as well as any intruding wasteland residents, such as the player characters.

Jimmy, while under the control of the external intelligence, will butcher all characters and their NPCs allies. If it is able to stun opponents, it will return to them after a victorious battle and decapitate them to make sure they pose no further threat.

This J22, like any robot, could possibly be defeated without being destroyed, although its force field will negate the first EM (electro-magnetic) pulse emitted by a mutant or relic weapon. If knocked out, a character with the computer tech skill could attempt to hack into the J22's CPU and reprogram it to serve a new master. A J22 on the side of an excavation team would be a potent force, and draw the attention of various regional factions who would stop at nothing to acquire the machine.

While an intact, fully loaded J22 yields 320 experience factors, this reduced version offers 220 EFs to those who defeat it.