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After the Bomb® Book Four

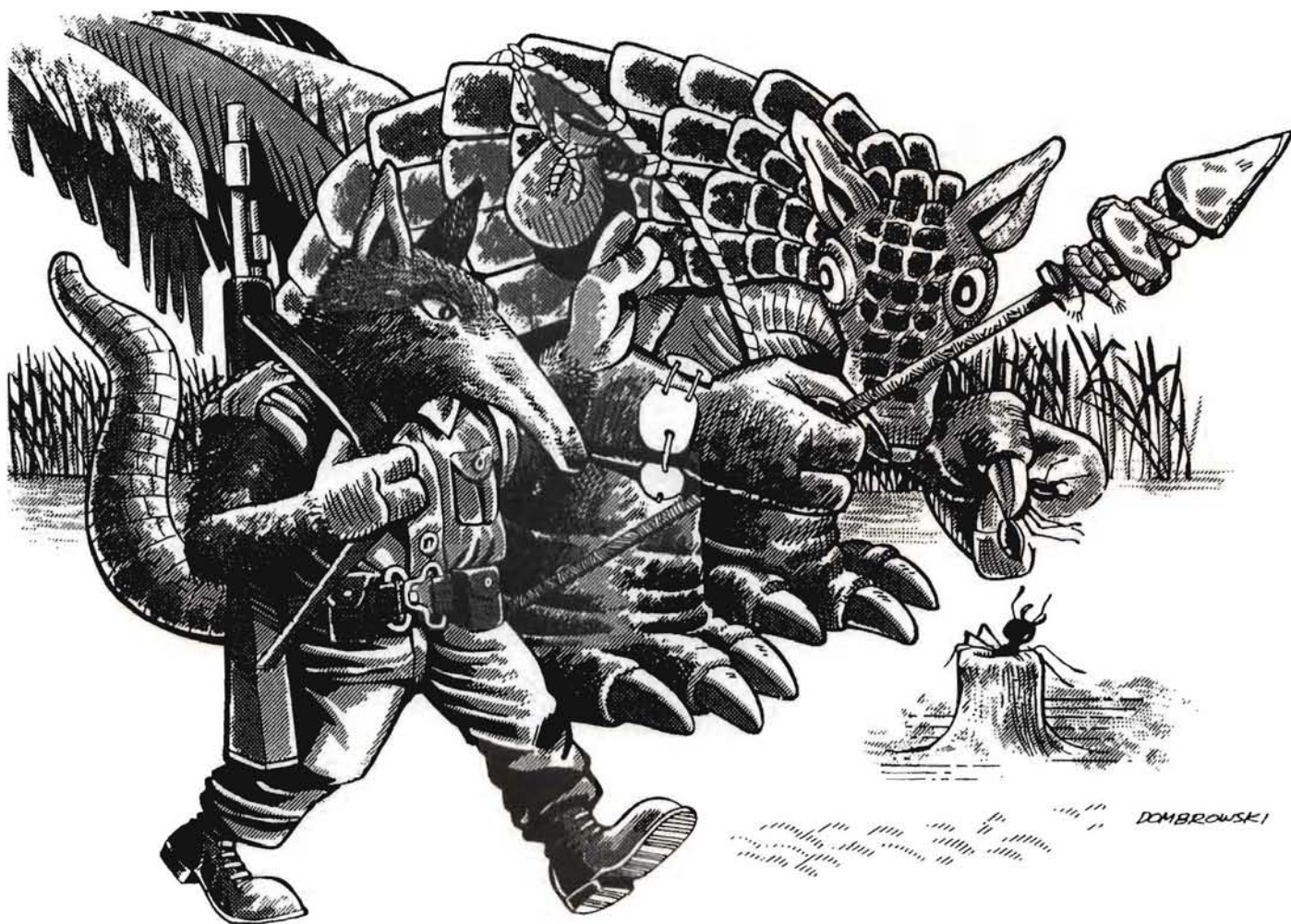
MUTANTS OF THE YUCATAN

BY ERICK WUJCIK



Compatible with Heroes Unlimited™ Ninjas & Superspies™
Teenage Mutant Ninja Turtles® and Rifts™

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Compatible with Heroes Unlimited™ Ninjas & Superspies™
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Dedicated to Larry Jordan

Thanks to all the various play-testers, including Marvin Allen, Paul Deckert, Kevin Lowry, Alan Moen, Reg Roehl, Eric Snider, Michelle Spainhour, John Speck, Don Woodward, and Elaine Walquist. And a special thanks to that guy at GENCON who, while playing a mutant sparrow, managed to break most of the bones in his character's body cushioning an eighty pound metal box during a roller-coaster ride. I still get chuckles about that one...

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PALLADIUM BOOKS® PRESENTS . . .

After the Bomb® Book Four

MUTANTS OF THE YUCATAN

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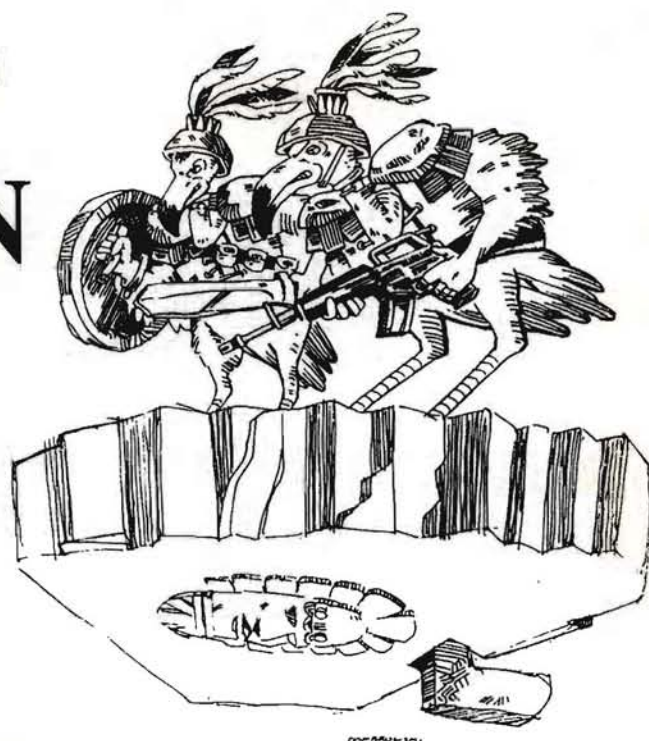
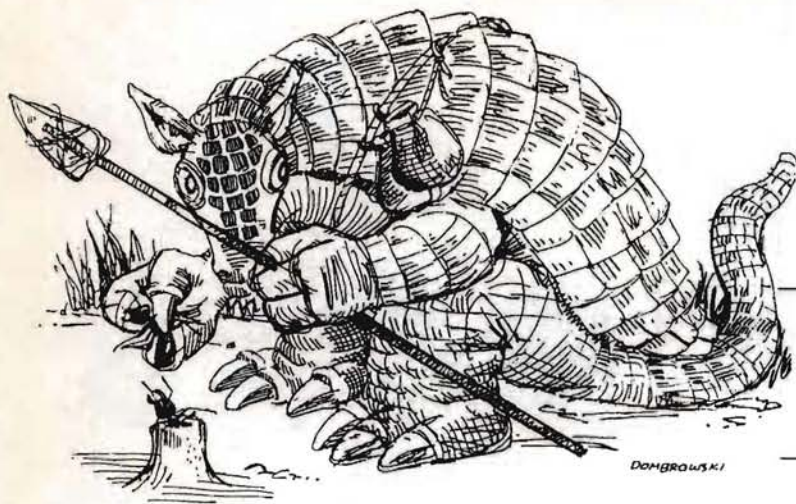


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INTRODUCTION TO MUTANTS OF THE YUCATAN

Imagine...

Hot, dripping with sweat, surrounded by a cloud of buzzing, biting bugs, pushing through a solid wall of leaves and branches, while pulling your feet up out of a soggy mud that never wants to let them go...

Even with the best of care, the outsider rapidly loses weight in the jungle. At first just the soft layers, but then even muscle and skin start to dissolve. Even the hardest native quickly becomes infested with vermin, tropical sickness, and things too disgusting to be described in a family game.

The jungle has countless ways to debilitate you, and a goodly number that will kill you.

For example, every breath you take is filled with a virtual soup of airborne poison. Spores, pollen, germs, viruses, and even tiny insect eggs are carried into your mouth and lungs every few seconds. Even if your body doesn't succumb to any of these ailments or infections, the mere act of fighting them off is enough to gradually drain you of strength and will.

The steady entropy of the jungle also has its impact on non-living things. Metal corrodes, leather rots, fabric is eaten away by mold and insects, and even plastic is distorted and made useless by the continuous, unrelenting heat and moisture.

And that describes the Yucatan circa 1990. Before the cataclysmic events that lead up to *After the Bomb*.

You've got to wonder how people managed to survive for all these years after the great holocaust in such an awful environment.

The surprising answer is ... they didn't!

Jungles are not usually widespread in the equatorial Americas. Rain Forests, filled with beautiful trees, a perfect natural habitat for thousands of species of wildlife, and home to dozens of Native American tribes, are the "natural" condition. Bring in the bulldozers and chainsaws. Clear-cut the rain forest. Chop down all the valuable mahogany trees. Ruin the land with short-term farms and ranches. And what you get later is rampant jungle. Nature's tropical revenge.

Enough said.

Now, in our game world, gone mad with runaway mutation, we've just exaggerated the damage that man has already done. Each of the jungle's threats is magnified and their number has grown. For every mold there is today, in the world of *After the Bomb*, there are a dozen super-molds. For every insect, a hundred mutated bugs. And in the mutant jungle, the ever-present, omnipresent heat and humidity has intensified.

Creating a Character: Yucatan Style!

Player characters in the world of *Mutants of the Yucatan* are those on their way to explore the strange mutant jungles of the Yucatan Peninsula. Most characters should be visitors from some other region. Either from Cardania (roll character from *After the Bomb*), from Americorp (from *Road Hogs*), or from any other book in the *After the Bomb* series. Or, for that matter, just about any character from any Palladium book, TMNT or otherwise.

So you don't have to create Yucatan characters from this book. However, if you do want specific Yucatan characters, they're created the same way as any other *Teenage Mutant Ninja Turtles & Other Strangeness* or *After the Bomb* characters. Right after **Step 1: The Eight Attributes**, you'll want to use the following for figuring out native Central American animals:

Step 1: The Eight Attributes

Same as always; see TMNT & Other Strangeness.

Step 2: Animal Type

The following table can be used for any characters originating in Central America. You can also use it with any contemporary TMNT campaign, or for other *After the Bomb* character generation.

Mutant Animal Characters

First, roll to determine animal environment:

01-10	Water Based
11-30	Ground
31-65	Mid-Canopy
66-85	Treetop
86-98	Urban Animal, use table from TMNT
99-00	Laboratory Animal, use table from TMNT

Second, roll on the corresponding table:

WATER BASED ANIMALS (01-10)

01-03	Alligator
04-08	Cayman, like TMNT Alligator but with narrow snout.
09-12	Duck
13-20	Flamingo
21-30	Fish-Eating Bat
31-35	Fishing Buzzard, specializes in fish, see TMNT Hawk.
36-45	Frog

- 46-50 Mallard, see TMNT Duck
- 51-60 Manatee
- 61-65 Muscovy Duck, black feathers and red-tipped beak, see TMNT Duck.
- 66-75 River Turtle, see TMNT Turtle
- 76-85 Tapir
- 86-95 Water Opossum
- 96-100 Water Iguana, specialized for diving and eating underwater plants.

GROUND BASED ANIMALS (11-30)

- 01-04 Agouti
- 05-08 Armadillo
- 09-13 Boa Constrictor
- 14-15 Bobwhite, see TMNT Quail.
- 16-21 Brocket, like a deer, but with smaller, pointier horns; see *TMNT Deer*.
- 22-23 Chicken
- 24-25 Coyote
- 26-27 Crab-Eating Raccoon, similar to a Raccoon, but with an ugly tail that is skinny and covered with short, bristly hairs; see *TMNT Raccoon*.
- 28-29 Deer
- 30-31 Dog
- 32-37 Fer-de-Lance Snake
- 38-41 Giant Anteater
- 42-45 Giant Armadillo
- 46-47 Goat
- 48-49 Horse
- 50-55 Iguana
- 56-60 Jaguar, see TMNT Felines — Jaguar.
- 61-65 Jaguarondi
- 66-67 Mouse
- 68-69 Ocellated Turkey, see TMNT Turkey
- 70-74 Ocelot, covered in black spots, each with a center of tawny brown, on a tan body; see TMNT Felines — Wild Cats.
- 75-79 Paca
- 80-82 Peccary; not related to pigs, but see TMNT Pig anyway.
- 83-84 Pig
- 85-88 Puma, as TMNT Mountain Lion.
- 89-93 Rattlesnake
- 94-98 Tapir
- 99-00 Turkey

MID-CANOPY ANIMALS (31-65)

- 01-03 Antbird, specializes in eating ants. Shoulders, back and wing tops are black with white stripes; throat, chest, belly and underside of wings are white with black stripes; see TMNT Wild Bird.
- 04-10 Bushmaster
- 11-12 Barred Forest Falcon, see TMNT Hawk.
- 13-15 Bat
- 16-20 Emerald Tree Boa
- 21-23 Four-Eyed Opossum, see TMNT Opossum.
- 24-27 Green Jay, like bluejays, only green; see TMNT Wild Bird.
- 28-31 Howler Monkey
- 32-38 Toucan
- 39-47 Kinkajous
- 48-55 Margay
- 56-59 Monkey

- 60-63 Quetzal, a sacred bird valued for its striking red and green plumage, with tail feathers four times as long as the body; see TMNT Wild Bird.
- 64-66 Scarlet Macaw, see TMNT Parrot.
- 67-72 Sloth
- 73-79 Tamandua
- 80-86 Tree Porcupine
- 87-90 Two-Toed Anteater
- 91-95 Woolly Opossum, as TMNT Opossum, but with bushy brown fur.
- 96-00 Toucan

TREETOP ANIMALS (66-85)

- 01-05 Caracara, white with black wings, see TMNT Falcon.
- 06-10 Chachalaca, shades of brown, see TMNT Wild Birds.
- 11-22 Disk-Winged Bat
- 23-35 False Vampire Bat
- 36-40 Ghost Bat, as TMNT Bat, but will all white fur.
- 41-45 Golden Eagle, see TMNT Eagle.
- 46-50 Hawk
- 51-55 Screeching Parrot
- 56-70 Toucan
- 71-85 Vampire Bat
- 86-92 White Hawk, see TMNT Hawk.
- 93-00 White-Lined Bat, as TMNT Bat, but with white markings.

URBAN ANIMALS (86-98), use table from TMNT

LABORATORY ANIMALS (99-00), use table from TMNT

Step 3: Mutation Background

Player characters in the world of *Mutants of the Yucatan* are the ones who are most likely to be exploring the jungles of the Yucatan. Although all the animals of Mexico and the Yucatan have mutated, most are just peaceful citizens, content to live their lives without adventure.

NOTE: In each category there are two listings for skills: Old System and New System. **Old System** is for those games that still use the original versions of **TMNT & Other Strangeness** or **Heroes Unlimited** (not revised editions). **New System** makes the characters compatible with the *revised* versions of **TMNT**, **Heroes Unlimited**, **Ninjas & Superspies**, and other Palladium RPGs. Characters should use *either* the New or the Old system, *not both*.

01-35 Professional native guide. After being brought up in one of the tribes of the Central American jungle, the Native Guide is now more interested in the money and comfort that civilization can provide. While the character has the ability to live off the land, more important skills are those that make money off the rich northerners who want to explore the stinking jungle. The character's main skills are with languages. Regardless of the native tongue, the character can speak Spanish, English, and all three Mayan dialects. The character is also an expert at learning the obscure Indian languages. Each time a new language is encountered, the character has a 20% chance of already knowing it, and, if it's not already known, will pick up enough to communicate in 1D8 hours. One time bonus of +5 S.D.C., +1 P.E., and +1 P.P. Character has

\$500 worth of equipment and supplies, a fashionable set of clothes (including sharp-looking sunglasses), and either a blowpipe or bow, including 2D4 poison darts or arrows (skill with weapon or poison must be purchased using a Secondary or Military skill).

SKILLS:

Old System: Take any six (6) Secondary or Jungle skills, and any two (2) Military skills. Also, Language: English, Language: Spanish, Language: Tzotzil Maya, Language: Chol Maya, Language: Yucatan Maya, and Jungle Survival. No scholastic bonus.

New System: Take any six (6) Secondary or Jungle skills, and any two (2) Espionage/Military skills. Also, Language: English, Language: Spanish, Language: Tzotzil Maya, Language: Chol Maya, Language: Yucatan Maya, and Jungle Survival.

36-55 Tribal jungle dweller. Unlike the Native Guide, this character considers the jungle to be "home" and has no desire to become a "city person." However, being curious about strangers will be enough for the character to take a job as a guide or bearer. One time bonus of +10 to S.D.C. and +1 to P.E. Character starts out with only a very simple set of equipment, including T-shirt, short pants, knife, machete, blowpipe (or light bow), spear, bowl, water gourd and a couple of days' worth of fresh fruit.

SKILLS:

Old System: Take any six (6) Secondary or Jungle skills, any two (2) Military skills, and any four (4) Jungle skills. Also Jungle Survival, Find and Prepare Jungle Food and W.P. Machete. No scholastic bonus.

New System: Take any six (6) Secondary or Jungle skills, and any two (2) Espionage/Military skills. Also, Jungle Survival, Find and Prepare Jungle Food and W.P. Machete.

56-85 Former Guardia soldier. Character learned to jungle fight with the Imperial Mexican forces. Now, having either deserted or retired, the character is available for hire. Character starts out owning a set of firearms and ammunition (one rifle or shotgun, and one pistol, with ammo, worth a maximum of \$1750). \$250 can be used to buy any other standard weapons and equipment from TMNT.

SKILLS:

Old System: First Aid, Jungle Survival, two (2) High School skills, four (4) Secondary or Jungle skills, and four (4) Military skills. Plus any two Modern W.P.s

New System: First Aid, Jungle Survival, one Military Skill Program, any three (3) Espionage/Military skills, and any four (4) Secondary or Jungle skills. Plus any two Modern W.P.s

86-00 Feral mutant animal. One of the many mutant animals who grew up lost and alone in the jungle. Survivors like this character have a hard time trying to fit in with more "socialized" mutant animals, and will be uncomfortable around humans. Feral Mutants tend to be tougher but not as well educated as the average mutant animal. There is a S.D.C. bonus of +25, a P.E. bonus of +4, a P.S. bonus of +1 and a Spd. bonus of +2. Starting equipment is worth just \$10 to \$60 (1D6 times \$10, select from TMNT).

SKILLS:

Old System: Character has Jungle Survival, and Find and Prepare Jungle Food. Also has Climbing (+10%), Escape Artist (+10%), Prowl (+10%), Tracking (+5%), and Hunting, plus any two (2) Military skills and any two (2) Secondary or Jungle skills. No Scholastic or skill Bonuses except as listed.

New System: Character has Jungle Survival, and Find and Prepare Jungle Food. Also has Climbing (+10%), Escape Artist (+10%), Prowl (+10%), Tracking (+5%), and Hunting, plus any two (2) Espionage/Military skills and any two (2) Secondary or Jungle skills.

Step 4: BIO-E, Special Abilities, Psionics, Growth Levels, and Human Features

Same as in *TMNT & Other Strangeness* or *Heroes Unlimited* (revised).

Step 5: Equipment, Supplies and Money

Characters select their initial equipment from the various lists in *Teenage Mutant Ninja Turtles & Other Strangeness*. The TMNT book lists items, along with the prices that become available *after* your character starts playing. Remember, you must spend *all* your equipment and supply money before you start, it can't be saved and used later. Likewise, any money provided for vehicles must be spent before the character enters the game.

New Skills and Descriptions for Mutants of the Yucatan

Language: Spanish	Ant Lore
Language: English	Aztec History and Lore
Language: Tzotzil Maya	Mayan History and Lore
Language: Chol Maya	Prepare Jungle Poison
Language: Yucatan Maya	W.P. Bow with Poison Arrows
Find and Prepare Jungle Food	W.P. Poison Dart Blowpipe
Jungle Survival	W.P. Machete (Special!)
Snake Doctor Medicine	

JUNGLE SKILL DESCRIPTIONS

Ant Lore — Army Ants, Azteca Ants, Leaf-Cutter Ants:

This skill involves learning an important secret of the ant community: that ants communicate with each other by smell! Using special chemicals that they secrete from their scent glands, the ants know how to recognize members of their own hive.

However, there are other insects who have evolved to take advantage of ant communications. These insects, called *myrmecophiles* (ant lovers), have the ability to invade ant hives by duplicating the special scent recognition signals of the ants. For example, there are beetles that lay their eggs in among the ants' eggs. As the beetle larva matures, it emits the right "call" for the ants to feed it as if it were one of their

own. Aside from beetles, there are also special cockroaches, crickets, flies, mites, spiders, wasps, and other insects who have varying skill at producing ant scents.

With Ant Lore it's possible to figure out which insects have the right "smell" for each kind of ant hive. You've got to be careful, there are totally different myrmecophiles for each kind of ant, including Army Ants, Leaf-Cutter Ants, and Azteca Ants.

Once the right myrmecophile insect has been identified, the next step is to capture or kill enough of them. "Enough" means how many you'll need to produce the right amount of the chemical signal to disguise yourself. Getting the chemical out of the insect means either cutting it open (and killing it), which gets the most out, or squeezing the bug in the right place (only about half a dose as from cutting one open).

After getting the myrmecophile chemical, the next problem is smearing it over whatever you want protected. Sprays are most effective, and making a primitive spray "can" out of a hollow fruit peel is one way to solve the problem.

Anyone with the chemical applied to their skin can fool the ants into thinking that they are part of the hive. Of course, that means letting the ants touch the skin with their antennae. If successful, the characters can even get by the sentries, and enter the columns of the Army Ants, the hollow trees of the Azteca Ants, or the underground burrows of the Leaf-Cutting Ants.

Failure to make the Ant Lore skill roll (rolling under the skill on percentile) means that the chemical "disguise" doesn't work, and that the ants attack! Also, remember that an application of the chemical usually doesn't last for more than an hour. **Basic Skill:** 50% + 4% per level of experience.

Find and Prepare Jungle Food. Throughout the jungle, at every level, there is food in abundance. The big problem is telling the difference between nutritious food and good-looking poison. While searching for food, the character can make one roll every ten minutes. A successful roll indicates that food has been discovered, enough for three to eighteen (3D6) people. If the roll fails, it means that no food was found but that the character can try again for another ten minutes. **Basic Skill:** 56% + 2% per level of experience.

SPECIAL NOTE: Attempting to eat in the jungle without this skill, even for characters experienced in Wilderness Survival, is very dangerous. Ignorant characters have a base chance of 25%, for every ten minutes of searching, of discovering what *seems* to be edible food. However, there is a 10% chance that whatever it is will actually be poisonous.

Jungle Survival. Stepping into jungle, true jungle, is even more alien than swimming down into a coral reef. The main problem is with depth perception. Most characters are used to judging distance based on objects sitting in open space. The jungle turns that upside-down, so that you have to contend with objects (leaves and branches) everywhere, and just a little bit of empty space scattered here and there. Without the Jungle Survival skill, most characters will experience the following in a jungle:

"... I dash in [the jungle] after them, but get instantly fouled in low-hanging vines and fall on my face. All five dogs are now in full cry and K'in Bor has vanished behind them. I think, He must see better than I do,' as everything

before my 20/20 vision is a dark, impenetrable mesh of leaves, vines and branches, and all else underfoot is an impediment designed to make me stumble. Somehow I claw my way through the brush..."

Victor Perera, *The Last Lords of Palengue*

Beyond just being able to see clearly, Jungle Survival also provides techniques for avoiding trouble and keeping alive during extended jungle travel. The character will know how to avoid dangerous plants and insects, how to find nearly-invisible pathways, and how to find fresh water. **Base Skill:** 40% + 5% per level of experience.

Prepare Jungle Poison. Unlike conventional poisons, which are either slow-acting, or require large doses for immediate effect, jungle poisons are fast! Once injected, the victim will feel the effects before the start of the next melee round. The poison is not generally fatal; more often it either stuns or disorients the victim's nervous system.

