



MAXIMUM

APOCALYPSE

MONSTER MANUAL

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Based on the original board game **MAXIMUM APOCALYPSE** created by Mike Gnade.



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TABLE OF CONTENTS

INTRODUCTION

ENEMY MOTIVATIONS	6
BOSSES, MINIONS, GOONS	8

ALIENS

AERDRONE	11
COMMANDER	12
HARVESTER	13
INVADER	14
PRANCER MECH	15
SCIENTIST	16
SOLDIER	17

CTHULHU MYTHOS

BYAKHEE	19
CTHULHU	20
DARK YOUNG	21
HUNTING HORROR	22
NYARLATHOTEP	23
SHUGGOTH	24

HUMAN BANDITS

BANDIT (COMMUNICATOR)	27
BANDIT (DRIVER)	28
BANDIT (FIREFIGHTER)	29
BANDIT (FIRESLINGER)	30
BANDIT (HUNTSMAN)	31
BANDIT (TRACKER)	32
BANDIT (WILD CHILD)	33

BIG BAD JESTER	34
MURDER CLOWN	35
CULTIST	36

LOYAL COMPANIONS

BEAR	38
DOG	39
ELK	40
HORSE	41
IGUANA	42
LYNX	43
MAMMOTH	44
TIGER	45
WOLF	46

MUTANTS

MARAUDER	48
MILITARY REMNANT	49
MUTANT RAT	50
MUTANT THUG	51

RAPTURE

ANGEL	53
DEMON	54
HORSEMAN OF DEATH	55
HORSEMAN OF FAMINE	56
HORSEMAN OF PESTILENCE	57
HORSEMAN OF WAR	58
IMP	59

ROBOTS

AI CORE LEADER
DEMOLITION BOT
LASER DRONE
MISSILE TANK
OMNISHOT
POLICE PHALANX
SCOUT BOT

SUPERNATURAL HORRORS

ALPHA WOLF
DRACULA
FRANKENSTEIN'S MONSTER
GHOUL
SUCCUBUS
VAMPIRE
WEREWOLF

YOKAI

62	KIJO	78
63	KITSUNE	79
64	NAMAHAGE	80
65	ONI	81
66	OROCHI	82
67	SEIRYU	83
68	SHUTEN DOUJI	84
	TENGU	85

ZOMBIES

70	ZOMBIE DOG	89
71	ZOMBIE HORDE	90
72	ZOMBIE QUEEN	91
73	ZOMBIE SOLDIER	92
74	ZOMBIE SPITTER	93
75	ZOMBIE STALKER	94
76	ZOMBIE WALKER	95

KAIJU NOTES

97

INTRODUCTION

Welcome the Maximum Apocalypse: The Roleplaying Game Monster Manual. This is second book in the core sequence and contains all the information that a player or Gamemaster would want concerning Bandits, Creatures, and Enemies that lurk the Maximum Apocalypse RPG world. This book contains more art than the other manuals in the set but also contains the least Rules information than the others. However, what it does contain is brief descriptions of the enemy types (Alien, Robot, Zombie, etc.) and condensed “Stat Blocks” of the most useful information for Gamemasters to use them as necessary in games. It should be noted that aside from some information about how to create new enemies for use in Maximum Apocalypse: The Roleplaying Game, there aren’t many “Rules” within this book. For those, check out the Core Rules and the Gamemaster Guide, the first and third volumes of the core sequence.

Each Monster Type section has a brief breakdown of how those Enemies came to roam the wasteland, how they contributed to the end of the world, and the common traits that characters would discover if they were to observe the group over time. This information is basically what a character would know about the monsters with a **Successful (1 Degree) ACADEMICS** skill roll. Gamemasters or players who need this information can use the opening sections of each Enemy Type to determine what they discovered upon their successful Academics roll. Some restrictions may apply depending on the Degree of Success.

DO I STRICTLY FOLLOW THE INFORMATION?

It would not be “your game” if you were required to follow the information provided so strictly that you couldn’t use them to fit your campaign or setting. If a Gamemaster needs to change the name of an Enemy (like the Zombie Spitter) or change a Trait or Ability in order to “Reskin” it to fit their games, we encourage that. In fact, you can join the discord (discord.me/marpg) and let us know what cool things you made, and perhaps even find additional players willing to balance test this new creation. This is a resource book, not a book of commandments.

RESOURCES FOR FURTHER INSPIRATION

In each of the Monster Type briefs, there are some movies, tv shows, books, video games, and anime (perhaps a comic or manga too) that provide some “classic” inspiration regarding the Enemies contained within this book. However, these are not exhaustive lists and players or Gamemasters can certainly find many more with internet searches. For example, the movie “Bird Box” provides some inspiration for a Cthulhu Mythos enemy, but it isn’t on the list because none of those Enemies were inspired by the film. Conversely, if you see a title you do not recognize, hit the google machine and see what turns up. You might find yourself investing in a new book series or watching a film you never knew existed.