Victims must make two saves against the poison. First, they must save vs. Poison to keep from being damaged by the poison. Failure to save means that they take 1D6 damage directly off the character's hit points. The second roll is a save vs. Poison to shrug off the poison's paralytic powers. Failure means that the character goes slack and is unconscious for 2D6 melee rounds. Even if the roll is successful, the victim's nervous system is messed up, resulting in one half normal Spd., half attacks per melee round, and a -5 on all rolls to Strike, Parry, Dodge, or Roll for 2D6 melee rounds.

Jungle poison is made from a variety of plants and insects. Finding the right ingredients takes from two to twelve (2D6) hours of searching. Once everything is gathered, actually preparing the poison takes another eight hours of mixing everything in a pot over a fire. When the process is complete, roll percentile. Failure to roll under the skill means that something went wrong and the whole batch of poison is worthless.

Base Skill: 40% + 5% per level of experience.

Snake Doctor Medicine. The character, at one point, was apprenticed to a Snake Doctor. While there, the character was taught the secrets of curing poisoning and tropical diseases with a variety of natural plants and substances (clays and mud). Using the skill means first rolling to make a diagnosis. If the cause of the problem is a poisonous animal, insect or plant, and if the source of the poison has been positively identified, then there is no need for the first roll.

Once the cause has been determined, it's time to find the right cure. That involves going out into the jungle and searching. Roll every five minutes. A successful roll means that the search is complete. Failing the roll means the search must continue.

Once the right antitoxin has been gathered, it's time to help the sick character. A *failed roll* means the patient has not been helped, either because the problem is too serious, or because a mistake was made. If the character is already in a coma, then using the Snake Doctor Medicine successfully will require rolling under the skill twice. **Base Skill:** 30% + 5% per level of experience.

W.P. Bow with Poison Arrows. Although use of Poison Arrows requires the same kind of archery skill as that for normal bows, the poison arrow and bow are much lighter than conventional bows. In fact, if a character with the regular sort

of W.P. Archery just picks up a jungle bow and tries to fire, he will likely break both the bow and the arrow. To avoid this, someone familiar with regular bows will need at least fifteen minutes of practice before being able to successfully use a jungle bow. The reverse is also true, and a jungle bow-user will need about fifteen minutes of practice in order to switch over to using a normal bow. Characters with this skill know how to gather the materials and make the bow and arrows. Gathering the raw materials takes about two hours, constructing a bow, another two hours, and each arrow takes about fifteen minutes. +1 to Strike at first level, and an additional +1 at every second level after that. **Rate of Fire:** Two per melee at first level, one additional arrow per melee for every two experience levels. **Damage:** 1D4 plus poison.

W.P. Poison Dart Blowpipe. Blowpipes are somewhat smaller and lighter than the blow guns listed in **TMNT & Other Strangeness**. Use of this weapon, along with the poison darts, is a separate skill (although it is the same skill as W.P. Blow Gun). The Darts do just one point of damage, acting mostly to insert poison into a victim. Characters with this skill know how to gather the materials and make both the blowpipe and the darts. Gathering the raw materials takes about three hours, and constructing a blowpipe and a dozen darts takes about two hours. +1 to Strike at first level, and an additional +1 at every second level after that. **Rate of Fire:** One per melee at first level, two per melee at second level, three per melee at third level, and the maximum, four per melee, when the character gets to sixth level. **Damage:** 1 point of S.D.C. damage, will do no damage to Hit Points.

W.P. Machete (Special!). Although the machete ("Ma-Shet-Eh") is a weapon, sort of a one-handed sword, it's most often used as a tool for cutting vegetation. Skill with a machete means that a character can cut a path through dense jungle in a third of the time it would take to squeeze through. A successful roll means cutting through ten feet per melee round (in combat), or about 1,000 feet every hour (or a mile every five hours). Can also be used to harvest crops or chop wood. **Base Skill:** 45% + 6% per level of experience.

Using the machete as a weapon gives a skillful character a +1 to Strike at level one, an additional +1 at level four, and another +1 every two levels after that. The main drawback of the machete as a weapon is that it doesn't Parry well. No bonus to Parry, and a successful Parry against anything hard (swords, daggers, rocks) means that the machete has to Save vs. Breaking (roll 14 or better on twenty-sided). **Damage:** 1D8.

Language: Spanish, Language: English, Language: Tzotzil Maya, Language: Chol Maya, Language: Yucatan Maya. Although there are a wide variety of languages in the Yucatan, most towns and tribes will have at least one person capable of speaking Spanish. Aside from English, Spanish and the three Mayan dialects, there are another seventeen (17) Mayan variations, and also more than ninety (90) native indian tongues. **Base Skill:** 55% + 5% per level of experience.

Aztec History and Lore. Knowledge of the history of the Aztecs, and their forerunners, the Toltecs. More broadly, it covers the history of the area from 900 AD to 1521 AD (the defeat of the Aztecs by the Spanish Conquistadors). The character will be able to identify Aztec ruins, artifacts, carv-

ings and legends. **Base Skill:** 40% + 5% per level of experience.

Mayan History and Lore. This history starts sometime around 1,000 BC with the beginning of the Olmec civilization, through 900 AD, the time of the mysterious fall of the Mayan culture. Also includes the ability to recognize and catalog Mayan ruins, carvings, artifacts, and legends. **Base Skill:** 40% + 5% per level of experience.

Animal Descriptions

CENTRAL AMERICAN BATS DISK-WINGED BAT

ORIGINAL ANIMAL CHARACTERISTICS

Description: Like other bats, the disk-winged bat is a flying mammal. They are unique in that they possess special suction cups, little, flexible sucker disks at the bases of their thumbs and at the ankles. These allow them to climb smooth surfaces with ease. Unlike other bats, who perch upside-down, hanging from their feet, the Disk-Winged Bat sleeps in an upright position, using its suction cups to a cling to "bed." Bed is usually the inside of a curled-up banana leaf that hasn't opened yet. Unlike other bats, baby disk-winged bats are carried everywhere by their mothers until they've reached half their adult weight.

Size Level: 1

Length: body to 2 inches, tail to 1.25 inches, wingspan to 9.75 inches

Weight: under 1 pound (0.45 kg)

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 75

Attribute Bonuses:

I.Q.: +1

M.A.: +1

P.P.: +1

Spd.: +1

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: None. Body is a bushy ball of brown fur, with a white belly. Squashed-in face, like a miniature pug dog, with large, leaf shaped, pointed ears. Upturned nose and snout. Arms and legs are long and skinny.

5 BIO-E for Partial. Big ears on top of a small, snouted head. Pig-like nose and mouth, with widely spaced eyes.



Arms are long and skinny, ending in gaunt, thin hands. Legs are skinny and bowed. Thick fur on head, face and body.

10 BIO-E for Full. Pug-nosed, with small, bright eyes, a wide mouth, and oversized, slightly pointed ears. Bristly brown hair on head. Body is rounded and short, with long arms and legs.

Natural Weapons: None

Powers:

10 BIO-E for Glide

20 BIO-E for Flight

5 BIO-E for Sonar

5 BIO-E for Advanced Smell

10 BIO-E For Large Suction Cups on the wrists and ankles. This allows the character to stick to virtually any surface, to walk across walls, and to even stick to the ceiling. Of course, they can also be used for sticking onto other things, or for grabbing. Attaching and releasing can be done automatically. Occasionally, if the surface is too dry, the character will have to wet the suction cups in order to get a good grip, usually by licking the palms, and then touching hands to feet. The suction cups are nearly the full width of the palm, and are difficult to conceal. Each suction cup can handle a load roughly equivalent to the character's P.S. lifting ability.

15 BIO-E For Small Suction Cups on Fingers and Toes. Like the larger version, but at the tips of each finger and toe. These suction cups are slightly easier to conceal, mostly because of their size, just the size of a fingerprint or toeprint. Each cup can handle a load equal to about a quarter of the character's P.S. lifting ability.

FALSE VAMPIRE BAT (LINNAEUS' FALSE VAMPIRE)

ORIGINAL ANIMAL CHARACTERISTICS

Description: The largest of American bats, the false vampire is not a blood sucker, but it is a hunting carnivore. Their major prey is small animals like mice, birds and other bats. Instead of attacking from the air, the false vampire bat lands before striking. Using its nimble legs and folded arms, it scurries quickly, but stealthily, toward its intended target. Then the killing stroke is always a leaping pounce, delivering enough force to cause a fatal blow to the head or neck.

Ice Level: 2

Length: body to 5.25 inches, wingspan to 42 inches

Weight: to 2 pounds (0.9 kg)

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 70

Attribute Bonuses:

I.Q.: +1 P.S.: +1

M.E.: +1 P.P.: +1

HUMAN FEATURES

Hands: 5 BIO-E for Partial hands at the ends of the wings.

10 BIO-E for Full hands at the ends of the wings.

20 BIO-E for extra set of fully developed arms and hands.

Biped: Partial Automatic

5 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None, Very long, snouted head, similar to a horse head.

Huge, rounded ears, and up-turned, leaf of flesh that sticks up on top of the nose. Thick fur on the back of the skull and on the body. Long arms, twice the length of the legs. Arms and legs are thin but muscular. Hands and feet are lean and bony.

5 BIO-E for Partial, Horse-faced appearance, with flap of loose skin at the tip of the nose. Thick neck and body, with overlong arms and relatively short legs. Bristly fur on top and back of head and covering the torso.

10 BIO-E for Full, Long face, with high forehead and widely spaced eyes. Slight bulbous knob at the end of the nose. Oversized ears and mouth. Body is lean and muscular. Arms are very long and lean. Bristly reddish hair.

Natural Weapons:

5 BIO-E for 1D6 Teeth

5 BIO-E for 1D6 Claws

10 BIO-E for 2D6 Claws

Powers:

10 BIO-E for Glide

20 BIO-E for Flight

5 BIO-E for Sonar

5 BIO-E for Advanced Smell

5 BIO-E for Leaping, doubles normal jump or leap.

FISHERMAN BAT

ORIGINAL ANIMAL CHARACTERISTICS

Description: A bat, one of the family of flying mammals, but adapted specifically for locating and catching fish. Their sonar sense is even more developed than in other bats, allowing them to detect fish in the water. Their other major adaptation is their long, clawed toes, which they use for scooping their prey out of the water.

Size Level: 1

Length: body to 3.25 inches, tail to 2.5 inches, wingspan to 12.5 inches

Weight: up to 1 pound

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 75

Attribute Bonuses:

I.Q.: +1

M.E.: +1

P.P.: +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: None. Relatively small head, but with enormous pointed ears on top, a huge upturned nose, wide mouth, and round, bright, forward-pointing eyes. Body tapers from wide shoulders to slender hips. Arms and legs are long, and very skinny. Hands and feet are long and bony. Soft, thick fur, red on top of head, golden on the rest of the torso, with none on arms and legs.

5 BIO-E for Partial, Ears dominate a snouted head, with a big fleshy nose and large features. Body is muscular, but with noticeably large rib cage and bones. Arms and legs are very long and thin. Fuzzy red hair on head, thick blond hair on the chest, shoulders and back.

10 BIO-E for Full, Big ears, with points, and a long, pointed nose. Body builder shoulders and upper arms, but slim hips and undersized lower arms and legs. Red hair on top of head, but blond hair on body.

Natural Weapons:

5 BIO-E for 1D6 Teeth

10 BIO-E for 2D6 Foot Claws

Powers:

10 BIO-E for Glide

20 BIO-E for Flight

5 BIO-E for Sonar

20 BIO-E for Advanced Sonar. Means that character has very large, flexible ears, at least as large as a hand. Beyond the abilities of regular sonar, it also allows the character to actually get a sense of what lies beyond certain surfaces. With water, that means detecting the motions of objects several feet beneath the surface without entering or touching the water. How deep the advanced sonar will detect something depends on

the relative sizes and movements of underwater objects, as well as how calm the water is. Generally, in still water, moving objects of size level 10 or less can be spotted up to 25 feet (7.6 m) down. Larger moving objects, like whales or submarines, are noticeable up to 150 feet (46 m) down. Wind-blown water cuts the range by 75%, and in rain or stormy weather, only objects just below the surface, about one yard/meter, will be sensed.

This ability also works for detecting motion and figures behind thin, or very rigid surfaces, such as glass, metal or plywood, so long as there is noise or vibration on the other side. For example, if the bat character wanted to find out the contents of a car with mirrored windows, and if there was some noise coming from inside, such as the engine running or the radio playing, then it would be possible to detect the exact number, position and shape of all the objects inside the car, just by sensing the vibrations on the window glass. The same trick works to detect movement and objects through single layers of most substances that vibrate easily. Does *not* work through plaster, wood, brick, cinder block, or stone.



VAMPIRE BAT

ORIGINAL ANIMAL CHARACTERISTICS

Description: Vampire bats are the only mammals classified as parasites. That's because they are completely dependent on other creatures for their only food, blood. They approach their prey first by flying overhead. Then, when they've sniffed out a likely target, they land nearby. At that point they use their agile legs and folded-up wings to run and leap up to their target, usually a large mammal like a cow. Making a tiny incision in the skin with their four razor-sharp canine teeth, they proceed to suck the blood out of the victim, rolling up their tongue to use as a straw. Although the actual blood lost is too small to do much damage, the danger is from contracting rabies, a disease that vampire bats transmit all too easily.

Size Level: 1

Length: body to 3.5 inches, wingspan to 7 inches

Weight: to 3 ounces

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 70

Attribute Bonuses:

M.E.: +2

P.P.: +1

Spd.: +1

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: Partial Automatic
5 BIO-E for Full

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

Looks: None. Head like a bulldog, with large, leaf-shaped, pointed ears, and round, bright eyes. The snout's upper part is a fleshy, large nose with the tip upturned all the way above the eyes, and the lower lip is also fleshy, but split in two and hanging down below the chin. Body is rounded, with a hunchback appearance. Arms are very long, capable of touching the ground while upright, and both arms and legs are long and skinny. Entire body, except for the arms, legs and the nose and lips, is covered with thick black fur, splotted with white on the underbelly.

5 BIO-E for Partial. Prominent pointed ears on top of the head. Big, upturned nose, and big, downturned lower lip. Muscular, barrel-like body, with very long arms, and thin arms and legs. Thick black hair, with white highlights, on head, chest, shoulders and back.

10 BIO-E for Full. Pug-nosed, with bright eyes, a wide mouth with thick lips, and oversized, pointed, ears. Bristly black hair with streaks of grey. Body is muscular and broad shouldered, with long arms and legs.

Natural Weapons:

5 BIO-E for 1D8 Teeth

Powers:

10 BIO-E for Glide

20 BIO-E for Flight

5 BIO-E for Sonar

5 BIO-E for Advanced Smell

5 BIO-E for Leaping, doubles normal leap or jump.

15 BIO-E for Thermo Imaging Vision, a unique, *short range* sense that enables the natural bat to actually see the warmth of the blood coursing through the largest veins and those closest to the surface his victim's skin. In a game context, the mutant can see heat emanations from nearby individuals and objects, such as a warm car engine or somebody hiding a few feet away behind a bush. Range is limited to about 5 feet (1.5 meters).

JAGUARONDI

ORIGINAL ANIMAL CHARACTERISTICS

Description: Although a member of the feline family, the Jaquarondi looks more like a weasel than a cat. This is due to its shape, having a long, thin body, and much shorter legs than other cats. Coat is thin and smooth, with hairs being light at the base and darker at the ends. While most Jaquarondi are a solid dark grey-brown, almost black, about 25%, sometimes even in the same litter, are a bright red color. They prefer hunting and living on the ground, usually sleeping under a nest of grass.

Size Level: 5

Length: to 52 inches long (1.3 m)

Weight: to 32 pounds (14.5 kg)

Build: Long

MUTANT CHANGES & COSTS

Total BIO-E: 60

Attribute Bonuses:

P.S.: +1

P.P.: +2

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. Cat-like head, but with wider forehead and broader, more compact nose. Eyes have round pupils, not the slitted type common in most cats. Covered in short fur, with no markings other than some light patches on the face. Long, lean body, with short, stubby legs. Broad hands and feet. Long tail, about half the body's length.

5 BIO-E for Partial. Rounded head, with ears sticking out on top, and with a broad forehead. Eyes and nose are large and rounded. Body is long and muscular, covered with light fur. A short, stubby tail, and short arms and legs.

10 BIO-E for Full. Face is dominated by a prominent forehead, and large eyes. Short, thinning hair, either of grey or red. Ears stick out somewhat and are a bit oversized. Body is long and lean, contrasting with shorter than average arms and legs.

Natural Weapons:

10 BIO-E for 1D8 Retractable Claws

5 BIO-E for 1D8 Teeth

Powers:

5 BIO-E for Advanced Smell

5 BIO-E for Advanced Hearing



MARGAY

ORIGINAL ANIMAL CHARACTERISTICS

Description: Although it looks a lot like other cats, especially the Ocelot, the Margay is unique in that it is the only arboreal feline. Living exclusively in trees, it is a superb acrobat, able to run on branches, or even walk under them, holding on to the upside-down portions with its strong claws. Nocturnal, the Margay hunts squirrels, monkeys, birds and other tree dwellers. Margays are also the best looking of all cats, matching the best domestic cats in markings, fine features, large eyes, and shapely bodies.

Size Level: 3

Length: to 40 inches long (1 m), including a 22 inch body and an 18 inch tail, to 12 inches (0.3 m) tall at the shoulders.

Weight: to 9 pounds (4 kg)

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 70

Attribute Bonuses:

I.Q.: +1

P.S.: +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. Rounded triangle of a head, with snout at the bottom, and rounded ears at the upper corners. Graceful, muscular, lean body. Powerful arms and legs, with padded hands and feet. Eyes are large and forward facing. Covered with luxurious fur patterned with black spots and stripes on a creamy gold background. Tail nearly as long as the body.

5 BIOE for Partial. Large ears and eyes on a slightly snouted head. Lean, well-muscled body, ending in short tail. Thick hair, with leopard pattern.

10 BIO-E for Full. Take an additional +3 to P.B. Eyes are large and luminous. Somewhat flattened nose, but with nicely shaped ears and mouth. Lean, smoothly muscled body, with perfectly proportioned arms and legs. Hair is a golden blond, with streaks of black at the temples and over the ears.

Natural Weapons:

10 BIO-E for 1D8 Retractable Claws (Climbing)

15 BIO-E for 2D6 Retractable Claws (Climbing)

5 BIO-E for 1D8 Teeth

10 BIO-E for 2D6 Teeth

Powers:

5 BIO-E for Advanced Smell

5 BIO-E for Advanced Hearing

5 BIO-E for Nightvision

10 BIO-E for Natural Acrobatics; exactly same abilities as the acrobatics skill, but minus the attribute and other bonuses provided by the skill. Base skill is 70% and does not increase with experience.

FLAMINGO

ORIGINAL ANIMAL CHARACTERISTICS

Description: Gangly in appearance, with outrageously long legs and neck, the flamingo is a specialist in extracting small shrimp and other aquatic life directly from the water. They do this by filling their large beaks with water, then after straining out the water through thousands of tiny teeth, swallowing the creatures who are stuck inside. Their pink coloring comes from the color of their prey, so the more shrimp they eat the darker red they become. If shrimp are scarce, the flamingo will fade to lighter pink, and eventually turn completely white.

Size Level: 3

Height: to 4 feet tall (1.2 m), wingspan to 6 feet (1.8 m)

Weight: to 10 pounds (4.5 kg)

Build: Long

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 Arms with Full Hands

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

Looks: None. Small, round head, with downturned beak longer than the head itself. The neck is longer than the legs, thick and flexible. Rounded, humped, back. Legs are ridiculously long and skinny, ending in wide, knobby feet. Covered in plumage that varies from white to pink to bright red, depending on how much seafood the character has been eating.

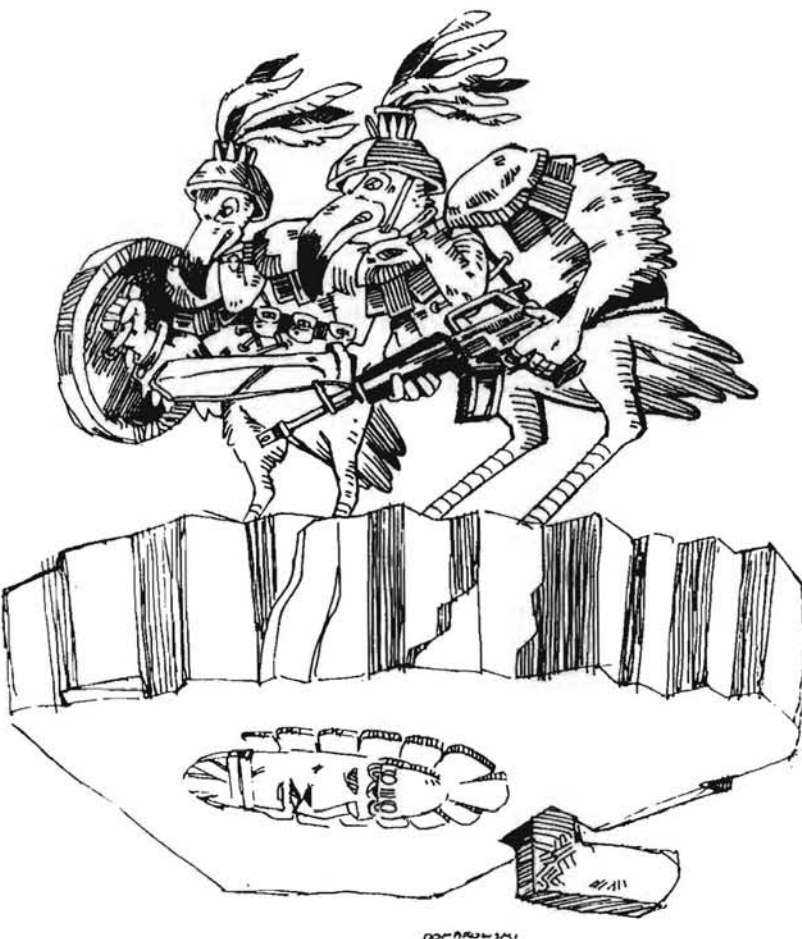
5 BIO-E for Partial. Rounded head with prominent beak and tiny, rounded eyes. Ears and nose are just holes. Neck is thick and twice the length of the head. Thick, rounded body, with long, thin, knobby legs. Downy feathers on top of head, back of neck, and covering the torso.

10 BIO-E for Full. A dark, oversized beak of a nose, with little eyes and tiny ears. The head is relatively small, and the neck is just as long as the head. Body is squat and wide, with overlong legs. In place of hair there is a covering of downy feathers ranging from white to red, depending on diet.

Natural Weapons: None

Powers:

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



GIANT ANTEATER

ORIGINAL ANIMAL CHARACTERISTICS

Description: Large, toothless, ground-dwelling creatures who live exclusively on the insects they scoop up with their long, sticky tongues (up to 3 feet long). The giant anteater walks on the knuckles of its front feet, keeping the razor-sharp, six-inch-long claws tucked safely in and upward. Using the claws to break into hard-packed dirt or nests, the anteater feeds exclusively on hive insects like ants and termites.

Size Level: 6

Length: to 4 feet long (1.2 m), tail to 3 feet long (0.9 m)

Weight: to 50 pounds (22.6 kg)

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 60

Attribute Bonuses:

P.S.: +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. Very long and narrow head, almost as long as an arm, tapering to a slightly flared set of nostrils and a tiny mouth. Body is covered with black, grey and white fur, with dramatic markings along the body. Powerful build, with muscular arms and shoulders, but with undersized legs and tiny feet. Enormous tail, with bushy, bristly hairs making the appendage appear almost as large as the creature itself.

5 BIO-E for Partial. Strong looking body, with heavy, muscular arms and hands contrasting with short legs and small feet. The head is a long, narrow muzzle with tiny ears on top, eyes narrow and off to the sides of the face, and very small nose and mouth. Vivid markings of white, black and grey fur. Thick tail, as long as an arm.

10 BIO-E for Full. Pointed features, including a long, sharp nose overhanging the upper lip, small ears and mouth, and widely spaced eyes. Thin white streaks in black or dark grey hair, and pointed ears. Broad shoulders, powerful arms and hands, somewhat undersized hips, legs and feet.

Natural Weapons:

5 BIO-E for 1D10 Claws

Powers:

5 BIO-E for Advanced Smell

5 BIO-E for Prehensile Tongue, as Partial Hand

5 BIO-E for Digging

GIANT ARMADILLO

ORIGINAL ANIMAL CHARACTERISTICS

Description: In spite of its size and natural armament, the Giant Armadillo specializes in eating insects, mostly underground ants, termites, and worms. Using its huge claws, measuring up to eight inches long, the creature burrows after food and digs long tunnels for shelter. It can also stand on its rear legs while digging or fighting, and often runs in a bipedal stance.

Size Level: 8

Length: body to 40 inches long (1 m), tail to 22 inches

Weight: to 130 pounds (59 kg)

Build: Short

MUTANT CHANGES & COSTS

Total BIO-E: 35

Attribute Bonuses:

P.S.: +4

P.E.: +3

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. Snouted head, with small mouth, widely spaced eyes, and small, donkey-like ears. Thick, humped back covered with scaly bumps. Short, but massively muscled arms and legs. Oversized hands and feet, bigger than the head. Thick tail, nearly as long as the body.

5 BIO-E for Partial. Long nose, small mouth, and weak chin. The back of the head merges with the back. Thick, muscular body, arms and legs. Hunched-over look, with thick, stubby tail. Bumpy skin with a hard, rigid appearance.

10 BIO-E for Full. With the appearance of a professional football linebacker, complete with small head with no neck, broad shoulders, massive build and huge hands and feet. Only a light touch of wispy hairs on the head. Thick, fleshy bumps under the ears and on the backs of the hands.

Natural Weapons:

5 BIO-E for 1D6 Claws

10 BIO-E for 1D10 Claws

Powers:

5 BIO-E for Digging

10 BIO-E for Tunnelling

5 BIO-E for Light Natural Body Armor; A.R.:8, S.D.C.:+25

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

20 BIO-E for Heavy Natural Body Armor; A.R.:13, S.D.C.:+75

35 BIO-E for Extra Heavy Natural Body Armor; A.R.:15, S.D.C.:+100

IGUANA

ORIGINAL ANIMAL CHARACTERISTICS

Description: The largest reptiles in the Americas, up to 600 different species of Iguanas are found on offshore islands and throughout Central and South America. Most will eat just about anything, including rodents, rabbits, insects, and birds. Some of the specialists of these lizards include the Marine Iguanas, diving animals who live on seaweed, Forest Iguanas, the most arboreal, and the Chuckwalla, a desert dweller who can store water in the folds of its skin. We'll concentrate on the Common Iguana here.

Size Level: 6

Length: to 7 feet long (2.1 m)

Weight: to 70 pounds (31.7 kg)

Build: Long

MUTANT CHANGES & COSTS

Total BIO-E: 60

Attribute Bonuses:

P.S.: +1

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. Round, tubular body, with sharp spines running along the back. Arms and legs are short, hands and feet have long, flexible fingers and toes. Large head with huge mouth and jaw. Long tail, thick at the base, but tapering to a point, nearly the length of the body. Covered with green, black and white scales.

5 BIO-E for Partial. Round, long body, with short arms and legs. Shiny scales in place of head and body hair. Skinny tail, at least as long as an arm. Eyes are wide apart and slightly protruding, capable of swiveling up, down, back and forward.

10 BIO-E for Full. Bald, with flat facial features, widely spaced eyes, and no ears (just ear holes). Body is long and lean, with corded muscles visible in the arms and legs. Fingers and toes are long and lean.

Natural Weapons:

5 BIO-E for 1D6 Claws (climbing)

5 BIO-E for 1D8 Teeth

10 BIO-E for 1D4 Whipsaw Tail, counts as one extra Hand to Hand attack per melee round. The top of the tail is covered with razor-sharp serrations, like the blade of a steak knife, and inflicts 1D6 damage per strike.

Powers:

15 BIO-E for Light Natural Body Armor; A.R.:9 and S.D.C.:+25

30 BIO-E for Medium Natural Body Armor; A.R.:12 and S.D.C.:+40

KINKAJOU

Known locally as "nightwalkers"

ORIGINAL ANIMAL CHARACTERISTICS

Description: Although the Kinkajou is closely related to the raccoon, it looks more like some kind of tree lemur, with luminous eyes, and solid brown fur. They are particularly active at night, and, when illuminated with a flashlight, their eyes take on a bright green shine. They stay in the trees most of their lives, eating mostly fruit.

Size Level: 3

Length: to 23 inches (0.6 m), tail to 11 inches

Weight: to 6 pounds (2.9 kg)

Build: Medium



10 BIO-E for Full. Sharp nose and chin, with large, round eyes, and protruding, undersized ears. Body is lean and muscular, with somewhat short arms and legs. Hair is golden brown, thick and straight.

Natural Weapons:

5 BIO-E for 1D6 Claws (Climbing)
5 BIO-E for 1D6 Teeth

Powers:

10 BIO-E for Prehensile Tail. The Kinkajou is the only mammal who can hang by its tail and then climb up to it; add a bonus of +5% to climbing skill.

5 BIO-E for Feet as Partial Hands
5 BIO-E for Nightvision
5 BIO-E for Advanced Hearing
5 BIO-E for Advanced Smell

MANATEE

ORIGINAL ANIMAL CHARACTERISTICS

Description: Although shaped like a seal, the Manatee is purely aquatic; it is born in the water and never leaves it. It is related only to other Manatees and Dugongs, not to any other mammals. They live in tropical seas and eat all manner of aquatic vegetation.

Size Level: 19

Length: to 15 feet (4.5 m) long

Weight: to 1,500 pounds (680 kg)

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. Round, thick-skinned body. Elongated head with bulbous, wrinkled snout. Small, slitted eyes. Tiny arms and legs, flattened and thin. Rounded, flat tail.

5 BIO-E for Partial. Rounded body. Thick neck and head. Short limbs. Covered in thick, wrinkled skin.

10 BIO-E for Full. Powerful, thick body, with thick neck. Eyes have a sleepy, half-open look, and the ears are just holes. Arms and legs have a flat, unfinished look to them.

Natural Weapons: None

Powers:

5 BIO-E for Advanced Touch
5 BIO-E for Advanced Smell
5 BIO-E for Hold Breath
10 BIO-E for Thick Flesh. Add +20 to S.D.C. and A.R.:8.
10 BIO-E for Natural Swimming ability equal to basic swim skill 70%.

MUTANT CHANGES & COSTS

Total BIO-E: 65

Attribute Bonuses:

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

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. Round head tapers to a narrow, fox-like snout. Ears are round, not particularly large, but stick straight out from the sides of the head. Eyes are large and round. Body is long and lean, covered with rich, golden fur. Arms and legs are relatively short, ending in strong hands and feet. The tail is as long as a leg, and also covered in thick fur.

5 BIO-E for Partial. Rounded head with prominent round features. Body is long and flexible, and covered with brownish-gold fur. Short, stubby tail.



PACA and AGOUTIS

ORIGINAL ANIMAL CHARACTERISTICS

Description: Two of the dozen or so species distributed throughout Central and South America. Mainly running, ground-dwelling rodents. Pacas are nocturnal and solitary, while Agoutis are daytime animals who prefer to live in packs. They live on roots, fruit and other vegetation, storing excess supplies in underground lairs.

Size Level: 3

Length: to 2 feet long (0.6 m); body to 24 inches (0.6 m), tail to 1.25 inches

Weight: Paca to 10 pounds (4.5 kg)
Agouti to 9 pounds (4 kg)

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 75

Attribute Bonuses:

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. Oversized head with huge snout, thick bristles on a chunky, bulbous nose, large round eyes on the sides of the head, and largish ears with curly ends. Short, skinny legs and a thick body, humped toward the rear. Thick fur, with dotted stripes running from front to back on the Paca, solid reddish-brown fur on Agoutis. Tiny, naked tail.

5 BIO-E for Partial. Thick body, and bottom heavy. Arms and legs are excessively short and skinny. Head is hippo-like, with a fat nose bristling with whiskers. Ears and eyes are oversized and rounded. Light fur covers the body.

10 BIO-E for Full. Large hips, thick, almost fat body, with arms and legs that are disproportionately stubby. Large, wide chin, big, bulbous nose, wide, round eyes, and oddly shaped ears. Heavy whiskers on upper lip.

Natural Weapons: None.

Powers: None.

SLOTH

ORIGINAL ANIMAL CHARACTERISTICS

Description: There are two varieties: Three-Toed and Two-Toed, each named, rather obviously, for the number of claws on their front paws (both have three claws on each rear foot). Sloths are unique in that they spend their entire lives up-side-down, hanging from underneath branches of trees. The hairs of the sloth have slight grooves, just enough for tiny algae to grow in them, and therefore, giving them a greenish tinge that makes them hard to see among the other greenery. They move slowly, and feed exclusively on the leaves and buds of the trees they live in.

Size Level: 3

Length: to 2 feet (0.6 m) long

Weight: to 10 pounds (4.5 kg)

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 75

Attribute Bonuses: 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. Round head with flat, barely noticeable, facial features, so the head seems to be just a round ball at the end of the body. Body is rounded, and covered in thick silver-grey hair. Arms are longer than the legs, longer than the body itself, but both arms and legs are well-muscled.

5 BIO-E for Partial. Flat features, with a round face, and dark eyes. Thick grey hair covering a thick, well-muscled body. Very long arms and legs, with the arms hanging down below the knees.

10 BIO-E for Full. Facial features tend to be wide and flat, especially the nose. Body is short, while the arms tend to be overlong. Silver-grey hair.

Natural Weapons:

5 BIO-E for 1D8 Claws

Powers:

5 BIO-E for Advanced Smell

5 BIO-E for Advanced Touch

10 BIO-E for Natural Acrobatics. Same as the skill but minus the attribute and other bonuses; base skill is 45%.

CENTRAL AMERICAN SNAKES

BOA CONSTRICTOR and EMERALD TREE BOA

ORIGINAL ANIMAL CHARACTERISTICS

Description: Boas are snakes without poison, killing machines who use their hook-like teeth and the strength of their massively muscled bodies to squeeze their prey into submission. Among the largest snakes in the world (second only to the anaconda), Boa Constrictors live in swampy rain forests and jungles, ranging from the ground to the trees. Whereas the Emerald Tree Boa lives exclusively up in the trees. Boa Constrictors are somewhat larger and colored in a camouflage pattern of mottled brown, tan, and white. Emerald Tree Boas are a bit smaller, colored with a green upper body, a yellowish underbelly, and a "vein" of irregular white scales along the top of the spine, a perfect color match for the leaves of their jungle habitat.

Size Level: BOA CONSTRICTOR: 11
EMERALD TREE BOA: 6

Length: BOA CONSTRICTOR: to 20 feet long (6 m)
EMERALD TREE BOA: to 10 feet long (3 m)

Weight: BOA CONSTRICTOR: to 250 pounds (113 kg)
EMERALD TREE BOA: to 75 pounds (34 kg)

Build: Long

MUTANT CHANGES & COSTS

Total BIO-E:

BOA CONSTRICTOR: 30

EMERALD TREE BOA: 55

Attribute Bonuses:

P.S.: +4

HUMAN FEATURES

Hands: None. In this case, the character has no arms or hands whatsoever. Any objects will have to be manipulated by mouth (treat as Partial Hand), or, if available, by Prehensile Tail.

5 BIO-E for Partial. The snake develops a pair of stubby (Partial) hands and short arms along the upper part of the body.

10 BIO-E for Full. Gives the mutant snake a full pair of hands, arms and narrow shoulders.

Biped: None. Character has no legs, and moves along the ground by slithering. This is not necessarily slow; indeed, the character can maintain a rapid pace, equal to half the character's maximum Speed attribute. The character can rear up the upper part of the body while continuing to slither (or climb) with the lower section. Climbing, provided that the character has the skill, can

also be as quick as half the character's maximum Spd. (10 times Spd. equals yards/meters per minute). Full Human Looks is impossible to combine with Biped — None.

20 BIO-E for Full. Character has mutated a full set of legs and feet.

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

Looks: None. Long, flexible body, with the length at least 20 times the width, entirely covered with brightly colored, smooth scales. Head is wide and triangular, with a double-hinged jaw, and eyes are on the sides and sunk under bony ridges. Tongue is long and forked.

10 BIO-E for Partial. Body is long and sleek, at least 10 times longer than it is wide. Head is smooth, with a lumpy skull and forehead, wide mouth and jaw, and covered with tiny scales in place of hair. Nose and ears are flat with small holes.

15 BIO-E for Full. Entirely bald, with shiny, smooth skin. Body is long and lean, with smooth muscles that clearly ripple just below the skin. Wide face, with broad, flat nose, and wide brow ridge above the eyes.

Natural Weapons:

5 BIO-E for 1D8 Fangs

10 BIO-E for 2D6 Fangs

10 BIO-E for Constrictive Body Muscles. All squeezing, whether from wrapping a flexible body around a victim, or from wrapping around arms or legs in a wrestling-style lock, is stronger and quicker because of the special design of the character's muscles. The character can use these muscles with either a *Pin/Incapacitate* or *Crush/Squeeze* attack, attacks that come with the Wrestling Skill in TMNT.

Both Pin/Incapacitate and Crush/Squeeze are normal hand to hand attacks, and require a successful Roll to Strike. If successful, and not Parried or Dodged, then the attacker has a "bearhug" or "body-lock" on the victim.



If Constrictive Body Muscles are used with a Pin/Incapacitate, then the victim is completely helpless, unable to attack, defend, or otherwise move physically, until released. Once a pin/incapacitate succeeds, the attacker can continue applying it as long as he likes, *doing no damage*.

If Constrictive Body Muscles are used with a crush/squeeze then the victim must Save vs. Blackout (14 or better on Twenty-Sided), with P.E. or P.S. bonus added in. Failure means the victim goes unconscious. The Saving Throw bonus comes from either P.S. or P.E., depending on how the victim is reacting. If the victim is just struggling to breathe and stay awake, but not to escape, then the P.E. bonus applies. If the victim is struggling to escape, then only the P.S. bonus applies. While the crush/squeeze continues, the victim is helpless, and the attacker can continue indefinitely, doing damage of 1D6, plus the attacking character's P.S. damage bonus only (no damage bonus from other training allowed), per each melee attack. The victim cannot reduce the damage by Rolling with Punch/Fall.

Escape from a constrictive hold: Victims held by constrictive body muscles can only get out with brute strength, or if released by the attacker. Several people struggling to free the victim, including the victim and any helpful friends, can try to break the hold by rolling a pure strength strike (twenty-sided and P.S. bonus only). The character doing the hold then rolls to Parry, (twenty-sided, plus P.S. bonuses, plus bonus to Parry).

Powers:

5 BIO-E for Prehensile Tail, as Partial Hand. Boa Constrictor Only! Not available for Emerald Tree Boa.

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

25 BIO-E for Medium Natural Body Armor; A.R.:11 and S.D.C.: +30

10 BIO-E for Advanced Tongue Touch. *Like Advanced Touch*, this ability requires the character to touch things with the tongue. Also includes Advanced Smell.

5 BIO-E for Advanced Taste

10 BIO-E for Camouflage Scale Pattern. For Boa Constrictors this will be a mottled brown, black and white, useful for blending in against dark objects, especially tree trunks, dark bushes, dark rocks and bare earth. Emerald Tree Boas will have a green, yellow and white pattern that allows them to blend in with any green forest, grass, jungle or swamp environment. In the right environment, or in near darkness (only starlight, or dim torch light), as long as the character remains completely motionless, there is only a 10% chance of being detected. This power is no substitute for the Prowl Skill, but it gives the character a +20% bonus to prowl in the right environment.

15 BIO-E for Death-Like Stance. Allows the snake to become absolutely motionless, to slow breathing and other body functions. In this state the character can go up to two weeks without food or water. Also, if the character is trapped in a sealed area with limited air, the Death-Like Stance will reduce the character's oxygen consumption to only a tenth of normal (the air would last ten times as long).

While in the Death-Like Stance, a hidden character's chances of being detected are only 15%. And, if combined with either artificial camouflage (clothing and appropriate make-up on exposed body parts), or if the character has the right kind of Camouflage Scale Pattern (above), then the chances of being detected while in a Death-Like Stance are reduced to 4%.

RATTLESNAKE, FER-DE-LANCE, and BUSHMASTER

ORIGINAL ANIMAL CHARACTERISTICS

Description: Pit Vipers are the foremost venomous snakes of North and South America. They are usually camouflaged with scales of brown, black and gold. A sheath of fleshy membrane covers the fangs, and the poison venom of a pit viper causes rapid and severe internal bleeding. Pit vipers are given the name "pit" not because of pits in the ground, but because of the pits in their faces; actually, heat sensors that allow them to track their warm-blooded prey.

The Bushmaster and the Fer-de-Lance, both tropical snakes, are among the most feared snakes in the world, not because of the strength of their poison, but because they are so big that they just have a lot more poison, and inject larger "doses" of poison, than other snakes.

Although the most common rattlesnake in Central America is the Cascabel, there are many species of rattlesnake, including the Massasauga (up to 8 rattles), Sidewinder (the classic desert rattlesnake), and Diamondback (the largest of the rattlers).

Size Level: BUSHMASTER: 6

FER-DE-LANCE: 5

RATTLESNAKE: 4

Length: BUSHMASTER: to 12 feet long (3.6 m)

FER-DE-LANCE: to 8 feet long (2.8 m)

RATTLESNAKE: to 5 feet long (1.5 m)

Weight: BUSHMASTER: to 50 pounds (22.6 kg)

FER-DE-LANCE: to 30 pounds (13.6 kg)

RATTLESNAKE: to 15 pounds (6.8 kg)

Build: Long

MUTANT CHANGES & COSTS

Total BIO-E: BUSHMASTER: 60

FER-DE-LANCE: 65

RATTLESNAKE: 70

Attribute Bonus: P.P.: +4

HUMAN FEATURES

Hands: None. In this case, the character has no arms or hands whatsoever. Any objects will have to be manipulated by mouth (treat as Partial Hand), or, if available, by Prehensile Tail.

5 BIO-E for Partial. The snake develops a pair of stubby (Partial) hands and short arms along the upper part of the body.

10 BIO-E for Full. Gives the mutant snake a full pair of hands, arms and narrow shoulders.

Biped: None. Character has no legs, and moves along the ground by slithering. This is not necessarily slow; indeed, the character can maintain a rapid pace, equal to half the character's Spd. attribute. The character can rear up the upper part of the body while continuing to slither (or climb) with the lower section.

20 BIO-E for Full. Character has mutated a full set of legs and feet.

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None. Long body, at least ten times as long as it is wide, entirely covered with dark scales. Head is long and narrow, tapering only slightly to the back of the neck, and with a blunt snout. The jaw is double-hinged, and the eyes are sunk under bony ridges. Tongue is long and forked. Long tail, and, in the case of rattlesnakes, 1D10 rattles at the end of the tail that the character can use as a noisemaker.

10 BIO-E for Partial. Body is long and sleek. Head is smooth, covered with tiny scales in place of hair. Rattlesnakes will have a small tail with 1D4 rattles that can be used to make noise.

15 BIO-E for Full. Entirely bald, with shiny, smooth skin. Body is long, with smooth muscles that clearly ripple just below the skin.

Natural Weapons:

5 BIO-E for Fangs; bite only, no poison, 1D6 damage.

20 BIO-E for Paralytic Poison Venom (must also get Fangs). A hollow track in the two front fangs can inject a special poison into an opponent. This poison causes damage *and* possible paralysis. Victims must Save vs. Poison (16 or better on twenty-sided with P.E. bonus added) to avoid being paralyzed for 3D6 melee rounds. Any successful attack where the poison is injected also does 1D6 damage direct to the victim's hit points *with no saving throw*. Injecting the poison requires a successful bite attack. The damage from the poison venom is in addition to the 1D6 normal damage inflicted by the bite. **NOTE:** Injecting an opponent more than once increases the length of the paralysis by another 1D6 melee rounds, and does another 1D4 damage direct to hit points.

35 BIO-E for Deadly Poison Venom (must also get Fangs). This poison causes damage *and*, possibly, a fatal coma. Victims must save vs. poison (14 or better on twenty-sided with P.E. bonus added) to avoid falling into a coma. The roll to save must be made every melee round, until the wound is cleaned and flushed, or until ten full minutes have elapsed (40 melees). A failed roll, at any point means the victim has fallen into a coma.

After falling into a coma, the character must then make a Save vs. Poison every fifteen minutes to avoid *fatal* convulsions from this poison.

Victims in a coma will be in danger of dying for six hours, or until an anti-venom solution is administered. Injecting the poison requires a successful bite attack. The damage from the bite, 1D6, is in addition to the poison venom. **NOTE:** Injecting an opponent more than once in a single combat does an additional 1D6 damage direct to hit points plus 1D6 damage from fangs/bite, but does not increase the risk from coma or death.

Powers:

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

30 BIO-E for Medium Natural Body Armor; A.R.:11 and S.D.C.: +30

10 BIO-E for Advanced Tongue Touch, like Advanced Touch, this ability requires the character to touch things with the tongue. Also includes Advanced Taste and Advanced Smell.

5 BIO-E for Advanced Taste

10 BIO-E for Heat Location Pit Organs. These hollow "pits" in the face allow the character to "sense" the location, size, and temperature of warm objects and creatures, just by heat. Works in any amount of light, or in total darkness, with a 50 feet (15

m) range. These heat sense organs are located just above and behind the cheekbones, spaced wide apart. Adds a bonus of +2 to strike when using a *bite attack* only.

20 BIO-E for Accelerated Strike, the ability to dart forward with blinding quickness. +1 to Strike, +8 to burst of Speed.

10 BIO-E for Camouflage Scale Pattern. Mottled or striped brown, black, grey, orange and white, useful for blending in with the ground, tree trunks, roots and other dark or shadowy areas. In the right environment, or in near darkness (only starlight, or dim torch light), as long as the character remains motionless, there is only a 15% chance of being detected. This power is no substitute for the Prowl Skill, but it gives the character a 10% bonus to prowl in the right environment.

TAPIR

ORIGINAL ANIMAL CHARACTERISTICS

Description: Tapirs are solitary creatures that cover huge territories, wandering through the jungle from one water hole or mud wallow to the next. They've been described as a strange cross between a pig, a horse, and an elephant. They can extend or retract their short trunk, and use it for plucking fruit and rooting up aquatic plants.

Size Level: 16

Length: to 6.5 feet long (2 m), tail to 6 inches

Weight: to 600 pounds (270 kg)

Build: Short

MUTANT CHANGES & COSTS

Total BIO-E: 10

Attribute Bonuses:

P.S.: +1 Spd.: +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. Rounded body, with thick neck and head that narrows down to a tubular, flexible nose. Rounded ears on top of head, and small eyes on the sides of the head. Short tail. Arms and legs are relatively lean, knobby, and muscular. Hands and feet each have three toes, each tipped with huge, white nails. Thick, bristly, but very short-cropped dark hair.

5 BIO-E for Partial. Lumpy body, with lean arms and legs. Thick, long head, with nose hanging over the mouth. Eyes and ears rounded and set far apart. Large jowls under the chin, overhanging belly.

10 BIO-E for Full. Long, high forehead, with broad, very long, very thick nose, small eyes, round ears. Thick body and hips, with undersized arms and legs. Bristly hair, forming crest at the top of the skull and extending back to the neck. Thick hands, with broad, thick fingernails.

Natural Weapons: None

Powers:

10 BIO-E for Prehensile Trunk in place of nose (Partial Hand)

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

5 BIO-E for Advanced Smell

TOUCAN

ORIGINAL ANIMAL CHARACTERISTICS

Description: Why do Toucans have such huge beaks? No one knows! Their brightly colored beaks account for about half their body weight, even with an efficient honeycomb of bone, but seem to have no useful function. Of course, they use their beaks for eating, for defense and for display, but plenty of other birds manage the same functions without investing in such huge beaks. In spite of that, there are almost forty species of toucan throughout Central and South America.