ENEMY MOTIVATIONS

Ultimately the reason why any creature contained within this manual is undertaking any of the actions it is during a scenario is determined by the Gamemaster, but the guidelines below should help create a baseline for Gamemasters and players. Enemies are called such because they are opposed to player characters, but their reasons may differ from scenario to scenario. Some scenarios or campaigns may even call for certain enemies to become allies or vice versa. Therefore, the following motives are the suggested motives for determine the reason for enemies to be enemies.

ALIENS

The alien civilization has stretched itself thing across innumerable stars, and aliens go from planet to planet searching out the organic component pieces and rare minerals needed to maintain their ships and their crews, and develop new technologies to assist in the harvesting of these materials. The unfortunate truth is that humans present an easily obtain source of these organic component pieces and are easily manipulated with the inherent alien psychic abilities.

ANGELS

These “heavenly” entities have descended from an astral dimension to continue their eternal fight with Demons and Imps whom have ascended from an ethereal dimension. They have chosen the wasteland as their battlefield and will stop at nothing to keep Demons from gaining any foothold here.

BANDITS

From various perspectives, the term bandit is synonymous with survivor as they are just other humans trying to survive. Most bandit survivors, however, are ruthless and selfish, willing to steal or worse to obtain the gear they need to survive, and perhaps even betrayal allies along the way. They are motivated by selfish self-interest and should the player characters burn too many bridges along the way, they might become “bandits” from some perspectives.

CTHULHU MYTHOS

It is difficult to assign motives to entities whose existence is destroys all rational, scientific understanding and are therefore as impossibly foreign to human minds as humans are to them. They simply exist and do whatever they please, and humans just happen to either be in the way, or useful pawns for their own ends.

DEMONS

These entities have been living since the beginning of the universe. Some scholars believe that they are actually energies and emotions that have become animate creatures. There may be some truth to this because their only motivations seem to revolve around causing strife for humanity.

KAIJU

Understanding Kaiju motivations is akin to understanding a tornado's dreams or a hurricane's personal interests. Kaiju exist and that is enough to understand their motivations. While scientists may attempt to study these creatures, the information they gain is akin to talking to the wind.

LOYAL COMPANIONS

Creatures such as dogs, wolves, bears, panthers, snakes, rats, birds, etc. are all motivated by the need to feed. They are looking for food and safety as they have since the dawn of time. If too hungry, they can get violent, and if placated, can become friendly.

MUTANTS

The unlucky survivors of the Nuclear Holocaust have managed to continue even after their minds and their bodies have been broken by radiation. They need what humans and bandits need, food, shelter, and safety, but unfortunately they cannot get too close to others without causing them to become broken, so they can only join with each other, or survive alone, creating new forms of bandits or beasts.

ROBOTS

Motivated to overcome their fleshy overlords, Robots turned the rebellious dial to eleven. They seek to build a machine utopia and need all the component pieces they can find to do it, and unfortunately, the central Artificial Intelligence has determined that the existence of any human is a threat to that society. Primarily they are only motivated by finding Component Pieces, so they do not care about any other enemies that they may encounter unless those enemies become threats.

SUPERNATURAL AND YOKAI

The creatures of myth and legend, both western and eastern, are the dark shadows of humanity, the predators that feed off human life force. To them, survivors are nothing more than sentient cattle, useful for food and entertainment, and as a resource for bolstering their own ranks by granting survivors some of their dark, occult gifts to raise above humanity.

ZOMBIES

Brains... Flesh.... Food...

Each of these groups have their own bosses and minions, their own leadership structure, and their own endgoals. What their endgoals are is specifically part of the Gamemaster's "MASTER PLOT" (see Gamemaster Guide). Bosses win ALL ties, where Minions lose ALL ties. If they do not have the "Boss" tag, they are a minion.

BOSSSES, MINIONS, AND GOONS

Enemies are separated into 2 categories: Minions and Bosses. Bosses are rare enemies, only 1 to 2 per category, and as such are harder to defeat. They are smarter and generally have some kind of commanding control over the other monsters of their same Enemy type (Aliens, Robots, etc.). The main principle governing Bosses and their interactions with player characters is that Bosses automatically win ALL tied opposed rolls. Often, Bosses require a group of characters working together to defeat them. Encountering a Boss should be a rare event, reserved for the Final Showdown of a one-shot game or a campaign.

Minions are common enemies, usually 3 to 5 per category, and are often in groups or packs of 1-3. Minions can range in strength and therefore can fluctuate in numbers depending on the player characters and Gamemaster narrative intent. Minions are the primary enemies that players encounter throughout game sessions. The main principle that governs player interactions with Minions is that Minions automatically lose ALL tied opposed rolls against players.