Size Level: 2

Height: to two feet tall (0.6 m)

Weight: to 5 pounds (2.25 kg)

Build: Short

MUTANT CHANGES & COSTS

Total BIO-E: 65

Attribute Bonuses:

I.Q.: +1

M.E.: +1

M.A.: +1

P.P.: +1

HUMAN FEATURES

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

Biped: Full Automatic

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

Looks: None. Huge beak with narrow head that seems almost like a handle for the beak. The body is short and squat, with the chest sticking out as if the creature were constantly over-inflated. Short, knobby legs. If there are wings, they'll be rounded and fairly short. Covered in either black, or brightly colored feathers with dramatic markings under the chin, at the tail, along the sides of the face, and along the beak.

5 BIO-E for Partial. Short, thick body, with caved-in back, and puffed-out chest. Legs are short and thin. The head is squat, atop a thick neck, and the beak is as long as the head. Brightly colored feathers, especially at the top of the head, on the chest and the upper arms (or wings).

10 BIO-E for Full. Protruding chest bone on a thick, short body. Narrow hips, long, skinny legs. Enormous nose, with large, round eyes, small mouth and ears. Features will tend to be strongly colored, with very red lips, fine black feathers in place of hair, white skin in some places, dark yellow, or grey in others.

Natural Weapons:

5 BIO-E for 1D6 damage Claws (Climbing)

10 BIO-E for 1D8 damage Beak

Powers:

10 BIO-E for Glide

20 BIO-E for Flight

5 BIO-E for Advanced Vision



TREE-CLIMBING ANTEATERS

ORIGINAL ANIMAL CHARACTERISTICS

Description: Toothless and tree-dwelling, both the Tamandua and two-toed tree-climbing anteaters live exclusively on the insects they scoop up with their long, sticky tongues. Both prey on hives of ants and termites that make nests in trees. The major difference between the Tamandua and the Two-Toed Anteater is in size. However, there are four other minor differences. First, the Tamandua's tail is naked on the underside, allowing for a better gripping surface. Second, where the Two-Toed Anteater is covered in uniform light brown fur, the Tamandua has varied markings, with a dark area on the body as if the creature were wearing a vest, and with mottled patches of dark and light fur on the tail. Third, the Tamandua has three claws on its forelegs, where the Two-Toed Anteater, obviously, has but two. Finally, the Tamandua has a tiny mouth at the end of its snout, like the Giant Anteater, but unlike the Two-Toed Anteater which has a mouth with jaws that partially split the snout.

Size Level: TAMANDUA: 3

TWO-TOED ANTEATER: 1

Length: TAMANDUA: body to 24 inches (0.6 m), tail to 22 inches

TWO-TOED ANTEATER: body to 7 inches (0.2 m), tail to 8 inches

Weight: TAMANDUA: to 10 pounds (4.5 kg)

TWO-TOED ANTEATER: to 1 pound (.45 kg)

Build: Long

MUTANT CHANGES & COSTS

Total BIO-E: TAMANDUA: 75

TWO-TOED ANTEATER: 85

Attribute Bonuses:

P.P.: +2

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Powers:

- 5 BIO-E for Advanced Smell
- 5 BIO-E for Prehensile Tongue, as Partial Hand
- 5 BIO-E for Prehensile Tail

TREE PORCUPINE

ORIGINAL ANIMAL CHARACTERISTICS

Description: Totally adapted to living in trees, with long, curved claws for climbing, able to swing from its prehensile tail, and it is covered in thick calluses instead of quills. The Tree Porcupine eats mostly leaves and tree buds.

Size Level: 3

Length: to 2 feet long (0.6 m), tail to 18 inches long

Weight: to 10 pounds (4.5 kg)

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 75

Attribute Bonuses:

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. Covered in thick fur (or quills, if Quill Defense is selected) that covers most of the head and body. Sticking out, and of darker color are the end of the snout, the hands and feet, and the end of the tail. It's the eyes that are really strange; since they are surrounded by more normal-looking skin, it makes it look like the whole creature is inside a porcupine costume. Thick tail, almost as long as the rest of the body.

5 BIO-E for Partial. Blunt head, with broad nose and mouth, wide, round eyes, and small, round ears. Body is somewhat humpbacked, with wide shoulders and hips. Short tail, long fingers and toes. Very thick hair everywhere except on the hands, feet, tail tip, and face.

10 BIO-E for Full. Thick body, large head and neck. Round eyes with a perpetual "surprised" look. Thick, bristly hair. Long, strong hands and fingers.

Natural Weapons:

- 5 BIO-E for 1D6 Claws
- 5 BIO-E for 1D6 Teeth

Powers:

- 10 BIO-E for Prehensile tail. Use as Partial Hand.
- 5 BIO-E for Advanced Hearing
- 5 BIO-E for Advanced Smell

15 BIO-E for Quill Defense. This is a kind of Natural Body Armor; A.R.:12 and S.D.C.: +30. A physical attack directed against the Tree Porcupine that rolls 12 or less will result in contact with the quills, and they in turn do 2D6 damage (2 points per quill) damage to the attacker. The Tree Porcupine can also use the quills to attack, using either (1) a Body Block that will inflict 3D6 damage, (2) a Backhand Strike that does 2D6 damage, or (3) a Tail Strike that does 2D6 damage.

Another possibility is for the Tree Porcupine to use the quills as daggers, pulling them out and throwing them at opponents for 1D4 damage each.

WATER OPOSSUM

ORIGINAL ANIMAL CHARACTERISTICS

Description: Also known as Yapok, it is the only known aquatic marsupial, ranging from Mexico, south to Argentina. Uses its super-long tail and broad-webbed hind feet for swimming. Has a muscle lining its pouch that keeps the young completely water-tight. Looks like a long-legged rat, with lots of spindly whiskers.

Size Level: 3

Length: body is to 13 inches (0.3 m), tail is to 16 inches.

Weight: to 8 pounds (3.6 kg)

Build: Long

MUTANT CHANGES & COSTS

Total BIO-E: 70

Attribute Bonuses:

P.E.: 3

Spd.: 2

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. Built like a very long-legged rat, with a long, slightly upturned snout, and a lean body. Very long, leathery tail, only furry about a quarter of the way down. Dark fur on back and head, light grey on belly and chin. Protruding pink ears and nose. Webbed rear feet.

5 BIO-E for Partial. Long, sinewy body, with long arms and legs. Prominent tail, little, round ears, long, narrow face.

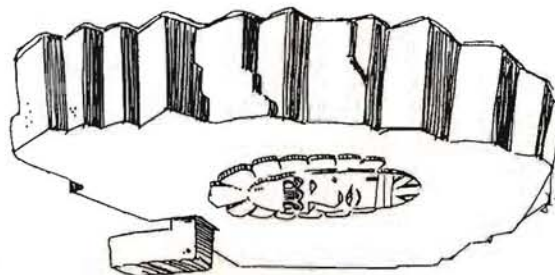
10 BIO-E for Full. Long legs and arms with a smooth long body. Large feet and large nails on both fingers and toes. Narrow, sharp-featured face.

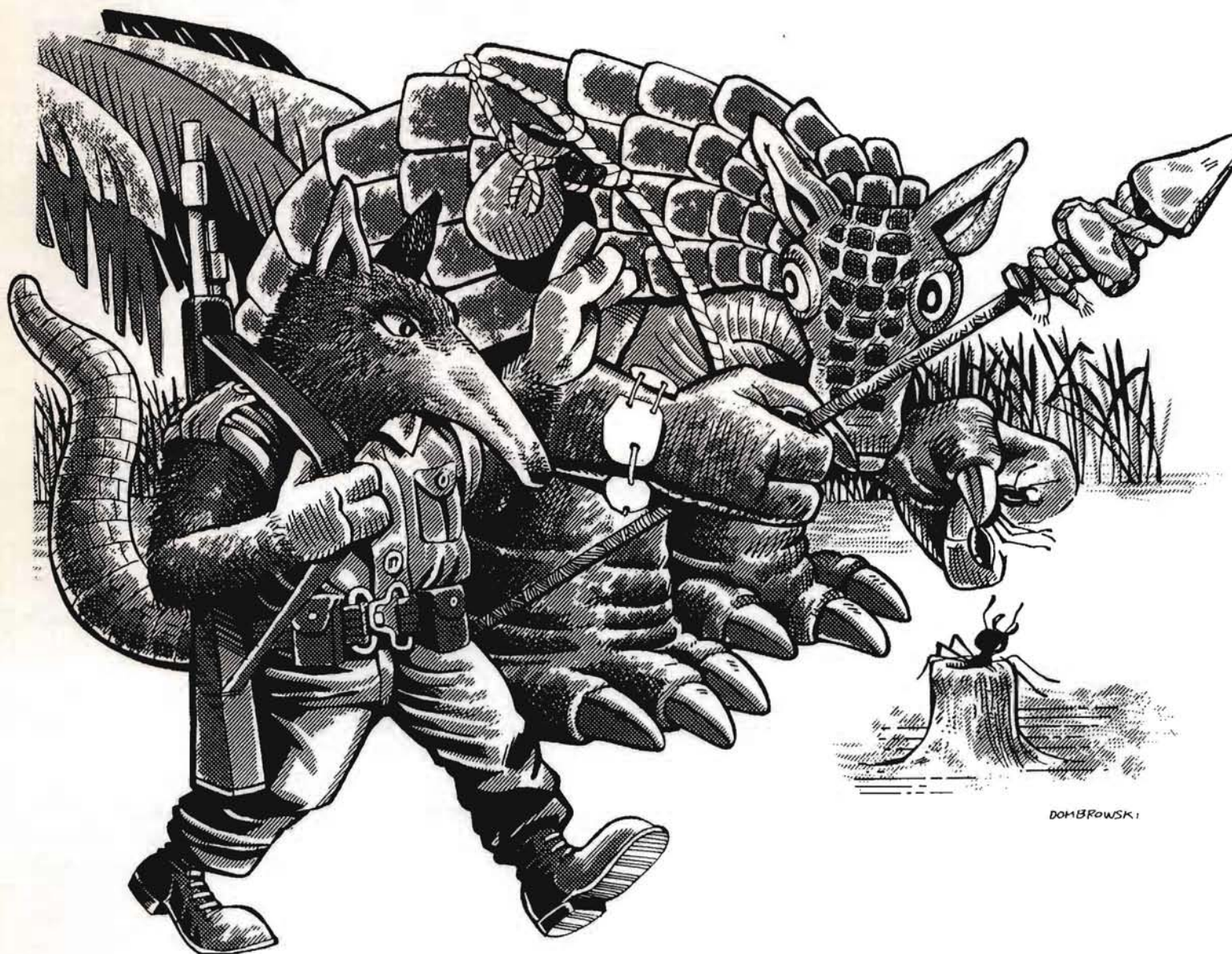
Natural Weapons:

5 BIO-E for 1D6 Claws

Powers:

- 5 BIO-E for Hold Breath
- 5 BIO-E for Whiskers that can detect vibration in darkness and underwater.
- 5 BIO-E for Advanced Hearing
- 5 BIO-E for Prehensile Tail, use as Partial Hand.





Tribes of the Yucatan

Of the hundreds of different tribes of mutant animals in the jungle, here are some interesting examples...

Tree Anteater Tribe

The most "ecological" of the tribes of mutant jungle animals. They have arrived at a kind of balance with nature with the *Azteca ants*, and with the *Cecropia trees* that house the ants.

To understand how this works, we'll first take a peek at the pre-Death version of the *Azteca ants*. Like other ants, the *Azteca* live in a hive, with young produced by a queen, and with the usual workers and warriors. The difference is that the *Azteca* have evolved to become exclusively dependent on one kind of "home," the *Cecropia tree*. This tree grows hollow "apartments" inside its stems, and branches, and even grows hollow thorns, all of them just the right size for *Azteca ant* colonies. Plus, as an added attraction, the *Cecropia tree* even supplies the ants

with food, sprouting tiny ant-sized fruit at the bases of their leaves. For their part, the ants capture (and eat) any insects that land on the tree, and aggressively attack any large animal that approaches. They also trim off vines, and even go out and cut down other plants that might interfere with their tree's share of sunlight.

Now, in the mutated jungle, the *Tree Anteaters* have exploited both the mutant *Azteca ants* and the *Cecropia trees*. First off all, the anteaters manipulate the growing trees, twisting, tying and bending the growing branches. That way, when the tree is fully grown, there is a comfortable living space for the mutant *Anteaters*. These spaces are surrounded by thorn-covered, *Azteca Ant*-infested branches, which make for an excellent defense against intruders. Secondly, by planting *Cecropia Trees*, and "seeding" them with ant hives, they continuously provide for room to expand. And finally, the very thing that makes their home secure, the *Azteca Ants*, also becomes the *Anteaters*' main food supply.

For explorers, especially those helped by a native guide, there is a tribe of Tree Anteaters just thirty miles from the town of Zapata. Headed by an old, half-blind chief named Teotl, this tribe is friendly toward outsiders. If given a few nice "presents," they will send along a couple of their young adults as scouts and helpers. Two, a 14-year-old named Xatu, talkative, enthusiastic, and an expert in ant lore, and Quatihl, a quiet, 20-year-old apprentice snake doctor, will be available to go along with explorers heading into the jungle's interior.

TYPICAL TREE ANTEATER TRIBE MEMBER

Although awkward on the ground, the Anteaters are like magicians in the trees. They move quickly, silently, and nearly invisibly through the mid-level canopy of the jungle. As scouts, they are capable of ranging far out from a party of adventurers, up to five miles away in a straight line, or covering a full mile of surrounding area.

Typical Alignment: Scrupulous

Size Level: 9 to 12

Human Features:

Hands — Usually FULL

Biped — Usually PARTIAL

Speech — Usually PARTIAL

Looks — NONE

Disposition: Most are quiet, with dignified manners. They speak little, and are very polite. Their sense of humor is very subdued, and they are slow to anger.

Appearance/Special Features: Prehensile Tail and a Long, Sticky Tongue. The tongue is used exclusively for eating ants and other insects. Extending up to 18 inches, the tongue can snatch up four insects per melee round.

Powers: About half have Advanced Smell

Natural Weapons: 1D8 Claws

Psonics: About half have either Mental Block, See Aura, or Sixth Sense. Those that don't have psonics have advanced smell.

Weapons Proficiencies: Prepare Jungle Poison (60%), W.P. Blowpipe and W.P. Machete.

Skills/Language: Climbing (94%), Jungle Survival (55%), Ant Lore (80%), Tracking (50%), Detect Ambush (85%), Detect Concealment (48%). One in five has Snake Doctor Medicine (75%).

Their language is Tzotzil Maya, but most can get by in the other Mayan dialects. One in ten knows Spanish, and one in thirty might know a little broken English.

Attacks Per Melee: 1 in hand to hand combat, 2 with blowpipe.

No Bonuses in Hand to Hand Combat.

Equipment/Supplies: Aside from weapons (usually a blowpipe and a dagger), the Tree Anteater carries a bandolier of several gourds. Most of these contain special ant lore chemicals used for either pacifying, or antagonizing different kinds of mutant ants. They also carry a large gourd used as a "grenade," which will burst on impact, releasing three or four mutant Azteca Warrior Ants (see as follows).

Mutant Azteca Ants

Evolved from ordinary Azteca ants, these highly organized ants inhabit the mutant Cecropia trees and have added weapon using to their list of abilities. Swarms of from 6 to 36 (6D6)

warriors will charge out to meet any threat. The non-warrior types, who generally don't leave the inside of the tree, are much smaller and have no armor or fighting skills.

Attributes: I.Q.:2, P.S.:5, P.E.:5, Spd.:8

Size Level: 1 **Weight:** to 1 pound **Length:** to 14 inches

A.R.: 6 (Light Armor Plate)

Hit Points: 4 **S.D.C.:** 4

Disposition: Angry and defensive when their tree is bothered.

Weapons: They use 1D3 damage (roll 1D6 and divide by 2) thorns to stick their opponents. Thorns do one point of damage.

Attacks Per Melee: 2

+1 to Strike

The Tribe of "DWAYNE"

A common tribe in some of the more rugged terrain, where the trees are sparse, or where poor soil keeps growth down to less than fifty feet tall. In these areas the Tribe of Dwayne has spread with small farms, and their philosophy of "peace and love, man, love and peace!"

The game master tip for handling the followers of Dwayne, other than their avoidance of violence, and their reverence for "nature," is the way they speak. Typical words they use when they don't like something are "Bogus!" or "Uncool!" or "Unhip!" Words for approval include "Cool!" or "Righteous!" or "Ecological!" or "Macrobiotic!" Here are a few other useful phrases:

"Like, man, it would be totally uncool to eat another sentient life form! Can you dig it?"

"It's like, not in my ethical program to engender hostilities. Peace and love, man, give peace and love a chance..."

"Tribe? Naw, we're not a tribe, we're just tribal, man. Like, we try to follow the sacred word of our coolest brother, Dwayne."

"Yeah, like, Dwayne Unger came to the jungle from the unhip and uncool land to the north. He had, like, a vision, you know? A vision of peace and love and lots and lots of mother nature. He wanted to be like, meek, y'know? So he came down here to the coolest land, the Yucatan, where the jungle grows free and the animals are like liberated, y'know?"

"Far out man! Dwayne says ya' always gotta' share your stuff."

"Hey man, haven't you ever heard of Dwayne's golden rule? Like, do unto others, unless they don't want you to."

TYPICAL TRIBESMAN OF DWAYNE

Although tribe members can be any mutant animal, there are a lot of mutant Kinkajous.

Typical Names: AQUARIUS, BEETLE, BUTTER, ELTON, ELVIS, LENNON, PINK, RAINBOW, RINGO, SNOWFLAKE

Alignment: Usually Principled or Anarchist

Attributes: Varies

Size Level: Ranges from 8 to 11

Disposition: Friendly, easy-going, talkative.



Human Features:

Hands — FULL
Biped — FULL
Speech — PARTIAL
Looks — NONE

Natural Weapons: None

Powers: None

Psionics: Most have at least two psionic abilities (25 BIO-E Points each), and in any group of eight or more you can expect to find all the various animal psionics, including Mechanical Manipulation (see *Transdimensional TMNT*) or Natural Mechanical Genius (see *Road Hogs*).

Skills/Language: Find and Prepare Jungle Food, Jungle Survival, Swimming, Tracking, and W.P. Machete, all at 2nd level. All the followers of Dwayne speak English, but they also know a little Spanish and Mayan as well (about at 50% proficiency).

Weapon Proficiencies: The Dwaynites don't believe in using lethal weapons. So they mostly use Poison Blowpipes with a poison that just causes a slowing down of reaction time (−2 attacks per melee, to a minimum of 1 attack per melee), and dizziness (−8 on P.P., −4 to Strike, Parry or Dodge).

Combat Skills

Attacks Per Melee: 1

Since the followers of Dwayne are believers in nonviolence, they don't study any kind of hand to hand combat, and they have no combat bonuses.

Lo-Ki-Yin Monkey Tribe

Based on an obscure tribe of Yumisquia Indians, the Monkey Tribe has a reputation for fierceness, but also for fairness. They make their homes in the middle and highest levels of the jungle canopy, eating fruit, insects and tender new leaves. A large variety of different species of mutant monkeys belong to this one tribe.

They have cultivated a reputation as eaters of fellow mutant animals. Aside from wearing fierce war paint, and ornaments made from the skulls and bones of smaller mutant animals, they like to describe themselves as “Lo-Ki-Yin,” or cannibals. Give them half a chance and they'll describe frightening tortures that they will inflict on their intended menu of captive mutant animals. However, this is just a big bluff that they like to put on to scare their jungle neighbors.

Typical Alignment: Anarchist

Attributes: All average, except P.P. add 2D4.

Size Levels: Range from 4 to 11

Human Features:

Hands — FULL
Biped — PARTIAL
Speech — FULL
Looks — PARTIAL

Disposition: Friendly, inquisitive, quick-tempered.

Appearance/Special Features: About one in three has a Prehensile Tail.



Powers: Fairly rare. Most of the mutant monkeys have no advanced senses, natural weapons, or any other special animal powers.

Psionics: Rare, about one in twenty has Sixth Sense.

Skills/Language: Climbing is their main skill (98%), but they are also adept at Mimic Animal and Insect Calls (90%), as well as Imitating Voices (after listening for about five minutes they've got a 25% chance of success, but if they get to know the voice, say by listening for a couple of days, they improve to 76%). Among their sneakier skills are Palming (40%) and Pick Pockets (55%). Find and Prepare Jungle Food (90%), Jungle Survival (75%), Tracking (55%), Detect Ambush (85%), Detect Concealment (85%). About one in six has Snake Doctor Medicine (70%).

Their native language is Yumisquia, but most know a few words of Spanish as well.

Weapon Proficiencies: All are adept with Poison Blowpipe (6th level W.P. Blowpipe) and Throwing Poison Darts (4th level W.P. Throwing Daggers). Prepare Jungle Poison (60%).

Combat Skills

Attacks Per Melee: 2

Bonuses: +2 to Strike, Parry, Dodge, and Damage

Los Murcielagos Vampiros

The Vampire Bat Tribe

The skies above the mutant jungle are ruled, at least at night, by the hordes of the Vampire Bat Tribes, the "Vampiros." All the tribe members are either vampire or false vampire bats. Traveling in small groups of 4 to 9 (1D6+3), they prey on flying insects, but also on any mutant animals foolhardy enough to expose themselves. During the day they nest together in very large groups of two hundred or more.

Most other mutant animals attempt to stay away from the Vampiros. Birds and other treetop dwellers come out only during the day in Vampiro territory. Even other kinds of bats, who are also nocturnal, either stay well below treetop level, or are careful to travel in large, well-armed groups of thirty or more.

Encountering the Vampiros need not be fatal. Although the Vampiros are completely hostile to anyone outside their tribe, it's possible to appease them with a bit of negotiation. If there has been no combat, and so long as none of the Vampiros have been "insulted," they'll usually settle for a little booty. Money, or a few working items, like guns, knives or flashlights, will satisfy them.

On the other hand, if there has already been bloodshed, or if the Vampiros were insulted, or if the player characters don't have anything to trade, the only alternative is to barter in blood. In this case, the Vampiros will demand a few hit points worth of blood from each of their victims. Characters "donating" blood usually lose points directly off their hit points (not S.D.C.). Small characters, Size Level 4 or under, will only lose a single point. Larger characters, from Size Levels 5 through 9, lose 1D4 points. And characters from Size Level 10 and up, lose 1D6 points.

Choosing to fight with any hunting group of Vampiros has another, secondary, danger. Their sonar hearing and projection allows them to communicate for miles, and makes it easy for

them to summon help. Reinforcements will range from 1 to 8 (1D8) additional hunting groups, who will arrive anywhere from 2 to 12 (2D6) minutes after they've been summoned. When they want to gather a really large horde, from 20 to 80 (2D4 times 10) hunting groups, they'll take an hour or so, and scatter to call in all of their relatives. Clever in battle, if the Vampiros are outnumbered or outgunned, they'll simply move out of range until reinforcements arrive.

Typical Alignments: Unprincipled, Anarchist, or Miscreant.

Attributes: Minimum M.E. 8 (may add 1D6)

Minimum P.E. 10 (may add 2D4)

Average Size Level: 6

Average Height/Wingspan: 3 feet (0.9 m) tall, 8 foot wingspan

Average Weight: 65 Pounds (30 kg)

A.R.: 4 **Average Hit Points:** 14

Average S.D.C.: 32

Human Features:

Hands — PARTIAL

Biped — FULL

Speech — PARTIAL

Looks — NONE

Disposition: Testy, aggressive, and mean when in a group.

Appearance/Special Features: Ugly.

Powers: All have Sonar, and most have Advanced Smell also.

Natural Weapons: Claws. Their sharp claws are too small to do any substantial damage (less than one hit point). However, the bats of this tribe routinely coat their claws with poison, dipping their fingertips in a small jar or gourd. Successful strikes with *poison claws* no Hit Point or S.D.C. damage, but the victim must Roll vs. Poison or be partly paralyzed (lose 2 attacks per melee and reduce speed by half).

Psionics: every hunting group there is one mutant bat with reduced flying abilities (Glide), who also has three psionic abilities: Detect Psionics, Hypnotic Suggestion, and Telepathic Transmission.

Skills/Language: Climbing (88%), Prepare Jungle Poison (70%), Navigation (70%), W.P. Bow with Poison Arrows, W.P. Poison Dart Blowpipe, Tracking (40%), and at least one out of every three has Snake Doctor Medicine skill (40%).

The bat tribes are Spanish-speakers. One in twenty-five will know a few words of Mayan or English.

Combat Skills

Attacks Per Melee: 2

+3 to Strike, +1 to Parry, +6 to Dodge, +5 to Roll with Punch or Fall.

Special Weapons: See Natural Weapons.

Realm of the Leaf-Cutting Ants



The most frightening force of the Yucatan is the masses of Leaf-Cutting Ants. These are tiny creatures, especially by the standards of the mutated *After the Bomb* world. Just remember that there are *billions* of them. When angered, they swarm out from their underground burrows, often an attack force of five

thousand or more. And even if they do weigh less than a pound each, that works out to two tons of angry insects.

One of the reasons the Leaf-Cutters are so pervasive, and so dangerous, is the fact that they have more than one queen at a time. Every other kind of insect society is based on the idea of an exclusive queen; a system where queens automatically attack each other until only one is left in power. Natural, pre-mutant, Leaf-Cutters tolerated several queens in the same hive. The *mutant* Leaf-Cutter ants of the Yucatan are a single enormous community, with hundreds of queens contributing offspring to the hive.

Leaf-Cutters are also unique among insects in that they are really farmers, farmers of underground mushrooms. The cycle starts when the foragers climb out above the ground and cut off a section of a leaf, or simply scavenge any loose organic matter. They carry their booty down into mulch gardens, and then use the mulch to cultivate their fungal gardens. Then, after carefully tending the fungus, they gather its special fruit, their main food supply.

There are really only two ways to defend against the Leaf-Cutters. The first is to simply have thick enough and tight enough armor to keep the ants away from your vital organs. The other method involves exploiting the ants' natural means of communication. Using the chemical receptors in their sensitive antennae, the ants probe for minute traces of scent that lets them tell friend from foe. These complex chemicals, called pheromones, produced by a gland in the rear of the abdomen, are used to identify friend from foe and social class within the swarm, as well as to warn of invasion, and to signal workers to feed or groom the queens, larvae or warriors. Anyone without the right "smell" will be attacked.

Certain insects, mutated from their pre-Death parasitic ancestors, have the ability to produce "counterfeit" chemical signals, fooling the ants into thinking that they are one of them. See the *ant lore skill* for more information on how characters can use these chemicals.

Very few creatures live in the realm of the Leaf-Cutter Ants. Very numerous are the insects who have the ability to blend in with the Leaf-Cutters, and quite a few mutant animals with the ant lore skill have taken advantage of them. Flying or gliding mutant animals in the area always stay near treetop level, ready to dart away from any threatening swarm. Only the Titanic Armadillos dare to live and eat at ground level. Other creatures found on the ground are either foolish travelers or quick moving critters that dare to take a chance at evading ant swarms. But these are passers-by, none live there, save the armadillos, and few travel too deep into the jungle's interior.

Typical Leaf-Cutter Ant (Warrior/Leaf-Gathers)

These are the Leaf-Cutter Ants that are found above ground, the ones that defend the hive and go foraging. Their underground kin are smaller and less well armored.

Attributes: Average I.Q. 2 (may add 1D4)
Minimum P.S. 5 (may add 1D6)
Minimum P.E. 4 (may add 1D4)
Average Spd. 6 (may add 1D6)

Size Level: 1 **Weight:** up to 1 pound (.45 kg)

Length: to 8 inches

A.R.: 6 (Light Armor Plate) **S.D.C.:** 2

Disposition: Usually single-minded enough to ignore anything but their immediate task. However, when disturbed or agitated they can become mindlessly aggressive.

Hit Points: Equal to P.E.

Natural Weapons: Jaw Mandibles (1D4 damage)

Attacks per Melee: 2

+1 to Strike, No Bonuses to Parry, Dodge or Damage

Game Mastering a Major Swarm of Leaf-Cutter Ants

If someone is attacked right at a leaf-cutter burrow entrance, or trapped inside a leaf-cutter burrow, then there's the chance of being engulfed by a major swarm. Let the player character destroy as many ants as he can with his limited melee round actions. After all, there's plenty more to take their place. Typically, a strike or two of any kind, with a fist, foot, stick, club, gun, etc., will kill the ant (Average Hit Points: 4).

Don't bother to roll to strike for the ants. There are so many of them, they succeed automatically. How many ants successfully do damage depends on two of the character's attributes. First, how big is the character in Size Levels? Second, what is the character's natural A.R.? Now subtract the character's A.R. from 16, and multiply the result by the Size Level.

For example: Let's say that Tlolttec, a mutant Iguana, is Size Level 8 and has an A.R.:9 (Light Natural Body Armor). 16 minus 9 equals 7. Seven times size level eight (7x8) is 56. So Tlolttec takes a total of 56 points of damage every melee round from the scores of ants climbing all over him. Even if a character has an high A.R. of 15, he would still have to contend with individual attacks on his eyes and vulnerable flesh (A.R. 15-16=1; 1x size level 8=8 points of damage per melee). An armor of 16 or better is great protection, but even then the character will have to worry about open slits for the eyes or other areas of access where the occasional ant can still bite (1D4 damage).

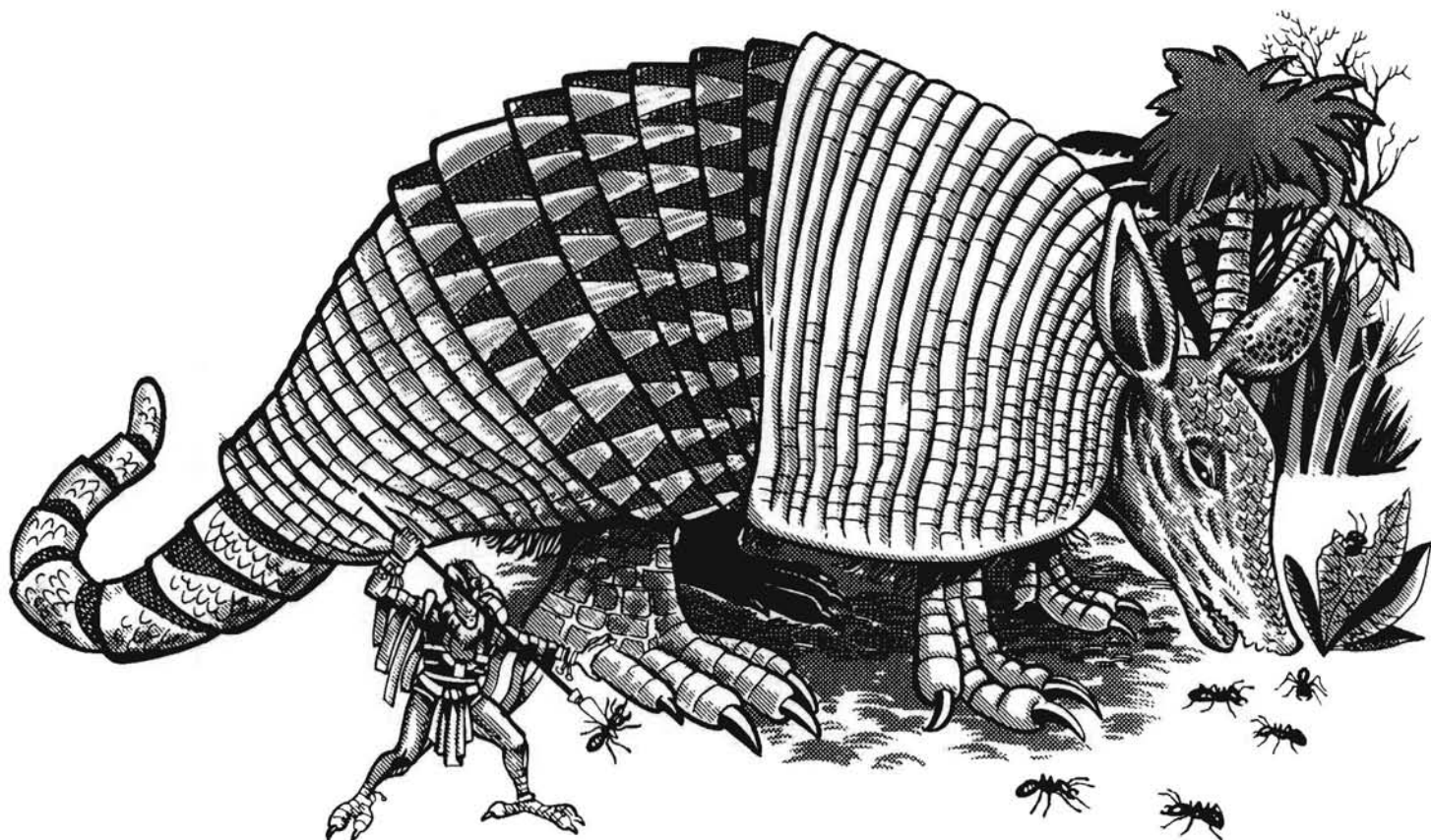
Titantic Armadillo Tribe

The only serious threat to the leaf-cutter ant population is this tribe of gigantic mutant armadillos. They eat constantly, either grabbing up ants as they travel, or by digging up the occasional burrow. This eating goes on twelve hours a day, stopping only long enough for their frequent naps. Since they are totally dependent on their ant food supply, they never leave the Leaf-Cutter region. They speak a simplified form of Spanish, and have no education other than a system of writing messages by making claw marks on trees.

Males usually travel alone, while the females and young move in groups of three to eight (roll 1D6+2); usually two adult females for every child. They are rarely out of earshot of each other, and everyone in an area will usually gather together for an hour or so just at sunset. They regard all the ancient Mayan temples in their region as "sacred" and gather in these regional centers once each year, at the Summer Solstice.

Typical Alignment: Scrupulous (but can be any)

Attributes: Average I.Q. 5 (may add 1D4)
Minimum P.S. 24 (may add 2D6)
Minimum P.E. 18 (may add 2D6)
Average Spd. 6 (may add 1D4)



Size Level: Usually 22, but ranges from 20 to 23
Height: Usually around 14 feet (4.2 m), but up to 17 feet tall
Weight: Around 13,000 pounds (5900 kg), with occasional oversized giants.

A.R.: 16 **Average Hit Points:** 52 **S.D.C.:** 245

Human Features:

Hands — PARTIAL	Speech — PARTIAL
Biped — PARTIAL	Looks — NONE

Disposition: Generally benign, calm and contented.

Appearance/Special Features: Massive armor-plated creatures.

When standing still, in the limited visibility of the jungle, they may be mistaken for a stone wall. They also have long, thick tails and massive limbs.

Powers: Digging.

Natural Weapons: Huge (1D10) Claws on hands.

Psionics: None; however, they just need to roll 13 or better (on Twenty-Sided) to Save versus Psionics.

Skills: Lore of the Leaf-Cutter Ants.

Weapons Proficiencies: None.

Attacks Per Melee: 2

No Bonus to Strike, Parry or Dodge. However, with their P.S. bonus, strikes with their claws do 1D10 + P.S. bonus (P.S. 24 is +9 to damage), backhand strikes are meant to stun and do just 1D6 + half P.S. bonus (+9 +4 damage bonus).

Special Attack— Grab: +4 to Strike. Remember that the average Titanic Armadillo's hand is over five feet across (1.5 m). This allows them to grab just about any character under size level 15. Unless the captive character has a substantial strength (P.S. of 24 or better), they will remain grabbed until the armadillo decides to let go.

TSI-ULU

Gene-Molded Cats of the Yucatan

Throughout the Yucatan, from the sleazy bars of Zapata to the highest nests of the mutant bats, there are rumors of the "Tah Tsi-ulu," ghost-like hunting cats who supposedly have the power to stalk the barrier between the world of the living and the dead.

A rare few know that the rumors are true. Not that the Tsi-Ulu are supernatural, but that they are indeed creatures of great power and with the singular ability to cloud minds. They were not born with their great powers, but were somehow changed or mutated, when they were kittens, by an even stranger mutant.

In a world filled with strange mutant animals, the Tsi-Ulu are even more strangely mutated. For it is not the random mutagens that has shaped them, but a strange human. A man so savagely mutated that it no longer fits the label "human," with a body completely atrophied, and it's only known power that of warping the mind and body of other mutant creatures.

There are roughly three hundred of these gene-rigged cats throughout the Yucatan. They maintain regular communications, and will often do good deeds for the inhabitants. Their sacred territory, the area where they allow no outside interference, is marked by Tsi-Ulu altars. These are usually constructed at the tops of ancient Mayan temples and building blocks. At the summits are shelters made of dried beetle armor, and inside there is usually the skeleton of a feline, with a large stone clenched in the jaws of the skull.

Typical Gene-Molded Cat

Tsi-Ulu generally wander alone, stalking invisibly around, and through the tribal lands of the Yucatan jungles. Their mission is to protect their jungle homeland, and they will, if necessary, sacrifice their own lives. Although they will always attempt to accomplish their goals first by secrecy and stealth, they will not shy away from direct combat if necessary. All full grown Tsi-Ulu share the following attributes.

Names: Typical male names are Chan, Kayum, Kisin, and Kuncuo. Female names are Koh, Matia, Nuk, and Xamen.

Typical Alignment: All, without exception, are Principled.

Attributes: Minimum I.Q. of 11 (may add a roll of 2D4)
Minimum P.S. of 17 (may add a roll of 2D4)
Minimum P.P. of 20 (may add a roll of 1D4)
Minimum Spd. of 16 (may add a roll of 2D6)

Age Range: There are five of the eldest (aged 35), and the rest of the adults range from 13 to 28 (3D6+10).

Size Level: Usually 11, but some are as much as 14.

Height: Average over 6 feet long (1.8 m).

Weight: Average 320 pounds (145 kg).

A.R.: 4 **Average Hit Points:** 40

Average S.D.C.: 55

Human Features: NONE! Look like large jaguars.

Disposition: Quiet, withdrawn, contemplative.

Appearance/Special Features: Natural looking jaguars, either with jaguar spots or pure black.

Powers: Nightvision, Advanced Smell, Advanced Hearing.

Natural Weapons: Retractable Claws; 3D6 damage.

Psionics: All have Telepathic Transmission, Hypnotic Suggestion, Mind Block, Astral Projection, See Aura, Sixth Sense, and:

Hypnotic Invisibility (Special)!

Range: 48 feet (14.6 m) per level

Duration: Varies

Saving Throw: Standard

A variation of Hypnotic Suggestion that works like a "Forget It" command. When used, it will cause the victim to simply ignore something. The victim of this psionic assault will cease to notice the "something" until the effect wears off, or until the Tsi-Ulu drops the suggestion. The most common use is the suggestion "you don't see me," that effectively turns the Tsi-Ulu character invisible. Once the hypnotic invisibility takes effect, the affected characters can look directly at the mutant cat and fail to see him.

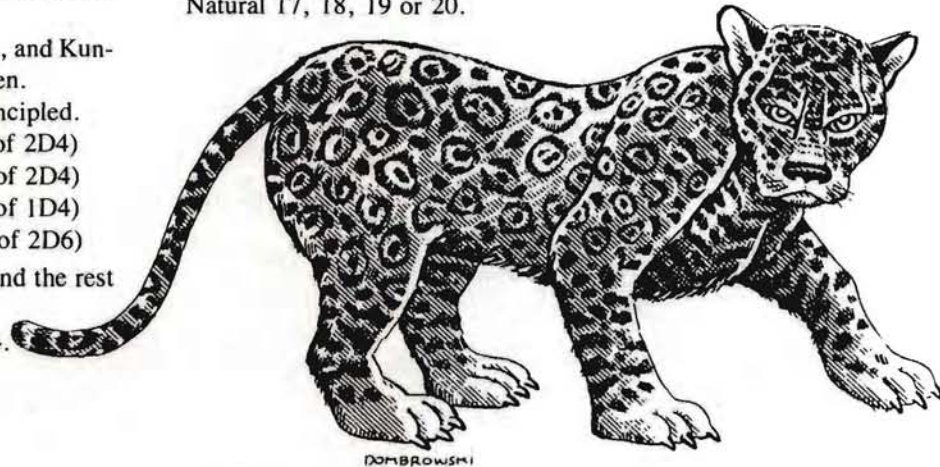
As with the standard Hypnotic Suggestion, this works only on intelligent creatures. A victim who saves against hypnotic invisibility will be totally unaware of the psi-attack and clearly see the animal/item. Also, if the supposedly "invisible" item attacks, touches, makes loud noises, or bad smells, then the "invisible" command will be immediately dispelled.

The ability also works to cloak other things from the minds of their victims. For example, the Tsi-Ulu, working as a group, can go through all the members of a jungle-dwelling tribe and make them *not notice* a nearby piece of pre-Death technology. The prime example of this is Aztec-Land, which the Tsi-Ulu view as dangerous. Nearby mutant animals, and the Empire of Humanity's scouts, simply fail to notice the place as they approach or fly overhead, seeing simply a large, jungle-covered hill in its place.

Skills: Jungle Survival, Snake Doctor Medicine, Swimming, Climbing, Detect Ambush, Detect Concealment, Tracking, and Prowl. **Languages:** All the Tsi-Ulu speak Spanish, English, and the Mayan dialects fluently.

Attacks Per Melee: 5

+4 to Strike, +6 to Parry or Dodge. Damage with claws 3D6+4. +8 to Roll with Punch or Fall; Critical Strike on Natural 17, 18, 19 or 20.



QUITEQ (Kee-Tek)

Ancient Tullah, first of the mutant jaguars, tells of how she found Quiteq outside of a burning human village. The scene was splattered with human blood, and the only living thing was the crying baby Quiteq. For some reason she took pity on the helpless human and carried him back to her den, feeding him along with her newborn kittens.

No one, not even Tullah, his adopted mother, knows just how intelligent Quiteq may be. He has never directly communicated with anyone. Those who sleep by his side report that they have extraordinary dreams, dreams of vivid colors and of movement through imaginary realms. Whether this is a side effect of Quiteq's power, or whether the dreams represent Quiteq's spirit travel, is unknown.

Alignment: Unknown

Attributes: I.Q.:15, M.E.:40, M.A.:12, P.S.:1, P.P.:1, P.E.:3, P.B.:2, Spd.:0

Age: 48 **Sex:** Unknown

Size Level: 7

Weight: 132 lbs (59 kg) **Height:** 4 feet (1.2 m)

A.R.: 0 **Hit Points:** 4 **S.D.C.:** 1

Disposition: Still, and always in a trancelike state.

Human Features: None

Psionics: Bio-Manipulation — Genetics

Range: Touch

Duration: Permanent

Saving Throw: None

This unique ability gives Quiteq the ability to shape the genetic structures of young creatures. It's only been used on mutant jaguars and a few other felines, and the result has always been the same. It's almost as if Quiteq had some kind of an image of an "ideal" psionic feline, and forced that image on the kittens reared in the cave with him. He's never used the ability on any kitten older than three weeks. Not all the kittens brought to Quiteq are changed, but whether they "saved" against the change, or Quiteq deliberately chose not to change them, is unknown.

Level of Education: None

Personal Profile: Unknown; all he seems to do is sleep.

Empire of Humanity in the Yucatan

Having decided to find Aztec-Land (and its power source), the Empire of Humanity has dispatched a major fighting force to the area. Their mission is simple: recover the Matter-Antimatter power source. Any mutant animals that are killed in the process will not be mourned by the Empire.

Aircraft Carrier EHS-Joseph McCarthy

The Empire of Humanity's primary base for their Yucatan strike force is a refurbished and renamed light aircraft carrier. Originally built around 1999 A.D. during a conservation kick, it is designed to draw its power exclusively from ecologically safe, renewable energy sources, namely, the sun and the sea. On a clear day solar panels provide 100% of ship's power. A secondary power system, which can be deployed so long as the ship is at rest, involves projecting a tube deep under water. The pressure differential pushes the water up from the depths, runs a turbine, and can recharge the ship's batteries in less than three hours.

Capable of carrying a far larger load of aircraft, the McCarthy currently supports only fourteen (14) Saber-19s, and twenty (20) LC-12 Assault Helicopters.

Personnel Roster

Officers: 6 humans, including Captain Paul Lovejoy, First Officer Wilbur Appleton, Second Officer Yorimba Tecanta (the only spanish speaking officer), Third Officer Michael Omaha, Lieutenant Helen Dougherty, and Ensign Poullette Collins.

Ship's Crew: 28 Humans and 315 Mutant Canines, of whom 20% are skilled mechanics.

Flight Crew (Pilots and Gunners): 63 Humans and 37 Mutant Canines.

Empire Marines: 135 Humans and 268 Mutant Canines.

Empire Armored Scouts: 90 Humans.

Ship's Hull Armor: A.R. 19, S.D.C.: 40,000 (400 M.D.C.)

Ship Mounted Weapons:

Six (6) Medium Laser Cannons: 2,750 ft (838 m) Range, fires once every other melee, +2 to Strike and 1D6 × 100 damage per blast (1D6 Mega-Damage). Two forward mounted, two side mounted to swivel forward, up (anti-aircraft) or sideways, and two rear mounted.

Twin Missile Launcher: Capable of firing two missiles simultaneously, and can be reloaded in three melee rounds. Missiles are either Long-Range (16 mile range/25 km, +2 to Strike, 2D6 × 100 damage, or 2D6 Mega-Damage) Missiles, or Anti-Aircraft (25,000 ft/7620 m Range, +4 to Strike and 2D4 × 10 damage) Missiles.

Five (5) 30mm Anti-Aircraft Machineguns: 11,000 ft (3352 m) Range, fires 75 rounds per melee, +2 to Strike and does 2D4 × 10 damage per round. Two top mounted, one forward mounted, and two rear mounted.

Eight (8) Automated Anti-Missile Defense Units: Arranged with two forward, four along each side, and two in the rear. Each consists of a specialized computer-controlled flechette

gun. They are always "on" and always searching with radar and infrared for an approaching missile.

Captain Paul Lovejoy

The commander of the Yucatan mission is the cold, stern, by-the-book captain of the Aircraft Carrier. He rarely makes mistakes, and never that of underestimating his opponents. His orders are to find Aztec-Land, regardless of the cost.



Alignment: Principled

Attributes: I.Q.:15, M.E.:12, M.A.:11, P.S.:12, P.P.:14, P.E.:9, P.B.:9, Spd.:8

Age: 57 **Sex:** Male

Size Level: 10 **Weight:** 205 **Height:** 6ft

Hit Points: 48 **S.D.C.:** 14

Disposition: Regimented, self-disciplined, and humorless.

Powers: None

Psionics: None

Level of Experience: 7th Level

Level of Education: Master's Degree

Occupation: Empire of Humanity Naval Commander

Weapon Proficiencies:

W.P. Revolver, 7th level
 W.P. Automatic Pistol, 7th level
 W.P. Automatic Rifle, 7th level
 W.P. Machine Pistol, 7th level
 W.P. Machinegun, 7th level
 W.P. Laser Cannon, 7th level
 W.P. Knife, 7th level (+3 to Strike/Parry)

Physical Skills/Training: Athletics (General), Hand to hand: Basic (7th level), Prowl (87%), Swim (95%).

Other skills of note: Basic Mathematics, Cryptography (82%), First Aid, Pilot: Combat Helicopter, Pilot: Jet Fighter, Radio: Basic, Radio: Scrambler, Sabre-19 Fighter Skills, Navigation (92%), Surveillance Systems (88%), Wilderness Survival (90%).

Combat Skills**Attacks Per Melee: 4**

+2 to Strike/Parry/Dodge, +2 to Damage, +2 to Roll with Punch or Fall; Kick Attack does 1D6 damage.

Personal Profile: Unlike most Empire of Humanity officers, Captain Lovejoy is not in the least ambitious. He does his job, performs to the absolute limit of his considerable abilities and never questions authority. As he might say, "It is not my job to question my orders, only to carry them out as quickly and efficiently as possible."

Although Principled in alignment, he does not regard mutant animals as "people," but as a threat. However, he treats the mutant canines in his command with exactly the same mix of fair rewards and punishments as any other member of the crew. His explanation is, "When you see a uniform, you deal with the uniform. The contents of the uniform are irrelevant."

Special Weapons: He usually carries a standard Empire .45 Machine Pistol.

Professor Annette Runiac

She commands three other researchers. They are mere technical specialists who are mainly involved in monitoring the electronic instruments used in searching for Aztec-Land. Annette is the only real physicist on the scene, and the only one capable of understanding or dealing with the matter-antimatter generator. Lately, she's been waiting around, living in the electronic surveillance room of the Carrier.