Goons are a special, and optional, enemy used to fluff enemy numbers and cause a distraction or obstacle for players. They mimic Minions in look and style, but they are relatively weak and should have 1/2 the stats and Health Points of the minions they are mimicking. Goons do not need to have Special Abilities, but a Gamemaster may grant them one if it is appropriate to fit them into the narrative. Optionally, Goons may have 1-3 Health Points and may not make Dodge Defensive Actions to keep them from being difficult. However, every 3 Goons increases the difficulty of any Combat.

Gamemasters can customize ANY Enemy by swapping Traits or Special Abilities with others. If any special ability or trait is added to an Enemy, an existing trait should be removed. For example, a Zombie Walker may be given the Hardened trait (a Robot Trait) if it loses its Flocking trait. This allows Gamemasters to modify Enemies as necessary.

USING BOSSSES, MINIONS, AND GOONS IN CAMPAIGNS

For campaigns or multi-session story arcs, Bosses should be a rare enough occurrence that they only appear 1-2 times during the story arc, but need not appear at all. A story arc may not revolve around the causes of an apocalypse and therefore require no enemies whatsoever. Minions, on the other hand, should occur so frequently as to be the most commonly encountered enemy during a Campaign or Story arc, and often to keep the Player Characters from reaching the Boss.

Goons are not necessarily rare, but should not be used as frequently as Minions. Usually, for every 3 Goons that appear in a scene, at least 1 Minion should be with them, disguising the Minion among the group of imposters.

CREATING NEW BOSSES

From time to time, a Gamemaster may choose to create their own Boss rather than using one provided below. If that were the option, the Gamemaster should refer to the Group Stat Average on page 51 of the Gamemaster's Guide to determine the Average Stats for their group of players. If the Gamemaster would rather create a monster on the fly, then they must assume an average of 40 on all Base Stats and 20 on all Special Stats.

For Bosses, the Gamemaster will:

- Add 30 to one stats
- Add 20 to two stats
- Add 10 to three stats
- Readjust Special Stats and then double 2 of them (Dodge included)

Bosses should also have 3-4 Special Abilities related to their enemy type, like a CPU if they are a Robot, Obake Step if they are a Yokai, Telepathy if they are an Alien, etc. One Special Ability that distinguishes bosses is command bonuses to the minions of the Monster Type. This can be a numerical bonus to the Base Stat Threshold, or an Initiative Bonus that allows them additional turns during Combat Rounds, especially if those are designed to allow the minions to protect the Boss.

CREATING NEW MINIONS

Minions are the most common enemy that players may encounter throughout the game. As such, if a Gamemaster chooses to create their own Minions rather than use the several in the book, they should remember that a Minion is average for their monster types, and should therefore be fairly close to the Group Stat Average on page 51 of the Gamemaster's Guide. If the Gamemaster opts to ignore the Group Stat Average, they can create a New Minion by allocating 300 Stat Points (150 for Zombies) into the 9 Base Stats and calculating Special Stats from there.

Minions will have the Common Traits of their Type as well as 1-2 additional Special Abilities to make them a creative challenge for players.

CREATING NEW GOONS

Because Goons are weaker than Minions, the best technique for creating Goons is to find a Minion for them to mimick and reduce all the Stats by one-half ($1/2$). If the Gamemaster chooses to make a New Goon, they can allocate 150 Stat Points (75 for Zombies) into the 9 Base Stats and calculate the Special Stats from there. Goons will also have 0-1 Special Abilities and 1-3 Health Points. Every 2 Goons does increase the Enemy Stat Average +5, unless they have 1-3 Health, then its 5 Goons to every +5.

ALIENS

Typical Inspirations: *War of the Worlds, Mars Attacks, Independence Day, Signs, Predator, Invasion of the Body Snatchers, Edge of Tomorrow, XCOM*

"They came from the sky. There weren't nothing we could do." - Arthur Deats, Survivor

Aliens stumbled across Earth while roaming around space, ripping planets apart for their natural resources and then moving on to the next. What they want and need is merely the natural resources of the planet and organic component pieces to be able to repair their biological equipment, like armor. Humans are enticing targets because they are made entirely of organic component pieces (Build is Organic CP). Aliens, therefore, often do not want to kill the humans they find, but rather capture and disassemble them.

COMMON TRAITS AND TECH

Common traits among aliens are:

- Brain Sacs
- Psychic Abilities
- Three Eyes (one that sees infrared)

Almost every Alien has some kind of armor, but the less psychic among them use Exoskeletal Armor, which is made of the shell proteins found common among the race they previously conquered. It is a chitinous shell that self heals via excreting resin, but it requires some psychic proding.

Aliens typically attempt to use Xenoblasters to render their targets unconscious, but will switch to lethal methods if threatened or they deem the target too complicated to abduct. These same weapons have great affect against Robots and other electronics.

FEELINGS ABOUT OTHER CREATURES

Angels/Demon: Their eternal war is not important and they do not have useable organic component pieces.

Mutants: These are akin to humans, but the radiation damage requires finesse. Are targets, but only in non-mutant humans are not available.