Alignment: Miscreant

Attributes: I.Q.:27, M.E.:6, M.A.:4, P.S.:11, P.P.:19, P.E.:15, P.B.:21, Spd.:16

Age: 34 **Sex:** Female

Size Level: 9 **Weight:** 122 Pounds **Height:** 5ft 9in

Hit Points: 28 **S.D.C.:** 25

Disposition: Shrill, demanding, pushy, bitter, and ironic.

Powers: None

Psionics: None

Level of Experience: 3rd Level

Level of Education: Ph.D. in Nuclear Physics

Scholastic Bonus: +35%

Occupation: Full-Time Scientist

Weapons Proficiencies:

W.P. Automatic Pistol, 3rd level
 W.P. Machine Pistol, 3rd level

Physical Skills/Training: Athletics (General), Hand to hand: Martial Arts (3rd level), Swimming (64%).

Other Skills of Note: Advanced Mathematics (90%), Astrophysics (83%), Advanced Nuclear Physics (94%), Computer Operation (74%), Computer Programming (94%), Computer Repair (22%), Cryptography (90%), Electrical Engineer (38%), Pilot Automobile (92%), Pilot Motorcycle (90%), Pilot Truck (80%), Radio: Basic, Radio: Scrambler, Surveillance Systems (88%).

Combat Skills**Attacks Per Melee: 3**

+2 to Strike, +5 to Parry, +4 to Dodge, +2 to Damage; +6 to Roll with Punch or Fall.

Personal Profile: Stunningly beautiful, Annette is constantly puzzled by the way men are initially attracted to her (P.B.:21), and then totally lose interest (M.A.:4).

Special Weapons: None

**Empire Marines**

The land soldiers of the task force are Empire Marines, 1 Major, 2 Captains, 10 Lieutenants, 45 Sergeants, 90 Specialists (usually corporals) and 255 Riflemen. All are veterans with an average of 4 years of combat experience and are at least 4th level. All the higher-ranking officers are human, while two-thirds of the Sergeants, Specialists and Riflemen are Mutant Canines (dogs) from New Kennel.

They are organized into Platoons of nine. Either a standard platoon, with a sergeant, medic, radio spec., and seven Empire Marines, or an officer platoon, with an officer, a sergeant, a machinegunner, a demo spec., a radio spec., a medic and three Empire Marines.

Major Jennifer Peterson
Captain Edward J. Damlier
Captain Betty Harrison-Vincent
10 Lieutenants
45 Sergeants

15 Machinegun Specialists. Carries only one firearm, a .30 Caliber Machinegun.

15 Demolition Expert Specialists. Carries .45 Machine Pistol, a double allotment of grenades, and a 30 pound demolition kit with charges of plastique and detonators.

30 Electronic/Radio Technicians (Specialist). Carry G-9 Assault Rifle, no grenades, and a backpack radio for long-range communications.

30 Medics (Specialist). Assigned a G-9 Assault Rifle, no grenades, and a first-aid kit.

255 Empire Marine Riflemen. These are the grunts with the standard equipment issue. They carry a G-9, a .45 Machine Pistol, and grenades. In addition, they are expected to carry a backpack with food and supplies, and extra equipment as assigned.

Attributes: All marines have a minimum I.Q. of 7, a minimum P.S. of 10, and a minimum P.E. of 9.

Visor Com-Link: This unit, looking like an over-sized pair of high-tech wrap-around sunglasses, serves as the Empire Marine's main communication and detection device. Built into the visor is a two-way communication radio, a sonic motion detector (useful for picking up hidden movement behind jungle cover, up to 25 feet away), and night sight.

Armor: All the Empire Marines have been issued camouflaged jungle suits equipped with thin armor (A.R. 12, S.D.C.: 30) and pockets and loops for all equipment and weapons.

Issue Weapons:

G-9 Assault Rifle: This is a standard issue rapid-fire energy weapon. 450ft Range, maximum of four shots per melee, either as single, +3 to Strike, 5D6 damage shots, or as Short Bursts of three shots (double damage, +1 to Strike). Long Bursts and Entire Magazine bursts are not possible. Up to 36 shots may be fired before the weapon starts to overheat. The cool-down cycle takes 30 melee rounds.

.45 Machine Pistol: A conventional sidearm, similar to pre-Death submachineguns. 300' Range, 48 rounds per clip, and 4D6 damage per shot. The weapon can be thumb-switched to fire single shot, 6 round short burst, 12 round long burst, or an entire magazine. Marines carry 7 spare clips at all times.

Grenades: Each Empire Marine carries 2 Fragmentation Grenades (6D6 damage to 5 feet, 2D6 for the next 5 feet), 1 White Phosphorus Grenade (ignites fires and does 3D6 damage), and (2) Smoke Grenades (1 blue: identifies friendly units, 1 red: signals for fire against enemy units — used for signalling aircraft and artillery strikes).

Combat Skills for Average Empire Marine:

Typical level of experience is fourth level. Hand to hand: Expert, W.P. Knife (+2 to Strike/Parry), Prowl (78%), Swimming (82%), Wilderness Survival (60%).

Attacks per melee: 3

+3 to Strike, +2 to Parry/Dodge, +2 to Damage; +2 bonus to Roll with Punch or Fall.

Empire Saber-19 Long-Range Jet Fighters

High-powered aircraft operated by a two-man team, a pilot and a gunner. They can travel at up to MACH 3.5, but generally cruise at less than MACH speed for up to 4 hours on a single load of fuel. Their Vertical Take-Off and Landing gear allows them to operate from fields as short as 150 feet (46 m). Fourteen (14) are assigned to the Carrier. However, because of a shortage of parts, no more than eight Saber-19s are able to fly at any given time. Because the Carrier can't afford to sacrifice all of its own air defenses, no more than four fighters will be sent out over the jungles at any one time.

Armor: A.R. 5, S.D.C. 135, Note that while the Saber-19 is in flight it has a +8 to Dodge while cruising, and +12 to Dodge once accelerated to combat speed.

Weapons:

Laser Cannon: 560 ft (170 m) Range, fires once per melee, 18 charges per mission, +4 to Strike and does 8D6 damage per blast.

7.65mm Twin Machineguns: 3,200 ft (975 m) Range, fires 120 rounds per melee, +2 to Strike and does 6D6 damage per round.

(4) Air-to-Air Missiles: 25,000 ft (7620 m) Range, +6 to Strike and 2D4 × 10 damage.

(1) Aerosol-High Explosive Bomb: Mounted under the right wing and designed to be dropped from high altitude with good accuracy (+1 to Strike). The bomb works as a two stage weapon. First, a low-energy explosion opens the bomb casing and spreads a volatile gas. Secondly, a few seconds later, gas is detonated by a high-energy explosion. The result is a very large, very hot, very fast fire. The fire covers an area 500 feet (152 m) across. Everyone not protected and in range takes 6D6 damage, and all combustible objects will catch on fire. Those underground, or in a protected enclosure, take 1D8 damage from the heat blast.

OR (1) Live Game Missile Cluster: An option, to be mounted in place of the explosive bomb, is the Empire of Humanity's newest anti-mutant weapon. It is designed specifically for mutant bats and birds. The cluster breaks apart into fourteen (14) tiny heat-seeking missiles. The missiles then follow their programming and home in on the kind of heat generated by any flying animal. Roll each heat-seeker separately, each with a +3 to Strike, and each with 1D4 × 10 damage. Each mini-missile must be Dodged individually.

(1) Automated Surveillance/Transmitter (AST): Mounted under the left wing and designed to act as a remote sensing device. Once dropped from the aircraft, the AST slows down its fall with a set of wing foils. When it stops falling, it shoots out an antenna line, aiming for the highest nearby object. From that point on it serves as a remote sensing device, picking up nearby sounds and electronic signals, and serves to relay any official Empire of Humanity communications.



Empire LC-12 Assault Helicopters

The backbone of the Marine operations is twenty LC-12 Assault Helicopters. Each is manned by a two-man team, a pilot (always human), and a door gunner (50% chance of mutant dog) who controls the Machinegun. There is room on board for up to 9 Marines, or 4 Flying Armor Scouts. Top speed is 200 mph (320 km). Can operate for up to 3 hours without refueling.

Another job for the LC-12 is moving heavy equipment (such as the 10-APC personnel carrier's) to or from the Aircraft Carrier. This requires that the helicopter be stripped of all equipment and personnel, except for the pilot. It also means an immediate refueling, since the heavy load really burns up gas.

Armor: A.R. 8, S.D.C. 430. While in full flight it has +6 to Dodge.

Weapon: The single .50 Caliber Machinegun is mounted on the side and operated by the door gunner. It has a range of 890 ft (271 m), fires 48 rounds per melee and is +4 to Strike. Each round does 7D6 damage.

Empire 10 Armored Personnel Carrier (10-APC)

Useless in the jungle, these units have been assigned for defense of the Empire's base camp. Four are completely functional, three have defective drive trains and have been placed as stationary defenses. Top speed is 40 mph (64 km) on pavement, 18 mph (29 km) on rough ground, and less than 3 mph (4.8 km) pushing through the jungle. Maximum range is eight hours of continuous running between refueling. Also equipped with radar, infrared, telescopic, nightsight, and motion detectors.

Crew is usually three, a commander, a pilot and a gunner. Can carry up to sixteen Marines inside, and an additional sixteen on the overhead rack.

Armor: A.R. 12, S.D.C.:390; while in motion it has +2 to Dodge.

.50 Caliber Machinegun: 3,000 ft (915 m) Range, fires up to 60 rounds per melee, No bonus to Strike, and 7D6 damage per shot.

Grenade Launcher: A forward mounted grenade launcher fires 40mm fragmentation grenades (1D6 × 10 damage for 5 feet/1.5 m and 4D6 for an additional 5 feet), or smoke grenades (red for enemy positions, blue for friendly positions, used to signal artillery or aircraft bombardment), maximum range is 600 ft (183 m).

Empire Scout 2xj Flying Armor

An advancement over the Type 1 Armor, this is actually an exo-skeleton suit. The task force has been assigned 30 of these suits and 90 operators (all human). Type 2xj operators are specialists, each Size Level 9, and all have completed a four month special course in jet-pack flight.

Attributes: Suit provides P.S. 22 and Spd. 22 (Flying).

Suit Weight: 180 Pounds (81 kg)

Suit Height: 6ft 10in (1.8 m)

Operator Weight: maximum of 155 lbs (70 kg)

Operator Height: between 5ft 6in and 5ft 9in (under 1.8 m)

Sensory and Electronic Equipment:

Built-in Targeting Sight, Computer, Radio Com-Link, and Loudspeaker

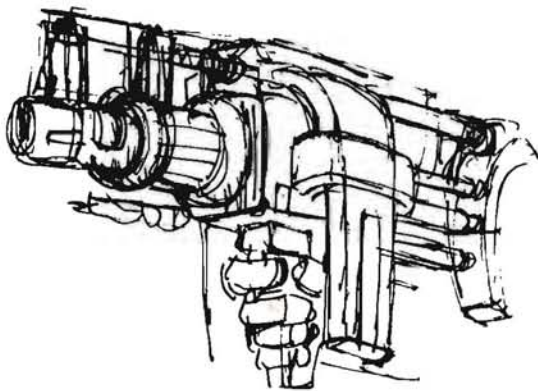
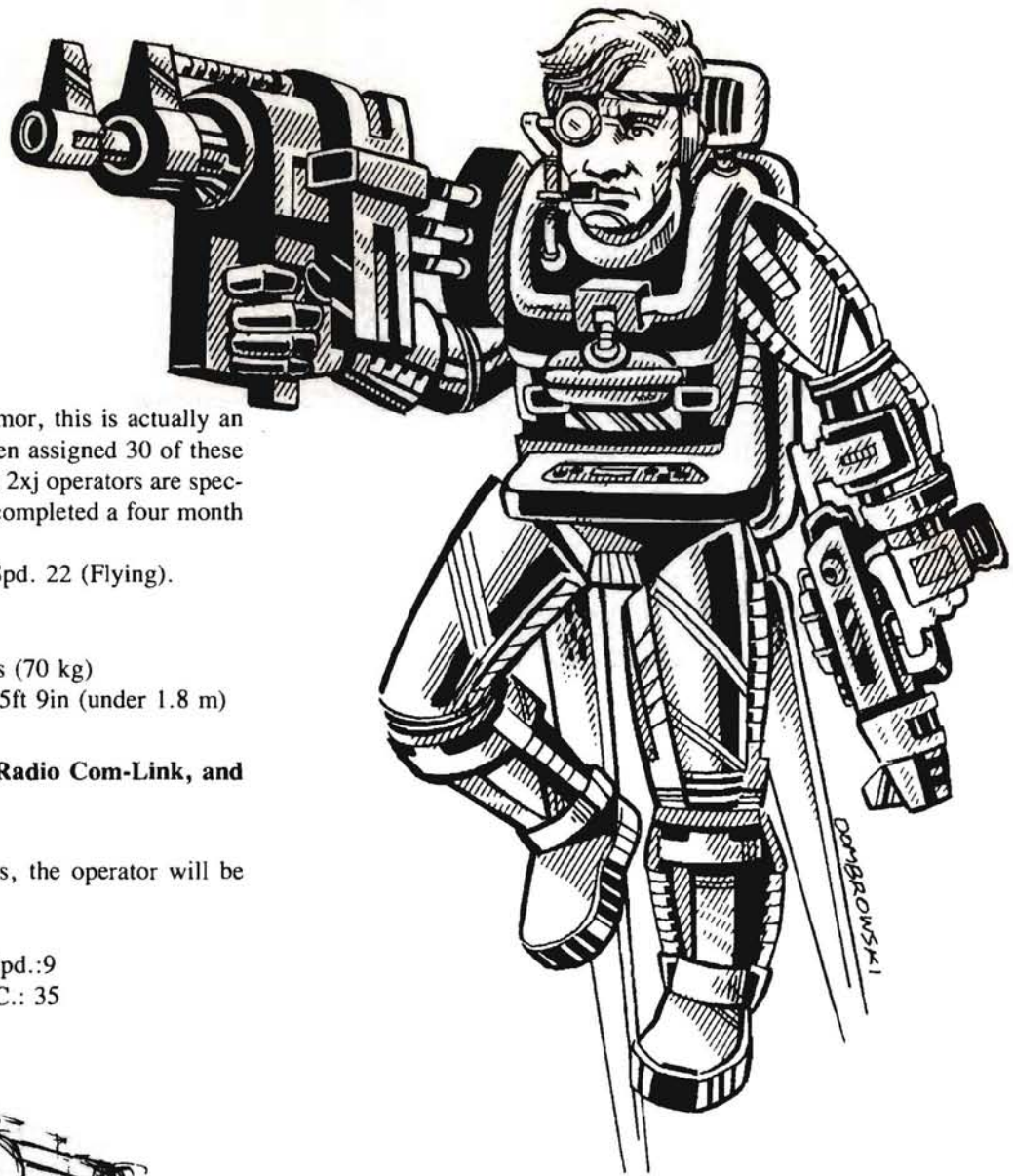
Armor: A.R. 14, S.D.C. 200

Note: So long as some S.D.C. remains, the operator will be affected only by rolls of 15 or better.

Operator Attributes:

Minimum I.Q.:8, P.S.:9, P.P.:11 and Spd.:9

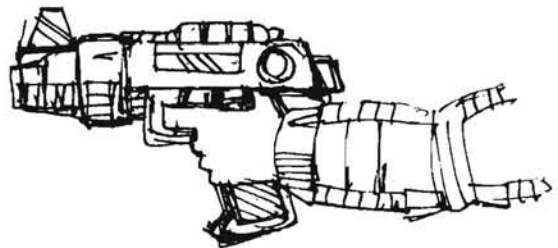
Average Hit Points: 18 Average S.D.C.: 35



Built-In Weapons:

Flechette Gun: Mounted on right forearm. Each bullet is designed to splinter in flight into nine needle-like flechettes. 200' Range, 9D6 damage at immediate range (less than 15 ft), 6D6 damage at intermediate range (15 ft to 40 ft), and 3D6 at long range. Total of fifty rounds built into the weapon (reloading takes about five minutes). Single shots are at +4 to Strike, Short Bursts take four rounds and are at +1 to Strike, and Long Bursts use eight rounds. "Entire Magazine" bursts are not possible.

Ion Blaster: Mounted on left forearm. 85 ft (26 m) Range, can fire twice per melee, +2 to Strike and does 5D6 damage per blast. Note that no more than 12 shots can be fired per hour.



Combat Skills (Typical Operator):

6th level Hand to hand: Expert

Attacks per melee: 2 (3 without armor)

+3 to Strike, +1 to Parry/Dodge (+4 when not wearing the armor), +6 to Damage (+3 without armor); +2 to Roll with Punch or Fall. Using jets, the armor has a +8 to Roll with Punch or Fall. If the jet pack is turned off, and if the Robot Armor is knocked to the ground, it will take one full melee round to recover.

Central America

The Deadlands

A hundred warlords, local tyrants, and back-country chiefs keep The Deadlands from anything resembling an organized authority. Travelers are advised to simply avoid any organized settlements and to keep their weapons handy. This situation may be changing as there are currently rumors of a force of mutant bobcats, calling themselves the "New Texas Rangers," trying to restore order in the Deadlands.

Population: Totally unknown.

Government: None, or, if you prefer, hundreds.

Armed Forces: Of more than a hundred armed bands, most have fewer than thirty members and rarely have more than one firearm for every three.

Economics: Cardania Bucks are used as local currency.

Roadways: Spotty. Although there is no organized maintenance, some sections of the old U.S. Interstates remain intact and relatively clear.

Imperial Mexico

For all intents and purposes, Imperial Mexico is a client state of the Empire of Humanity.

Does that mean that Mexico has sold out?

Not exactly. Although Imperial Mexico is accepting the arms and gifts of the Empire of Humanity, from their point of view they aren't really "selling out." For one thing, the things that the Empire of Humanity are asking of them are pretty much inevitable. They don't have the resources to help Cardania or any of the other "front line" mutant animal lands against the humans. And, if they did get involved, they know that the Empire of Humanity is capable of destroying their main cities and factories in a matter of hours, using bombers that Mexico would be helpless to stop.

Taking the aid means that the current junta can stay in power, and perhaps even consolidate their nation enough so that they can put up some measure of opposition in times to come.

Population: Perhaps 1,800 humans and close to 15,000,000 mutant animals. Mutant dogs, pigs, and cows make up over 25% of the total population.

Government: In name, a constitutional monarchy, headed by Emperor Juan Carlos. In reality, the country is a bickering collection of feudal baronies, with no one area having enough power to overcome its neighbors.

Armed Forces: Technically, the *Guardia Mexica* is Imperial Mexico's national army. In practice, it has become fractured into regional forces with different uniforms, and duties ranging from bodyguards for the governors to acting as local police, to acting as banking and postal couriers.

The *Guardia Imperial* is the emperor's personal force, consisting of seventy mutant animals, each armed with weapons supplied by the Empire of Humanity.

Economy: Industrially, Imperial Mexico seems to be at about the level of the United States in the 1930's. In other words,

it has all the technology of the Great Depression, and it matches that in an economic sense as well. Of course, that's only in the good regions. Many places in Mexico have a level of technology that's barely Medieval, where a blacksmith is about as sophisticated as things get.

La Mordida: Translated from the Spanish, La Mordida means "the bite," and it's the local term for bribery. A fact of life is that almost all government employees, including bureaucrats and guardia, are terribly underpaid. The problem comes from the country's rampant inflation. Prices go up long before wages. As a result, "La Mordida" has become an informal wage increase. Although you can get things done, or be treated fairly, without bribes, things will take up to twenty times as long. For example, assume a character gets arrested for a minor offense, like fighting in public. Without a bribe it will take up to sixty days in jail before the case is even heard by a judge. A small bribe, 250,000 Pesos, will move his name to the head of the list waiting for the court. A larger bribe, 1,000,000 Pesos, will convince the judge to hear his case first. Of course, it could have been even cheaper to bribe the arresting officer (100,000 or 300,000 Pesos for a Sergeant) to let him go before he even got to jail.

Finance & Currency: One of Imperial Mexico's biggest problems is inflation. They keep printing too much money, so the value of existing currency is being constantly watered down. Currently, the standard unit of exchange is the *Peso Grande*, a white paper bill that represents 100,000 Pesos. The *Peso Rojo*, worth 10,000 Pesos, is a red bill now used as small change. Since the *Peso Rojo* lasted about two years, there's a good chance that a new *Peso Gordo*, worth a million Pesos, will be issued in the next eight months. Earlier denominations, including the one (green), ten (yellow), hundred (blue), and thousand (orange) peso bills, are now pretty much worthless except in large stacks.

EXCHANGE RATES:

Americorp Dollars: With an official bank or money changer, one dollar can be traded for five *Peso Grandes*. However, there is a booming "black market" in foreign currency, where you can get twenty *Peso Grandes* (2,000,000 Pesos) for one dollar. Americorp \$50 Gold Coins are officially worth 250 *Peso Grandes*, but are often bought for up to eight times as much illegally (200,000,000 Pesos).

Cardania Bucks: Officially, a Buck is worth one *Peso Grande*. On the black market a Buck can buy up to 800,000 Pesos.

Empire of Humanity Credits: One Credit currently buys fifteen *Peso Grandes* (1,500,000 Pesos). Since Empire of Humanity Credits are handled only through their electronic credit cards, there is no black market price.



Some Typical Prices:

Motorcycle (Good Condition)	28,000,000 Pesos
Four-Wheel Drive Jeep (Working)	40,000,000 Pesos
Large Truck (Good Condition)	58,000,000 Pesos
Gallon of Gas	250,000 Pesos
Quart of Oil	350,000 Pesos
Bribing Guardia Soldier	100,000 Pesos
Bribing Guardia Sergeant	300,000 Pesos
Bribing Guardia Captain	1,000,000 Pesos
Curandero's Medical Services	40,000 Pesos
Snake Doctor's Services	110,000 Pesos
Doctor's Medical Services	400,000 Pesos
Native Guide's Daily Rate	150,000 Pesos
Native Bearer's Daily Rate	25,000 Pesos
Bus Pass (One Day of Travel)	12,000 Pesos
Telephone Call (Long-Distance)	15,000 Pesos
Overnight Room	20,000 Pesos
Month's Rent	140,000 Pesos
Pound of Fresh Fruit	1,500 Pesos
Pound of Smoked Bug Meat	3,000 Pesos
Cheap Meal (Tortillas and Beans)	10,000 Pesos
Bar of Soap, or Pound of Detergent	5,000 Pesos
Cotton Shirt	50,000 Pesos
Morral (woven shoulder bag)	1,000 Pesos
Rubber Belt	12,000 Pesos

Rubber Sandals	30,000 Pesos
Steel Knife	290,000 Pesos
Machete	600,000 Pesos
.45 Automatic Pistol	2,450,000 Pesos
Clip of .45 Ammo (8 rounds)	480,000 Pesos
Two-Way Radio (Walkie-Talkie)	1,500,000 Pesos
Portable Cassette Tape Player	550,000 Pesos
Battery (Radio or Flashlight)	160,000 Pesos

Mexico Grande

The central state of Imperial Mexico, it is also the only area ruled directly by Emperor Juan Carlos.

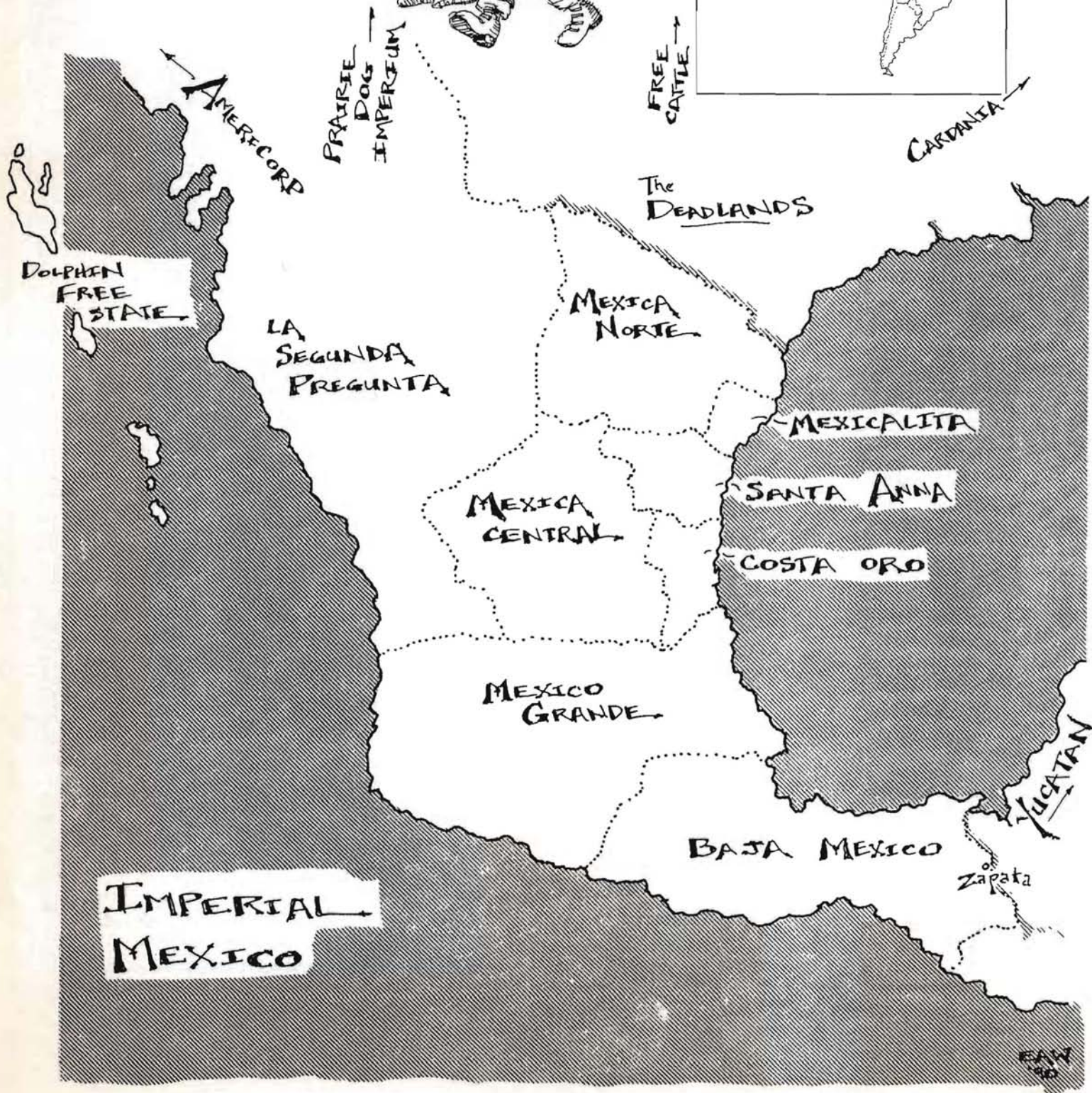
Population: 650 Humans, 4,000,000 mutant animals.

Armed Forces: The 14,000 strong Guardia Imperia is Mexico Grande's combined army and police force. Although somewhat underpaid, they are well armed and equipped.

Economy: Imperial Mexico's primary industrial sector. While most of the land is used for agriculture (mostly corn and vegetables), there are twenty industrial centers producing everything from clothing to cars.

Roadways: Quality is very erratic. A highway will be of excellent quality just after being repaired, but it may be another

Central America



twenty years before the repair crews return. Gas, oil and mechanics are readily available for the standard prices.

Emperor Juan Carlos Xatus: Mutant Human

Nobody is really sure why Juan Carlos became the emperor of Imperial Mexico. Perhaps it's just because it seemed like he was the only one that everyone felt they could trust. Also, he's been in such feeble health for the last 25 years, no one has bothered to assassinate him. They just assumed that he'd die "real soon." Juan Carlos, while not power-hungry, is clever enough to keep power by playing his governors off each other. He has high ambitions for Imperial Mexico, loves his people (both humans and mutant animals), and will continue with his long-standing policy of negotiating with everyone.

Alignment: Unprincipled

Attributes: I.Q.:13, M.E.:18, M.A.:13, P.S.:11, P.P.:14, P.E.:11, P.B.:14, Spd.:17

Age: 95 **Sex:** Male **Size Level:** 9

Weight: 145 pounds (65 kg) **Height:** 5ft 8in (1.8 m)

Hit Points: 42 **S.D.C.:** 5

Disposition: Noble, attentive, solicitous.

Human Features: FULL

Psionics: Hypnotic Suggestion, Mind Block, See Aura.

Level of Experience: 15th level

Mexica Norte

Along with being the closest geographically, this is the state with the greatest political and economic ties to Cardania. Characters from Cardania wishing to pass through Mexico down to the Yucatan, will find it easy to purchase false Mexica Norte identification papers (about 2,000 Bucks each).

Population: Maybe 50 Humans, 650,000 mutant animals.

Armed Forces: The local Guardia consists of 9,000 mutant animals, mostly armed with Cardanian weapons and equipment. Although the Governor tries to keep it a secret, it's well known that Cardania has sent advisors to Mexica Norte to help with reorganizing the Guardia.

Economy: Their economy is fairly prosperous. They have unofficially switched from using the Peso to using Cardania's Bucks and Bits.

Roads and Fuel: Most roads are gravel, but in fairly good condition. Gas goes for 8 Bucks a gallon, and oil is 6 Bucks.

General Ravos Estevan: Mutant Gila Monster

Ravos, though no angel, is outraged that the Imperial Mexican government is dealing with the Empire of Humanity, which he sees as evil incarnate. He will do everything he can to mobilize his corrupt regime to assist his friends in Cardania.

Alignment: Aberrant

Attributes: I.Q.:13, M.E.:19, M.A.:17, P.S.:34, P.P.:11, P.E.:19, P.B.:8, Spd.:4

Age: 49 **Sex:** Male

Size Level: 12 **Weight:** 315 lbs

Height: 6ft 8in

A.R.: 12 **Hit Points:** 49 **S.D.C.:** 70

Disposition: Quick-witted, quick to laugh, sly.

Human Features:

Hands — PARTIAL
Biped — PARTIAL

Speech — PARTIAL
Looks — NONE

Natural Weapons: None

Powers: None

Psionics: Mind Block

Level of Experience: 11th level

Skills of Note: Foreign Language - English 91%, Hand to Hand Expert (11th level), Interrogation/Torture 98%, W.P. Revolver, W.P. Automatic Pistol, W.P. Rifle, W.P. Blunt.

Combat Skills

Attacks Per Melee: 6

+3 to Strike, +2 to Parry/Dodge, +20 to Damage; +2 to Roll with Punch or Fall; Knockout/Stun on roll of 19 or 20; Critical Strike from behind; Kick Attack does 1D6 damage.

La Segunda Pregunta

Whether this is an independent state or simply part of a larger government is unknown. Certainly, visitors have seen officers in uniforms that are similar to, but unlike, those of the Pregunta soldiers. The Pregunta soldiers themselves are impressive, usually Size Level 11 or greater, and armed with Assault Rifles.

Population: 750 humans, 3,200,000 mutant animals.

Armed Forces: With distinctive brown and gold uniforms, the Guardia of La Segunda Pregunta are probably the best troops in Imperial Mexico. All are armed with the best weapons and equipment that money can buy in Americorp. In addition to modern weapons, they are also equipped with plenty of armored vehicles, motorcycles, squad cars and tanks.

Economy: This is the healthiest state in Imperial Mexico. That's because Governor Vargez has tied his economy to his neighbor to the north, Americorp. The official currency is the Americorp dollar, and trade is brisk, especially since Americorp pays top dollar for La Segunda Pregunta's ample oil and gas production.

Roadways: All persons and vehicles entering Pregunta must stop on the border and be issued identity papers. Being caught without papers, or in an area not authorized by the papers, will result in an immediate arrest. The idea of a speedy trial is unknown in Pregunta. After being arrested a stay of several years in jail, before seeing a judge, or being charged with a crime, is not uncommon.

The roads themselves are of very high quality. At least one good Highway is known and other roads seem to be very well maintained.

Governor Nuevo Vargez: Mutant Condor

Vargez is the perfect diplomat: always pleasant, always charming, and never, never indiscreet. Characters can have lengthy conversations and come away impressed, even though Vargez never answers any questions directly. On the other hand, he will encourage others to speak freely.

Real Name: Nuevo Lagaztin de la Marino Vargez

Alignment: Anarchist

Attributes: I.Q.:17, M.E.:15, M.A.:17, P.S.:13, P.P.:9, P.E.:15, P.B.:13, Spd.:16

Age: 58 **Sex:** Male **Size Level:** 11

Weight: 208 pounds (93 kg)

Height: 6ft 6in (2 m) **Hit Points:** 34 **S.D.C.:** 50

Disposition: Calm, genteel, dignified.

Human Features:

Hands - FULL
 Biped - FULL
 Speech - FULL
 Looks - NONE

Level of Experience: 8th Level

Skills of Note: Political Science 98%, Law 75%, Foreign Language - English 95%, History 92%, Interrogation/Torture 95%, Surveillance Systems 90%, Escape Artist 88%, Forgery 90%, Wine Tasting 84%, Ventriloquism 90%.



Mecica Central, Mexicalita, Santa Anna, and Costa Oro

These four Imperial Mexican states have remained constantly unsettled for the last decade. Their governors play musical chairs with each other, continually petitioning the Emperor for changes.

Population: Typically, 500 Humans and 2,000,000 mutant animals.

Government: Ever changing; anarchy reigns.

Armed Forces: Most of the Guardia are really the personal body guards of the various governors. In addition, there are usually Guardia officers in most small towns who are permanent residents and operate like sheriffs, swearing in deputies as needed. Weapons and equipment are usually old and in need of constant repair.

Economy: Most areas survive on subsistence agriculture. In addition, many small communities supplement their incomes with heavy "tolls" on strangers passing by on their roads.

Roads and Fuel: Most roads are gravel, but conditions range from good to poor. Gas and oil are twice the usual prices.

Baja Mexico

Population: Unknown; estimates range from 500 to 3,000 Humans, and from 10,000 to a million mutant animals

Armed Forces: There are 5,000 Guardia on the Baja Mexico payroll. However, most of them are the Governor's relatives, who keep half their salary, and give Jose the rest. Only about 1,200 Guardia are actually on duty, and most towns have to make do with a limited garrison of less than five. Weapons are miserable, the equipment is falling apart, and all supplies and ammunition are in short supply.

Communications: There is a rickety system of telephones throughout the Baja Mexico region. Chances of making a connection inside Baja Mexico is just 35% per attempt, trying to call the rest of Mexico reduces the chances to 25%.

Economy: Although the government of Baja Mexico is run almost entirely on bribery, the area is fairly stable. However, prices are generally twice the standard rate, and many items taken for granted elsewhere are not available in Baja. Both the Peso and Americorp dollars are usually accepted.

Roadways: The roads are among the worst in Imperial Mexico. Even the main connections are decaying dirt roads, filled with potholes. Gas, oil and mechanical services are available at most trading posts and general stores, usually for about twice the standard prices.

Governor Jose Quintana: Mutant Parrot

The best and worst things you can say about Quintana is that he is a bandit. It's bad because he steals whenever possible. It's good because, as a bandit, he really isn't very efficient. Unless he actually notices you, he's no threat.

Alignment: Anarchist

Attributes: I.Q.:17, M.E.:15, M.A.:17, P.S.:13, P.P.:9, P.E.:15, P.B.: 13, Spd.:16

Age: 58 **Sex:** Male

Size Level: 11

Weight: 200 pounds (90 kg) **Height:** 6ft 2in (1.9 m)

Hit Points: 34 **S.D.C.:** 50

Disposition: Happy, easily amused, quick-witted.

Human Features:

Hands - PARTIAL
 Biped - FULL
 Speech - FULL
 Looks - NONE

Natural Weapons: None

Powers: Flight

Psionics: See Aura

Level of Experience: 7th Level

Skills of Note: Hand to Hand: Expert (7th level), Foreign Language - English 35%, Interrogation/Torture 95%, Jungle Survival 83%, Tracking 79%, W.P. Automatic Pistol, W.P. Machete, W.P. Sub-machinegun.

Combat Skills

Attacks Per Melee: 5

+3 to Strike; +2 to Parry; +3 to Dodge/Damage; +2 to Roll with Punch or Fall.

Special Weapons: Usually carries a Machete and a pair of 9mm Automatic Pistols.

Typical Baja Mexico Guardia

All are mutant animals, with no particular type dominating. Just about anyone with at least Partial Human Hands will be accepted into the Guardia.

Alignment: Scrupulous or Unprincipled

Combat Skills: All Guardia have Hand to Hand: Expert, 4th level.

Attacks Per Melee: 4

+3 to Strike, +2 to Parry/Dodge, +2 to Roll with Punch or Fall.

Typical Weapons: Machete and either a .45 Automatic Pistol, or 5.56mm Assault Rifle. Will rarely have more than a dozen rounds of ammunition.



ITZCO: Land of the Obsidian Conquistadors

A spreading empire, marked by huge pyramids done in the Mayan style. Each Pyramid serves as a focusing engine for the gigantic power that is broadcast to the incredibly powerful stone artifacts that are the foundation of Itzco's power.

Population: Perhaps 20 Humans, 9,000 Mutant Pink Flamingos, 162,000 other mutant animals.

Government: A theocracy based on the worship of Itzcolihqui, headed by Yum Nacom Itzcoli.

Armed Forces: Approximately 2,300 Mutant Pink Flamingo Warriors, riding Quantum Stone Blocks, and wielding Quantum Stone weapons.

Economy: Based on slavery and the labor of those they capture as they destroy the jungle. There is no money or unit of exchange, as they believe that everything actually belongs to their god, Itzcolihqui, and that only their leader, Yum Nacom Itzcoli, can "own" any property.

Anyone captured by the Itzco will likely be taken to one of the following slave centers:

1. **Servant's Quarters.** In each Pyramid there are underground pits for the housing of hundreds of slaves. Each night the ladders are drawn up, out of the pits and huge stone blocks seal the entrances. In the morning the slaves are taken out, fed, and put to work either in the surrounding cornfields, or in the vast rubber tree plantations, or in cleaning and maintaining the temples.

2. **Stone Quarries.** The vast stone quarries of the Itzco, the source of the raw stone for the Pyramids and flying blocks, require the services of tens of thousands of slaves. Underfed

and overworked, these captives rarely last through more than a few years of the backbreaking labor of digging, stonecutting, and hauling. Just before sunset, all the Itzco overseers leave the quarries, giving the slaves the entire night to dream of escape. However, any quarry slave captured outside of the pit will be immediately sacrificed, and, if a missing slave is not found within a day, *two* other slaves will be sacrificed in his place.

3. **New Pyramid Construction.** At any given time the Itzco are always working on at least one new Pyramid. The slave pits under the Pyramid are constructed first, so that the construction workers may be kept secure. Dragging the stone from quarry to Pyramid, and then into place, is the main work of these slaves.

Religion: The major worship is of Itzcolihqui, the ancient Aztec god whose name meant "Twisted Obsidian One," and refers to the god of darkness and destruction. According to their new mythology, Itzcolihqui was the agent responsible for the xu-tan, the great death that destroyed the world of the humans. Now they feel it is their duty to restore the old worship in order to prevent the final end of the world.

Explaining their fear of the night, the Itzco point to their belief in the god Tezcatlipoca ("Mirror that Smokes"). A god of shadows, and of evil magic, they claim that those who venture outside at night will be possessed by Tezcat. Seen as a ghastly, skeletal creature with fiery eyes and a slobbering tongue, with ribs opening and shutting like squeaking gates in the wind. The servants of Tezcatlipoca are evil ghosts (called chambal-kuhn).



Yum Nacom Itzcoli

The supreme ruler of Itzco, Yum Nacom Itzcoli is a combination religious and military dictator, exacting total obedience from his subjects. He has publicly proclaimed mutant pink flamingos as the "chosen of god," and is gradually sacrificing all others on his bloody altars.

Real Name: Paco

Yum's name is really a title, which, translated from the Mayan tongue, means "Lord Warrior of Itzcoli." Itzcoli being an abbreviation for Itzcolihui, the Aztec god of darkness and destruction.

Alignment: Diabolic

Attributes: I.Q.:14, M.E.:13, M.A.:14, P.S.:5, P.P.:11, P.E.:8, P.B.:10, Spd.:15

Age: 40 **Sex:** Male

Size Level: 8

Weight: 117 **Height:** 8ft 1in

A.R.: 4 **Hit Points:** 33 **S.D.C.:** 40

Disposition: Pompous, self-important, vindictive.

Human Features:

Hands — FULL

Biped — FULL

Speech — PARTIAL

Looks — NONE

Natural Weapons: None

Powers: None

Psionics: Detect Psionics, Mind Trap, Sixth Sense.

Level of Experience: 7th level

Skills of Note: Interrogation (89%), Land Navigation (84%), Pick Locks (90%), Wilderness Survival (90%).

Weapon Proficiencies

W.P. Bow (+7 to Strike, 5 shots per melee round)

Combat Skills

Attacks Per Melee: 1, with no bonuses.

Personal Profile: As a child, Paco (Yum) was raised by an elderly human scientist, Dr. Ralph Flesmes. This ancient survivor of the big Death trusted Paco with the secret of the *Quantum Device*, and showed him how to use it to make the objects that could capture and transmit energy, objects that could fly using static electricity, and objects made indestructible by realigning their inner structure. Flesmes was also responsible for teaching Paco about Aztec mythology and legends. When Paco reached the age of 13, he decided he'd had enough of the old man and killed him, realizing too late that Ralph always partially disassembled the device whenever it was not in use.

Realizing his mistake, Paco then traveled through the jungle for many years, searching for someone who could help reassemble the *Quantum Device*. Along the way he would often use his Mind Trap ability to protect himself. He discovered that using the Aztec gods in the dream scenarios he inflicted upon his victims sometimes had an unexpected result. Instead of accusing him of being to blame for the dark tortures of the gods in the dreams, they would sometimes think the dreams were "visions" given by the gods. Some of his victims even thanked him for the experience!

By the time he found someone with the mutant power of natural mechanical genius, a rather miserable mutant antbird, he already had a half dozen mutant flamingo followers. With

the *Quantum Device* working again, he not only had a technological advantage, he also had the beginnings of a major new religious movement!

Special Weapons: Always carries a strung bow and a quiver with twelve *Quantum Stone* tipped arrows, twelve razor-point steel arrows (1D8 damage), and four explosive-tipped arrows (4D6 damage for 5 feet from impact, 1D8 damage for the next 10 feet).

Pink Flamingo Warriors

The main army of Itzco consists of mutated Pink Flamingos. They trust no other creatures with their quantum weapons. Because of Yum Nacom's paranoia, there are no ranks or officers among the warriors, all are considered equal. When they need to pick a leader for a particular mission, they fight for the privilege. Which means the strongest fighter is usually the leader, instead of the smartest. As a result, the Pink Flamingo Warriors usually have poor discipline, and often make stupid tactical decisions.

Typical Alignment: Miscreant, Anarchist and Diabolic.

Minimum Attributes: P.S.:9 and Spd.:19

Size Level: 8

Height: minimum 8 ft (2.4 m) **Weight:** 135 pounds

A.R.: 4 **Hit Points:** 25 **S.D.C.:** 45

Human Features:

Hands — FULL

Biped — FULL

Speech — PARTIAL

Looks — NONE

Disposition: Generally crude and rude, one of their few pleasures is teasing and torturing their prisoners and they take full advantage of it whenever they can. Mostly greedy and poorly disciplined. At night, when their weapons no longer function, they become cowardly, surly and bad-tempered.

Appearance: Tall, thin and gangly, with long, long necks, big-billed heads, and covered in bright pink feathers.

Attacks Per Melee: 2

Combat Bonuses: +3 to Dodge

Roll Percentile once for each warrior's Natural Abilities:

0-45%: No Natural Abilities

46-65%: Glide

66-80%: Flight

81-90%: Mind Block

91-95%: Sixth Sense

96-100%: Bio-Manipulation: Stun

Special Weapons: Most of the warriors use both *Quantum Stone* Armor and Shield, and carry a *Quantum Stone* Sword. A quarter (25%) of their number also use bows with *Quantum Stone* Arrows. They will also use modern weapons, at least until they break or until the ammunition runs out. At any given time about 10% of the warriors will have a pistol, rifle or a couple of grenades.

Quantum Stone Sword: +3 to strike, 1D6 × 10 damage. When not pyramid energized; no bonus to strike and only 1D6 damage.

Quantum Stone Arrow: +2 to strike, 5D6 damage. When not pyramid energized, no bonus to strike and only 1D4 damage.

Quantum Stone Shield Only: A.R.: 9, Unlimited S.D.C.; When not pyramid energized, A.R.: 6, S.D.C.: 18.

Quantum Stone Armor Only: A.R.: 14, Unlimited S.D.C. When not pyramid energized: A.R.: 9, S.D.C.: 28.

Combined Quantum Armor and Shield: A.R.: 17, Unlimited S.D.C. When not pyramid energized: A.R.: 11, Shield S.D.C.: 18 and Armor S.D.C.: 28.

Behind the Itzco: The Power of the Quantum

Quantum Alignment Device

It might as well be magic...

Perhaps the greatest feat of Pre-Death technology, the Quantum Alignment Device operates on principles that are now incomprehensible.

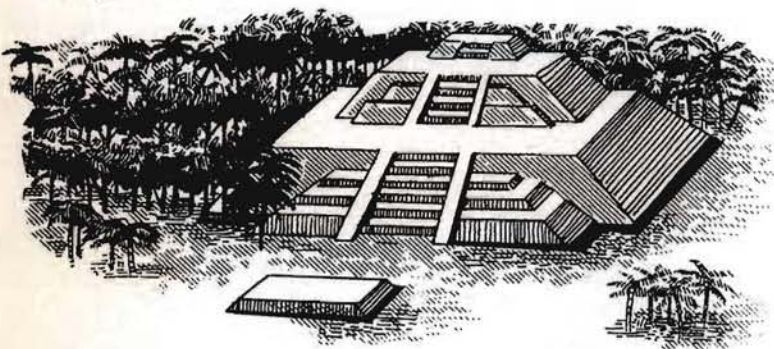
Essentially, the device realigns the subatomic particles in matter. Once "aligned" or "positioned," each atom in the object acts as a cog of a huge engine.

Now each "device," if you can call blocks of stone "devices," has a single function. And that function is simply one of collecting one kind of power, and radiating another.

Now there is one major problem with the Quantum Device...

It's broken!

Which, given the special mutant power, Natural Mechanical Genius (see *Road Hogs*), isn't as much of a problem as it might be. Those gifted mutants keep the Quantum Device operating. And when they fail, they are replaced. After all, there are plenty of potential Natural Mechanical Geniuses. Most characters try very hard to get the Device working. That's because failure means becoming a featured attraction in the next sacrifices to the gods of Itzco.



1. Quantum Pyramids. The Itzcolihqui worshippers have stumbled on an efficient way of powering their other quantum devices. They do this by shifting the quantum structure of vast objects, like their flat-topped, Mayan-style pyramids. Once changed, the pyramids become enormous solar energy collectors. In the sunlight, the pyramid turns absolutely black and cold, absorbing all the energy radiating from the sun. This energy is converted into broadcast power, on a hyper-frequency that only the quantum structure of the other devices can absorb.

Without sunlight, either at night, or on very cloudy days, the pyramids cease to function. When this happens, all of the other devices stop working as well.

The other main limitation of the Quantum Pyramids is their range. Quantum broadcast power only reaches twelve miles (19.2 km). So any Quantum device removed more than twelve miles (19.2 km) from the nearest Pyramid will just stop working.

Starting with their first Pyramid, they have gradually built outward in a diamond pattern. Each Pyramid is to have four neighbors, exactly ten miles (16 km) distant, in the directions of northeast, northwest, southeast and southwest. So far, there are a total of sixteen Pyramids constructed, including the main temple, the inner circle of four, and a middle circle of eight. The last three are the start of the outer circle, each thirty miles (48 km) from the main temple, with the southeast corner still under construction. This outer circle will eventually number twelve Pyramids, all of which must be completed before another, outermost, circle is started.