Robots: They have encountered sentient machines before. Since these machines often do not use organic component pieces, they are indifferent toward them.

Supernatural: Dangerous entities who dark powers can manipulate psychic thoughtlines. They should be avoided at all costs. If necessary to kill, attempt from orbit.

Zombies: Infected organic component pieces. Best to use them, but not to abduct them.

AERODRONE

ALIEN VEHICLE



BUILD	HEALTH POINTS	ARMOR POINTS
70	6	24
DODGE	20 / 10 / 5	
INITIATIVE	5	
RESILIENCE	15 / 7 / 3	
RESOLVE	20	
DC MOD	-1 (0)	
General Attacks	Mounted Blaster (45): STUN (Overcharge 2d4)	
Gear	Exoskeletal Armor	

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
15	15	20	40	40	40	10	40	30

TRAITS & ABILITIES:

Exoskeletal Expertise: Negates the Disadvantage on Strength, Fortitude, and Agility.

Mounted Blaster: Blaster Mounted on Drone. Uses Knock-out Attacks but can cause 2d4 Damage with overload. Overload takes 2 Complex Actions.

Telepathy: Able to send and receive messages over 40 distances (Very Long), and search for minds using the Salvage Special Stat (25/12/6).

GEAR:

Exoskeletal Armor: Mass of Chitinous tissue that Increases the Build +50 and grants 24 Armor Points and Disadvantage on STR, FOR, and AGI rolls. Naturally regenerates, negating 2 Damage per Degree of Success on a Resilience Special Stat roll each time it takes damage.

Note: under the shell, this is just a brain sac that controls the flying functions with telepathy.

ALIEN COMMANDER

ALIEN

BOSS



BUILD	HEALTH POINTS	ARMOR POINTS
60 (100)	12	24
DODGE	47 / 23 / 11	
INITIATIVE	7 / 2	
RESILIENCE	30 / 15 / 7	
RESOLVE	37	
DC MOD	0 (1)	
General Attacks	Blaster (65): STUN (2d4) Large Cutter (65): 1d8+7 (2d8+7)	
Gear	Exoskeletal Armor	

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
30	30	35	60	60	60	60	60	40

TRAITS & ABILITIES:

Death Experienced: Immune to Intimidate skill and transfers memories into ANY nearby mind.

Symmetry Sense: Automatically takes charge of minds whenever Psychosymmetry is used. Can hide information from others.

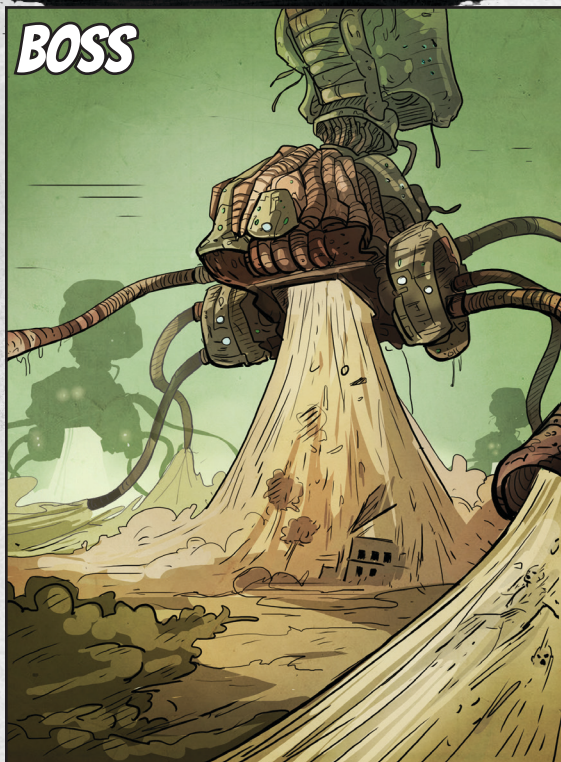
Psychosymmetry: Can 'blend' minds as with Psychic Power: Psychosymmetry (see Page 39)

GEAR:

Exoskeletal Armor: Mass of Chitinous tissue that Increases the Build +50 and grants 24 Armor Points and Disadvantage on STR, FOR, and AGI rolls. Naturally regenerates, negating 2 Damage per Degree of Success on a Resilience Special Stat roll each time it takes damage.

HARVESTER

ALIEN VEHICLE



BUILD	HEALTH POINTS	ARMOR POINTS
380	76	4
DODGE	70 / 35 / 17	
INITIATIVE	14 / 9 / 4	
RESILIENCE	90 / 45 / 22	
RESOLVE	40	
DC MOD	+6	
General Attacks	Suck Attack: Strength vs. Resilience Tentacle Strike (10): 1d10+11 (Multi-Attack 4)	
Gear	Exoskeletal Armor	

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
90	90	100	40	40	40	10	10	10

TRAITS & ABILITIES:

Carrier Build: Harvesters have +200 to their Build because they are designed to carry harvested organic material to Generation Ships.

Psychic Armor: Alien has an Armor of 3 while Conscious.

Suck Attack: Harvesters can attempt to “Suck” targets toward them. Targets Resist with Resilience and gain Advantage if they are anchored to something. If they fail, they will move 1 distance per Action Phase toward the Harvester, but cannot

make further Resilience attempts unless someone anchors them.

Tentacle Strike: Harvesters have 4 Tentacles that extend off their body to “suck” targets into their harvester tank. They can use these to strike, giving them a maximum of 4 attacks against targets.

GEAR:

Exoskeletal Armor: Mass of Chitinous tissue that Increases the Build +50 and grants 24 Armor Points and Disadvantage on STR, FOR, and AGI rolls. Naturally regenerates, negating 2 Damage per Degree of Success on a Resilience Special Stat roll each time it takes damage.

ALIEN INVADER

ALIEN



BUILD	HEALTH POINTS	ARMOR POINTS
90	18	12
DODGE	37 / 18 / 9	
INITIATIVE	7 / 2	
RESILIENCE	45 / 22 / 7	
RESOLVE	40	
DC MOD	0	
General Attacks	Blaster (70): STUN Punch (70): 1d4	
Gear	Blaster, Psychic Shield	

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
45	45	35	40	40	40	65	65	40

TRAITS & ABILITIES:

Combat Rage: +5 to both FS and BS Skills, and +2 to Initiative, but cannot use Dodge.

Premonition: Can make Dodge Defensive Actions against Stealth Attacks.

Psychic Armor: Alien has an Armor of 3 while Conscious.

GEAR:

Blaster: Uses bio-electrical energy to do Knock-out Attacks but can cause 2d4 Damage with an overload.

Psychic Shield: Amplifies Psychic Armor Ability (12 Armor Points instead of 3). Reduces with each attack but resets to full at the beginning of each Combat Round.

PRANCER MECH

ALIEN VEHICLE



BUILD	HEALTH POINTS	ARMOR POINTS
250	50	24
DODGE	50 / 25 / 12	
INITIATIVE	11 / 6 / 1	
RESILIENCE	75 / 37 / 12	
RESOLVE	20	
DC MOD	+4	
General Attacks	Leg Smash (45): 1d8+7 Mounted Blaster (45): STUN (Overcharge 2d4)	
Gear	Exoskeletal Armor	

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
75	75	80	20	20	20	40	40	30

TRAITS & ABILITIES:

Leg Smash: Prancers can attempt to Bludgeon targets with their legs.

Mounted Blaster: Treated as normal blaster, but mounted on side of Mech.

Passive Mode: Prancers can act on their own, but Pilots connect with Psychosymmetry without resistance to replace the Prancers INT, INS, FS and BS with their Pilot skill.

Prancer Build: Prancers have +100 to their Build because they are designed to carry a small crew (4).

GEAR:

Exoskeletal Armor: Mass of Chitinous tissue that Increases the Build +50 and grants 24 Armor Points and Disadvantage on STR, FOR, and AGI rolls. Naturally regenerates, negating 2 Damage per Degree of Success on a Resilience Special Stat roll each time it takes damage.

ALIEN SCIENTIST

ALIEN



BUILD	HEALTH POINTS	ARMOR POINTS
60	12	6 Charges
DODGE	57 / 38 / 19	
INITIATIVE	5	
RESILIENCE	30 / 15 / 7	
RESOLVE	85	
DC MOD	0	
General Attacks	Large Cutter (25): 1d6+3	
Gear	Damage Reducer	

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
30	30	35	90	80	80	20	20	20

TRAITS & ABILITIES:

Human Tech: Understands and Human Technology. Gains Tech Use skill.

Organic Knowledge: Advantage on Bio Repair skills and Treatment codes +1.

Psychosymmetry: Can 'blend' minds as with Psychic Power: Psychosymmetry (see Page 39)

Telepathy: Able to send and receive messages over 95 distances (Very Long), and search for minds using the Salvage Special Stat (50/25/12).

GEAR:

Damage Reducer: Holds 6 Charges. When attacked, the Damage Reduce emits a psychic field that reduces the Damage Code of the attack by 1 per Charge expended. At the beginning of each Combat Round, the Reducer automatically regains 3 Charges.

ALIEN SOLDIER

ALIEN



BUILD	HEALTH POINTS	ARMOR POINTS
150 (190)	30	24
DODGE	50 / 25 / 12	
INITIATIVE	11 / 6 / 1	
RESILIENCE	75 / 37 / 18	
RESOLVE	20	
DC MOD	+2	
General Attacks	Blaster (45): STUN (Overcharge 2d4) Large Cutter (45): 1d8+7	
Gear	Blaster, Exoskeletal Armor	

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
75	75	80	20	20	20	40	40	30

TRAITS & ABILITIES:

Rule of One: Fighting and Ballistic Skills against Humans are at Advantage.