2. Quantum Flying Platforms. Absorbing the energy radiating from the pyramids, these huge slabs of stone become charged with massive quantities of static electricity. Enough for them to be repelled by the ground charge and float, "weightless," in a *hovering* position. The height will always remain constant above ground or water, but the distance it can travel depends on the mass and thickness of the individual stone slab. Of course, the riders and cargo on the slab are still affected by gravity, but their mass is insignificant compared to the stone, and the slab remains in the air so long as it is powered by a pyramid.

All this static electricity is a long way from harmless. So much as touching the stone is enough to incinerate most characters or objects, doing 1D4x100 points of damage (1D4 Mega-Damage). To keep from killing themselves, the riders of the slabs have coated most of the upper surface with a foot or more of natural rubber as an insulator. In addition, thick sheets of rubber are dropped over the sides to allow for climbing on or off the slabs.

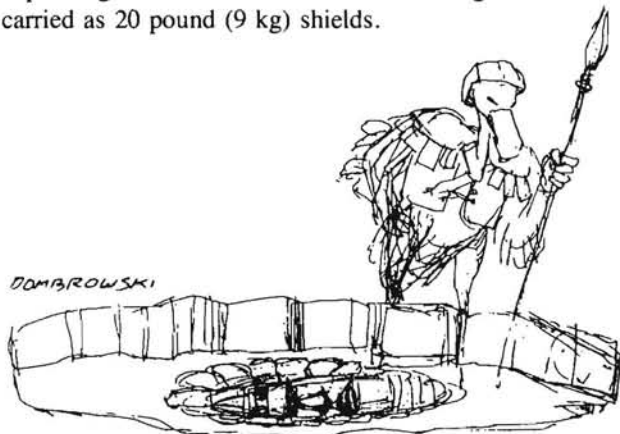
3. Quantum Stone Rudders. Inserted into a circular hole at the rear of each platform is a cylinder of quantum-charged stone. These "rudders" are six feet (6 m) long, and eighteen inches (0.32 m) in diameter (which makes the weight 1,754 pounds, nearly a ton/790 kg). Inserted into the hole, the rudder channels some of the lines of the Earth's magnetic field into the slab's static charge. This gives the slab directional movement, up to a spd. of 9 (about 7 miles/11 km per hour). Turning the rudder changes the slab's direction, while pulling the rudder out stops the directional force (although a slab's huge momentum means it may take up to an hour to drift to a stop).

As with touching the stone of the slab, directly touching the rudder is also deadly (1D4x100 hit points, or 1D4 Mega-Damage). The controllers of the rudder must wear six-inch thick pads of rubber. Even with protection, during insertion or extraction, everyone within ten feet (3 m) takes two to twelve (2D6) points of damage from the shower of sparks.

4. Quantum Stone Swords and Arrow Points. As with the platforms, these thin slices of stone have been quantum adjusted to absorb energy. The end product of the energy are two concentrated electrical fields that form on the upper and lower surfaces of the stone, a field that collects dust and particles from the air. These fields converge along the point and edges of the stone, drawing the particles out into a thin "line" of single molecules.

In effect, the edges and points of the weapons are infinitely sharp, having a thickness that is microscopically thin. When properly wielded, an energized stone sword will cut, and an energized stone arrow tip will penetrate, through any material. See the Pink Flamingo Warriors for the sword and arrow descriptions.

5. Stone Discs of Invulnerability. An eighth of an inch thick, and cut in two sizes, 6 inches in diameter and four feet (1.2 m) in diameter, these stones have been changed by the quantum into an indestructible barrier. So long as they are in range of an energized pyramid, the disks are effectively invulnerable to any known force. The smaller discs, each weighing about a third of a pound, are sewn into an armor suit of 60 to 90 discs, depending on the size of the wearer. The larger discs are simply carried as 20 pound (9 kg) shields.



Quantum Flying Stone Platforms

WAR PLATFORM

Size: 5 feet (1.5 m) tall by 16 feet (4.8 m) wide by 80 feet (24.4 m) long

Weight: 500 tons

Speed Class: 9

Flight Elevation: 16 feet/4.8 m TMF: 0

Weapons: None

Crew: It takes three characters, each with a minimum P.S. of 15, to lift the control rudder in and out of the platform.

Description: A flat stone platform, with the top surface covered in a foot of rubber. It keeps a constant 16 feet (4.8 m) off the ground or water. At nightfall, or whenever the power is cut off, the slab falls to the ground. Each time it falls there is a 6% chance that the platform will shatter.

JUNGLE CLEARANCE PLATFORM

Size: 12 feet (3.6 m) tall by 20 feet (6 m) wide by 100 feet (30.5 m) long

Weight: 2,000 tons

Speed Class: 6

Flight Elevation: 8 feet/2.4 m TMF: 0

Weapons: None

Crew: It takes three characters, each with a minimum P.S. of 15, to lift the control rudder in and out of the platform.

Description: A flat stone platform, with only the rear 30 feet of the top covered by a rubber coating. Designed to plow through the jungle, its forward surface exposed, burning through everything in its path. They are responsible for the

clear area, many miles across, that separates the Pyramids from the surrounding jungle. Since this platform is so close to the ground, there's only a 3% chance that it will shatter each time it falls.

COURIER PLATFORM

Size: 3 feet (0.9 m) tall by 8 feet (2.4 m) wide by 32 feet (9.8 m) long

Weight: 65 tons

Speed Class: 9 **Flight Elevation:** 800 feet/244 m TMF: 0

Weapons: None

Crew: It takes three characters, each with a minimum P.S. of 15, to lift the control rudder in and out of the platform.

Description: A flat stone platform, with the top surface covered in a foot of rubber. Since it is always 800 feet up when powered, passengers must climb the whole way up or down. When the platform goes out of range of the pyramid generators, or when the power stops (like, at nightfall), the slab plummets to the ground. From 800 feet (244 m), the Courier Platforms have an 85% chance of shattering on impact. Generally, new Courier Platforms are not subjected to the quantum process until the night before they are actually to be used.

JUNGLE ENCOUNTER TABLES

(Roll Percentile)

Encounters in the jungle, especially for those who don't have the Jungle Lore skill, are just about constant. Roll on the table for every 10 to 20 minutes of movement (usually using a machete to hack through a trail), or for 30 minutes of sitting in one place. Characters with jungle skill, or those guided by skilled natives, will have jungle encounters for about every three hours of travel or rest. Also, characters running through the jungle, whether in pursuit or flight, can have random encounters every few minutes. **Game masters** should use this table as it suits their individual playing style and as the adventure dictates. This may mean using the encounter table more or less frequently depending on the circumstances.

01-05 Mech-Fungus. Exposed metal objects, including engines, guns, and tools, are vulnerable to the mutant jungle fungus, Mech-Fungus. In machines with moving parts and lubrication, like guns and motor vehicles, the Mech-Fungus eats the lubricating oil and turns it into a thick, gooey substance that prevents parts from moving. In other words, everything gets jammed up and stops working. From a player point of view, this is an "invisible" encounter, because they won't be aware of the infestation until they attempt to use the device. It takes ten to sixty (1D6 times 10) minutes to clean and repair each item infested with Mech-Fungus.

06-10 Jungle Rot. Another fungus, this time one that attacks all organic material. Fortunately, it grows mostly on clothing, leather, wood, and exposed food. These items quickly rot and fall apart, never lasting more than twenty-four hours after being infested. The jungle rot also attacks the hair, fur, scales, and the cracks between natural armor plating of mutant animals, resulting in a great deal of uncomfortable itching, bad

smells, and bright orange, green, or purple stains on the affected areas.

Although usually harmless, some characters infected with Jungle Rot, either on their clothing, or directly on their person, suffer from allergic reactions. Those who fail to make a Save versus Allergic Reaction (11 or better on twenty-sided, with P.E. bonus allowed) will swell up, lose all but one of their attacks per melee round, and generally feel miserable. The only solution is to strip off the affected garments, wash hourly in soap and boiling hot water for 1D6 days (difficult while moving through the jungle) or, in the case of infected hair or fur, shave it all off and scrub thoroughly.

11-15 Sand Flies. A swarm of thousands of barely-visible mutant sand flies attacks. These insects inflict painful, itchy bites, crawling under clothing and armor. If not stopped by stripping down and washing with soap and water (or with something like gasoline, pure alcohol, or a Snake Doctor remedy), the bugs will start burrowing into the skin, inflicting 1 point of damage every fifteen minutes. Characters with a natural armor class of 7 or better are immune to the sand flies.

16-20 Mosquitos. A few dozen normal-sized mosquitos show up. Mostly they're just painful and annoying. Ask the players if they're trying to fight off the mosquitos. Fighting mosquitos means taking five minutes of full concentration, with no other movement or combat allowed. Each character fighting mosquitos will have to make a successful strike 2D6 times (the mosquitos have a +2 to Dodge). Any failed roll means that the character was bitten.

The worst aspect of an encounter with mosquitos comes several (1D6) days afterward. At that point the game master should have all the bitten characters roll a Save versus Infestation (6 or better to save on twenty-sided, with P.E. bonus allowed) for every mosquito bite. Anyone who fails to make the save has been infested with *Blowfly Larvae*. These are small, 1/4 inch long, insect larvae that live under the character's skin, breathing through a hole in one end, and eating the character's blood and flesh with the other end.

Digging out a blowfly larvae with a knife or claw inflicts 1D6 damage on the character. If someone with the Snake Doctor skill is available, they can remove a larva in ten minutes, without any damage, using burning herbs to loosen the larva's pincers.

21-25 Mutant Army Ants. Not much chance of being surprised by a marching column of mutant Army Ants, they can be heard up to a mile away, and, close up, they sound like a mechanized construction crew, complete with bulldozer. Although they climb trees, cover the ground, and invade any tunnels in their path, they are exclusively carnivorous. Fortunately, they only move at a Speed of 2.

Standing to fight, or being trapped, or unable to outrun, means being covered by the six-inch-long ants of the swarm. In the first melee round of encountering them, only the advance scouts will attack, so each character will be attacked only 1D6 times. However, for each additional melee round of the encounter, an additional 1D6 ants will attack each character. Each ant has 1 hit point, 1 point of S.D.C., and does 1 point of damage per attack.



26-30 Mutant Killer Bees. On the ground, or at tree-top level, the encounter consists of a hunting swarm of from three to eighteen (3D6) workers out looking for pollen. Unless they are disturbed, attacked, or kept from their precious flowers, they will simply do their collecting and go along their way. Characters who hide, or stand very still, will not be attacked.

However, if the killer bees are encountered while travelling through the mid-canopy tree level of the jungle, it means that the characters have come close to one of their hives. This is a dangerous situation, where a swarm of from ten to sixty (1D6 × 10) killer bees will rush to defend their home. As long as the intruders flee quickly, the bees will do no more than "encourage" their flight (with a few quick stings), but if the intruders engage in combat, the bees will get very angry. Worse, if the intruders actually attack the hive itself, then another twenty to one hundred and twenty (2D6 × 10) bees will come to the defense.

Each mutant killer bee has two attacks per melee, +2 to Strike, and +6 to Dodge. Typical mutant killer bees weigh three to four pounds (1.4 kg), have 6 hit points, and 6 S.D.C. Damage depends on how angry the bees are, and the success of the strike roll. Most killer bee attacks do 1D4 damage with each prick of their stinger. However, when the bees are seriously disturbed, and when a roll to strike is 16 or better, then the bee's stinger is planted firmly into the victim, causing 1D8 damage.

Once the stinger is planted, and the bee rips itself away (causing the bee to die), the stinger starts pumping by itself, pushing venom into the victim. Victims must make a Save versus Poison to avoid being affected by the venom. Failing to make the save means that the victim swells up, his speed

and attacks per melee are reduced by half, and takes 1D6 points of damage *direct to hit points*.

As long as the stinger is still in the victim, it will continue to do 1D4 points of damage every thirty minutes. Taking out the stinger with a claw, a knife, or a sharp stick, causes the victim an additional 1D6 points of damage. The venom takes 2D6 hours to wear off, although Snake Doctors can attempt to create an antivenin that will shorten the time and restore up to half the lost hit points.

31-35 Mutant Tarantula. These wandering predators stalk the jungle and can be found anywhere from ground level to the tops of the tallest trees. Their size level varies from three to eighteen, but they'll only attack victims that are at least two Size Levels smaller than themselves. Tarantulas will rush to the attack, doing three attacks in the first melee round, attempting to inject their special poison. Victims must Save versus Poison (on P.E.) to avoid being paralyzed for 2D6 melee rounds. Injecting the poison requires a successful *Bite Attack*. No hit point or S.D.C. damage is done by the poison venom, but the bite that delivers the poison does 1D8 damage. Tarantula S.D.C. is 5 times Size Level, and *Hit Points* are 3 times Size Level, A.R. 6.

36-45 Mutant Tree Spiders. Tree spiders are covered in bands of light brown and dark green fur, camouflaging them in the jungle's vegetation. Close-up, they have eight glittering black eyes (two large upper ones, and six lower, smaller ones). They each weigh around 65 pounds (30 kg) and are around 3 feet long (0.9 m), with 8 hit points and 16 S.D.C.

Natural Weapons: 1D6 Claws

Web Spinning. The spider can use the webbing for a line to lower down from heights, or to climb back up. However, the main use is to string out sticky strands to catch creatures climbing, or flying, through the trees.

The encounter usually starts with a character either climbing or flying through the trees, or walking along a path, and coming across one of the mutant spider's web lines. Characters with the Jungle Survival skill can attempt to roll under their skill on percentile. Making the roll means that the character sees "a thin, green piece of rope or vine," and is able to avoid it. Those without the skill, or who miss their roll, will either grab the line with a hand, or run right into it.

Once the web has been touched, it becomes quite a problem. First of all, it sticks to everything. So attempting to pull the web off one hand with the other hand means that both hands will get stuck together. The line can be cut with a sharp blade, but both ends will end up sticking to the sides of the blade. Pulling at the line, with a P.S. of 9 or greater means that it will snap apart, with one end popping back toward the entangled character and providing more sticky webbing. Plus, if the victim is alone, the mutant tree spider, from hiding, will start shooting out more lines of web at the character. Gradually, as the victim struggles, he becomes totally helpless, completely bound up in the webbing.

At this point the spider usually emerges from hiding. There's only a 4% chance per hour that the spider will immediately kill, and eat, the victim. Instead, it will wrap the victim up more tightly and "store" the finished package up on a branch of a tree.

46-50 Tribal Lands. Roll percentile for type:

01-30 Tree Anteater Grove of Cecropia Trees.

31-50 Village of Tribe of "Dwayne."

51-75 Lo-Ki-Yin Monkey Tribe land.

76-90 Vampire Bat Tribe. A night encounter means noticing a small group (1D6 + 3) of hunters. During the day, this encounter means stumbling across one of their sleeping places, where over one hundred of the bats are resting.

91-100 Secret Temple to Coatl. A cult of mutant snakes, ranging from six to twenty-two (2D6 plus 4), each at least Size Level 12, maintain a secret underground place of worship. Intruders will be threatened and driven away. Lone mutant animals run the risk of being chosen as a special "guest" of the temple (i.e.: sacrificial victim).

51-55 Wandering Feral Mutant Animal. One of the countless mutant animals who have grown up wild in the jungle.

56-60 Pre-Death Building. In the middle of the overgrown jungle, covered with vines and other vegetation, there will be a late twentieth century building. Either a house, a store, an auto garage, or a tavern. Most of the contents are rotten, covered with fungus, or crumbled into dust. Whether there are any bandits, predators, or other danger is left up to the GM.

61-65 Jungle Prospector. Mutant animal, burdened with a huge backpack, and carrying an outrageous amount of tools and equipment. Most prospectors are friendly and helpful, and will readily share information. They're constantly in search of any hints that will lead them to ancient relics or outcrops of valuable gems or metals.

66-70 Empire of Humanity Aircraft. A flight, far overhead, of from one to four (1D4) Empire Saber-19 Long-Range Jet Fighters. Dispatched from the Empire of Humanity's aircraft carrier, they'll likely avoid most encounters. However, if they spot a large concentration of mutant animals, like a truck convoy, or a big settlement in the middle of the jungle, they may come back with a load of bombs.

71-75 Empire of Humanity Helicopters. A pair of Empire LC-12 Assault Helicopters, travelling a couple of hundred feet above the top of the jungle. If they spot any heavily armed mutant animals, and if there is a clear field of view, the chopper gunners may spend a few melee rounds on a strafing run.

76-78 Empire of Humanity Marine Scouts. A long-range reconnaissance platoon of nine, consisting of a low-level officer (human), and eight canines: a sergeant, a medic, a radio specialist, a machinegunner, a sniper, a demolition specialist, and two riflemen. They'll be in regular radio contact with an Empire of Humanity base, and can call for tactical air support, or reinforcements, at will. They're mostly interesting in looking around, but they'll also attack vulnerable groups of armed mutant animals.

79-80 Empire of Humanity Scouts in 2xj Flying Armor. Two Type 2xj Robot Armor Operators flying through the upper levels of the jungle. They're mainly interested in scouting, but they'll occasionally attack small parties of mutant animals.



ZAPATA

Gateway to the Yucatan

Zapata is the closest thing to civilization in the Yucatan. This sleepy town is at the very end of the last road that *Imperial Mexico* maintains in the Baja Mexico.

81-85 Mutant Leaf-Cutting Ant Territory. The ground of the leaf-cutting ant domain is clearly different than the rest of the jungle. Instead of a congested, mass of vines, bushes, weeds and other vegetation, the land of the leaf-cutters is mostly bare dirt, with a few patches of short grass or clover. Hazards include falling through the loose dirt into the ant warrens, being attacked by ants, or encounters with the Titanic Armadillos.

86-95 Jungle Obstacle. This varies according to where the encounter takes place. On ground level, it will be Quicksand or swamp, and up in the middle of the jungle canopy it will be Tree Vines sticky with tree sap. In either case, the character will become entangled and will need help to escape.

96-99 Anti-Imperialist Guerilla Soldiers. Gustavo Alejandro, a mutant squirrel, and his henchman, Salvador Paco, a mutant goat, are the leaders of a group of anti-government rebels. The guerrillas are wandering at the fringes of the jungle, occasionally raiding small villages and Guardia outposts, but only at night, and in secrecy. On first meeting they will attempt to pass themselves off as "tourists." A pretty strange claim for a motley group of mutant animals wearing camouflage fatigues and armed to the teeth. They've got a few automatic weapons, a couple of radios, and big ambitions.

100 Ancient Mayan Temple. Buried in the jungle, one of the stone monuments or temples of the Mayas discovered. Aside from the archaeological value, a careful search will sometimes (8%) reveal a cache of artifacts. For every day of actual excavation (digging with pick and shovel), there is a 16% chance of finding more artifacts. Roll percentile to determine the type of relic:

- 01-30 — Ancient bones or skeletons
- 31-50 — Broken clay pots and dishes
- 51-65 — Piece of stone friezes and statues
- 66-75 — Shards of glass and glass beads
- 76-85 — Stone Tablet with Mayan Glyphs
- 86-90 — Stone axe, spear or arrow head
- 91-95 — Jade necklace, ring or amulet
- 96-97 — Obsidian stone pendant or orb
- 98 — Turquoise ring or orb
- 99 — Opal pin or necklace
- 00 — Pure gold necklace or statuette

The Children of Zapata

At any given time, four to nineteen (3D6a) mutant animal children will be hanging around the dusty streets of Zapata. Bored with life in general, they will instantly attach themselves to any strangers, eager for news, money, food, or any kind of excitement.

A Typical Mutant Child at Zapata

Typical Mutant Child: S.D.C.: equal to age, Hit Points: age divided by two. Those over the age of four have either W.P. Blowpipe or W.P. Bow, with poison darts or poison arrows. That's because one of the children's main responsibilities is keeping control over the local cockroach population (20 pounds, A.R.:8, 10 S.D.C. and 2D6 Hit Points). All children over the age of ten know the Jungle well enough to have the Jungle Survival skill at first level, by age twelve it's second level, and the fourteen year olds are at third level.

Some Optional Non-Player Characters

1. Chac, 9-year-old Vampire Bat. A precocious kid, almost a brat, and one who'll ask questions constantly; and will become very self-important if asked by the player characters to do anything. Although he's an orphan, he's the natural leader of the Zapata kids.

2. Avia, 14-year-old Emerald Tree Boa, and Juan, 13-year-old Emerald Tree Boa. This sister and brother pair are the children of the town's Guardia Commander, Miguel Alguerre. They are the oldest and most responsible of the kids, and they will play "protector" if any other children are threatened. At least for the first few hours, they'll treat strangers with a certain amount of caution. If they figure that any player character "hates kids," they'll report it to their dad, and it could result in the whole town turning hostile.

3. Juarez and Diego, 7-year-old twin Kinkajous. The twin sons of Carillo Felipe, the owner of Zapata's only store. They are curious and friendly, with Diego being a lot bolder, and Juarez being more inclined to want to study problems carefully.

4. Three kids who can fly are Xavio, a 7-year-old Toucan, Maria, a 12-year-old White Hawk, and Simon, a 10-year-old Green Jay. They are all proud of their aerial skills (although they are a little awkward on take-offs and landings), and will readily help the player characters if treated well.

5. Among the very young kids are Dona, a 3-year-old Tree Porcupine, and Thomaso, 3-year-old Giant Anteater, both of whom are very affectionate, and will take a stranger by the hand, or crawl into their lap, at the slightest invitation. **Sangria, a 3-year-old Sloth,** who is very shy, and will usually suck her thumb and hide behind one of the other children. Adventurous pre-teens include **Triguena, an 8-year-old Margay, Juanita, a 9-year-old Cat, and Miguel, an 8-year-old Mouse.**



Guardia Fortress

In addition to being the only outpost of law and order, the Guardia Fortress also serves as Zapata's "Casa Real" (administrative office), and "catastral" (tax office). This is a thick-walled stone building that served as a bank in pre-Death days. Currently, its walls have been fortified, the vault has been put into working order, and there are sandbag positions and two machineguns up on the roof. The teller area has been turned into a jail cell, and there are usually from two to twelve (2D6) prisoners either serving short terms (a week for drunkenness) or waiting for the monthly prison bus to Baja, Mexico's capital. An addition on the back of the building houses the commander and his family.

Miguel Alguerre: Mutant Emerald Tree Boa Constrictor

Miguel is the commander of the Zapata Guardia outpost. He is the only really professional military man in town. When he needs "deputies" he'll usually swear in some of the local drifters, or, if the situation is serious, he'll draft all the capable adults in town into a loose militia.

Alignment: Scrupulous

Attributes: I.Q.:7, M.E.:30, M.A.:14, P.S.:6, P.P.:7, P.E.:4, P.B.:17, Spd.:16

Age: 29 **Sex:** Male

Size Level: 11,

Weight: 245 Pounds (110 kg) **Length:** 18 Feet (5.4 m)

A.R.: 7 **Hit Points:** 51 **S.D.C.:** 65

Disposition: Cautious, slow, but well-meaning.

Human Features:

Hands — FULL

Biped — NONE (No legs either)

Speech — PARTIAL

Looks — NONE

Powers: None

Psionics: Bio-Manipulation: Blind, Mind Block, See Aura.

Level of Experience: 5th level

Occupation: Commander of Zapata's Guardia

Natural Weapons: None

Skills of Note: Radio: Basic (65%), Detect Ambush (65%), Detect Concealment (55%), Interrogation (65%), Tracking (55%), Jungle Survival (65%), First Aid (75%), Demolitions (75%), Pilot Truck (94%), Hand to Hand: Expert (5th level), W.P. Machete, W.P. Automatic Rifle, W.P. Automatic Pistol, W.P. Sub-machinegun, W.P. Machinegun. All skills are at 5th level proficiency.

Combat Skills

Attacks Per Melee: 4

+3 to Strike, +2 to Parry, +3 to Dodge; No bonus to damage, +2 to Roll with Punch or Fall. He doesn't do a Kick Attack, but he can attempt to knockdown opponents with his tail with a +2 bonus.

Personal Profile: An easy-going guy, Miguel is devoted to his wife Diana and his children. He'll usually try to talk things out before arresting anyone, and he's not particularly greedy about getting bribes (although he does expect to be paid off; it's his main source of income).

Special Weapons: Usually wears a 9mm Automatic Pistol.

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