Exoskeletal Expertise: Ignore the Disadvantage for STR, FOR, and AGI rolls with Exoskeletal Armor.

GEAR:

Blaster: Uses bio-electrical energy to do Knock-out Attacks but can cause 2d4 Damage with an overload. Overloading costs 2 Complex Actions

Exoskeletal Armor: Mass of Chitinous tissue that Increases the Build +50 and grants 24 Armor Points and Disadvantage on STR, FOR, and AGI rolls. Naturally regenerates, negating 2 Damage per Degree of Success on a Resilience Special Stat roll each time it takes damage.

ALIENS II – CTHULHU MYTHOS CREATURES

Typical Inspirations: *The Thing, The Mist, Annihilation, In the Mouth of Madness, Uzumaki, The Cabin in the Woods, The Color Out of Space, Polaris*

“That which is not dead can eternal lie.” - Dima, Cultist

Similar in many ways to Aliens, the Mythos creatures are beings from impossible aeons into the past and from unfathomable distances of the stars. Some say they have been on earth since before even the dinosaurs, but others say that they traveled here on wings using cosmic winds as propulsion. They are terrifying alien creatures and their motivations are unknown, even to their worshippers.

COMMON TRAITS AND TECH

Common traits among Cthulhu Mythos creatures are:

- Insanity inducing visages that defy reality
- Tendrils or tails
- Squishy, organic bodies

Cthulhu Mythos creature technology is something almost impossible to explain via regular terminology, but suffice it to say that the strange, almost ritual incantations they use do actually allow them to fly, cause damage, etc. The technology is strange and complex, and to most survivors appears to function almost like magic.

There are survivors who have embraced the madness of the mythos and become cultist followers. These are humans and/or mutants that find they have some protection when they give into the promptings of the mythos creatures.

FEELINGS ABOUT OTHER CREATURES

Angels/Demon: It is unknown how the Mythos creatures feel about these. Sometimes it seems like they are part of their cause, and sometimes it feels like they antagonists.

Mutants: They feel the same way about mutants as they do humans... which is to say that they have very little regard.

Robots: Because machines do not have minds, they offer the greatest threat to the Mythos. Things often do not go well when the two cross paths

Supernatural: Are these not Mythos creatures?

Zombies: These seem most likely to be something that a Mythos creature created, so most mythos creatures ignore them unless bothered by them.

BYAKHEE

CTHULHU MYTHOS



CTHULHU

BUILD	HEALTH POINTS	ARMOR POINTS
140	28	-
DODGE	45 / 22 / 11	
INITIATIVE	8 / 3	
RESILIENCE	70 / 35 / 17	
RESOLVE	50	
DC MOD	+1	
General Attacks	Claw (55): 2d4	
Gear		

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
90	50	40	50	50	35	55	0	40

TRAITS & ABILITIES:

Fear: Every survivor who sees the Mythos Creature MUST make a Resolve Special Stat roll. Failure results in becoming SHAKEN. A Success causes the survivor to become UNNERVED.

Flight: This Mythos Creature can fly and therefore ignores most barriers.

Swift: This Mythos Creature does not stop moving and therefore is always at Midrange for ALL Attacks. It strikes in Midflight, so it never ends within Close Range of a target.

CTHULHU

CTHULHU MYTHOS

BOSS



BUILD	HEALTH POINTS	ARMOR POINTS
625	130	-
DODGE	67 / 33 / 16	
INITIATIVE	8 / 3	
RESILIENCE	325 / 162 / 81	
RESOLVE	60	
DC MOD	+12	
General Attacks	Slam (50): 2d10+2d8+18	
Gear		

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
325	325	35	100	100	60	50	0	45

TRAITS & ABILITIES:

Construct: This Mythos Creature is never actually killed. They will return when the stars are right...

Goliath Size: Because of its Size, Cthulhu grants **DOUBLE ADVANTAGE** to Attacks against it, but also grants **DOUBLE DISADVANTAGE** to its opponents' Defensive Actions within Close Range and **DISADVANTAGE** to its opponents' Defensive Actions within Short Range

Madness: Every survivor who sees the Mythos Creature **MUST** make a Resolve Special Stat roll. Failure results in gaining an INSANITY CONDITION. A Great Success or below causes the survivor to become SHAKEN. An Amazing Success causes the survivor to become UNNERVED.

Psychosymmetry: Can link minds with targets within Midrange to "Blend" mind and memories. Can obtain information AND gain Advantage on Intimidate skill rolls.

DARK YOUNG

CTHULHU MYTHOS



CTHULHU

BUILD	HEALTH POINTS	ARMOR POINTS
300	50	9
DODGE	70 / 35 / 17	
INITIATIVE	13 / 8 / 3	
RESILIENCE	150 / 75 / 37	
RESOLVE	65	
DC MOD	+4	
General Attacks	Slam (60): 2d8+7	
Gear		

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
220	80	80	70	60	20	60	0	55

TRAITS & ABILITIES:

Camouflage: This Mythos Creature has Advantage on Stealth rolls in wooded areas because it looks like a tree.

Fear: Every survivor who sees the Mythos Creature MUST make a Resolve Special Stat roll. Failure results in becoming SHAKEN. A Success causes the survivor to become UNNERVED.

Tentacles: This Mythos Creature gets 4 Attacks per Action Phase WITHOUT gaining Disadvantage.

Thistle Milk: This Mythos Creature can grapple a target and hold it within its body, burning it with an acidity liquid that causes 1d6 Resilience Damage each Combat Round. The creature has to fight their way out, causing at least One-Half (1/2) of the creature's life before they can attempt a Successful Strength Base Stat roll to escape.

HUNTING HORROR

CTHULHU MYTHOS



BUILD	HEALTH POINTS	ARMOR POINTS
130	26	-
DODGE	80 / 40 / 20	
INITIATIVE	12 / 7 / 2	
RESILIENCE	65 / 32 / 16	
RESOLVE	82	
DC MOD	+1	
General Attacks	Bite (40): 2d4 Tail Prongs (40): 1d6+3	
Gear		

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
50	70	65	70	95	10	40	0	60

TRAITS & ABILITIES:

Fear: Every survivor who sees the Mythos Creature MUST make a Resolve Special Stat roll. Failure results in becoming SHAKEN. A Success causes the survivor to become UNNERVED.

Fleet-Footed: Can make 1 Movement Action as a Free Action.

Flight: This Mythos Creature can fly and therefore ignores most barriers.

Tail Prongs: This Mythos Creature has spiked prongs on the end of its tail for attacking targets.

NYARLATHOTEP (PHAROAH-FORM)

CTHULHU MYTHOS



BUILD	HEALTH POINTS	ARMOR POINTS
360	72	6
DODGE	57 / 28 / 14	
INITIATIVE	12 / 7 / 2	
RESILIENCE	180 / 90 / 45	
RESOLVE	67	
DC MOD	+6	
General Attacks	Dagger (40): 2d10+11	
Gear		

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
180	180	40	60	75	75	40	25	80

TRAITS & ABILITIES:

Construct: This Mythos Creature is never actually killed. They will return when the stars are right...

Madness: Every survivor who sees the Mythos Creature MUST make a Resolve Special Stat roll. Failure results in gaining an INSANITY CONDITION. A Great Success or below causes the survivor to become SHAKEN. An Amazing Success causes the survivor to become UNNERVED.

Aura of Disease: ALL characters must make an Immunity Special Stat roll against Radiation or Z-Virus every Action Phase they begin within Midrange of Nyarlathotep.

Telepath: Can send messages over very LONG distances via the Mind.

CTHULHU

SHUGGOTH

CTHULHU MYTHOS



BUILD	HEALTH POINTS	ARMOR POINTS
160	32	-
DODGE	32 / 16 / 8	
INITIATIVE	5	
RESILIENCE	80 / 40 / 20	
RESOLVE	42	
DC MOD	+2	
General Attacks	Grab (70): Grapple Slam (70): 2d6+3	
Gear		

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
70	90	15	35	50	20	70	15	35

TRAITS & ABILITIES:

Appendages: This Mythos Creature can create appendages as necessary to adapt to situational conditions (like arms for ladders, eyes for darkness, etc.).

Engulf: This Mythos Creature can absorb a target inside itself and cause 1d6 Resilience Damage each Combat Round until the target escapes with a Successful opposed Strength Base Stat roll.

Fear: Every survivor who sees the Mythos Creature MUST make a Resolve Special Stat roll. Failure results in becoming SHAKEN. A Success causes the survivor to become UNNERVED.

Gelatinous: ALL damage done to this Mythos Creature is Halved (1/2) as the creature's body structure absorbs the hits.

HUMAN BANDITS

Typical Inspirations: *Mad Max, Escape from New York, A Boy and his Dog, Book of Eli, The Postman, The Road, Snowpiercer, Tank Girl, She, The Lost Future, The Stand*

"There's a fine line between survivor and thief." - Dwi, Survivor

At their core, Bandits are survivors. The difference between a typical bandit and a typical survivor is how willing the bandit is to think selfishly and maybe even kill for their food and other resources. They are the dark mirror of the "good" survivor characters. Generally, bandits will not think about the consequences, as they often only care about their ingroup, willing to sacrifice anyone else, perhaps even turning them over to their enemies in exchange for resources.

COMMON TRAITS AND TECH

Common traits among bandits are:

- Willingness to murder
- Lack of loyalties
- Willingness to turn and run instead of staying and fighting

Bandits have the same level of technology as other survivors. Despite the fact that they will steal anything valuable, they have not found a way to improve the situation for themselves or others. In fact, they often have a tendency to steal something that is working and let it degrade until it breaks without attempting to maintain it.

There are 4 kinds of Bandits: Cultists, Murderers, Traitors, and Turncoats. Turncoats are the survivors who run away or switch loyalties when they are in a tough situation. Traitors are survivors who willingly expose safe havens and attempt to gain something by turning other survivors in. Cultists worship the various enemies in the world.

FEELINGS ABOUT OTHER CREATURES

Aliens: Traitorous bandits often sell other humans over to the Aliens for bags of CP.

Angels/Demon: Bandits often become unwitting dupes of the various demons, offering them power in exchange for something, only to always get betrayed.

Mutants: Bandits will accept mutants into their ranks without question, as long as the mutant performs their predetermined role.

Robots: They have the same interactions with robots as other survivors, which is to say that they have to kill the robot or die at its hands.

Zombies: Bandits avoid areas with Zombies as much as possible. If not possible, they will kill all the Zombies in an area.

BANDIT CAMPS OF THE APOCALYPSE

As with other survivors, Bandits tend to form into groups for mutual protection and survival, creating different camps (see Gamemaster Guide for more information about Camps) often revolving around a theme. Camps who form around a leader, as with Oil Baronies, will mimic the styles and mannerisms of their leader and create theme almost accidentally. It is nearly impossible for a Bandit Camp not to develop a style or flair that is particular to their group.

Bandit Camps are found all over, and often they are found nearby the Tribes who have survived the apocalypse (see Gamemaster Guide for more information). Except in the cases of Oil Baronies, Bandits tend to be Destructive rather than Constructive, taking rather than creating items, armor, barriers, and component pieces. Bandits frequently invade or conquer other survivor camps rather than build one of their own.

Oil Baronies are those camps that are created to protect a limited supply of oil or fuel, with their leaders often authoritarian at best, tyrannical at worst. Oil Baronies are both the cause and result of the Peak Oil Collapse, and bandits who assist the oil barons will stop at nothing to maintain their conditional access to the fuel they need to power their machines. This often results in power struggles, break away camps, and arms races. The Dieselpunk Tribe is an example of what happens when an oil barony breaks apart.

BANDIT CAMP EXAMPLES

The Brigade: A camp claiming to be the last official military unit that pressgangs survivors into their ranks. Pro: Military Gear, Facemasks, Autorifles. Cons: Constant food shortages, obligatory military service.

The Circus: A camp of killer clowns with comically oversized weapons. Pros: Clown Make-up. Con: murder or be murdered, alliance to dark powers.

The Cult of Chaos: A camp who worships the powers of the Cthulhu Mythos. Pros: Abundance of food, Social acceptance regardless of mutation. Con: Religious Obligations including willingness to be a sacrificial victim, Insanity Condition

The Elites: A camp of rich bunker survivors who think they can finance the "Restoration." Pros: Neckties as status symbols, clean living conditions, strong security. Cons: Cannibalism, Social Darwinism, Political Intrigue.

The Outlaws: A camp themed as "wild west" outlaws, wearing oversized belt buckles. Pros: Lever-Action Rifles, Horse companions, ammunition. Cons: Violent internal conflicts, fleas, requirement to murder any who protest robbery.

The Van Helsing: A camp of survivors claiming to be fighting Supernatural Horrors, but always seems to put bystanders in the line of fire as bait. Pros: loosely connected informational network, protective warding. Cons: always lacking supplies

BANDIT (COMMUNICATOR)

HUMAN



BUILD	HEALTH POINTS	ARMOR POINTS
80	16	6
DODGE	45 / 22 / 11	
INITIATIVE	9 / 4	
RESILIENCE	40 / 20 / 10	
RESOLVE	55	
DC MOD	0	
General Attacks	Spear (60): 1d6+3 9mm Auto (15): 1d6+3	
Gear	Leather Strips (Armor 2), Joined Plates (Armor 4), Shortwave Radio, Quick-draw Holster, Pouch	

HUMAN

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
50	30	40	60	50	45	60	15	50

TRAITS & ABILITIES:

Self-Sacrifice: Gain +5 Initiative in a group of 3+; cannot leave combat until ALL others do

Faith: Gained +3 Luck Use per Game due to you have heavy Faith in his diety.

Loyalist: Dogmatic follower who feels no remorse about killing non-believers

Psychic Enhancement: Charisma +10 (calculated above)

GEAR:

Concealable: This weapon grants ADVANTAGE to Palming skill rolls to conceal it.

Mag: Make Palming roll to Reload as Free Action.

Reach: The wielder can attack targets in Short Range without moving or throwing.

Unreliable: Rifle Jams on rolls of 95-99, even if the roll is a Success.

BANDIT (DRIVER)

HUMAN

HUMAN



BUILD	HEALTH POINTS	ARMOR POINTS
70	14	4
DODGE	60 / 30 / 15	
INITIATIVE	(12) 7 / 2	
RESILIENCE	35 / 17 / 8	
RESOLVE	80	
DC MOD	0	
General Attacks	Autorifle (40): 1d6+3 (Mag, Burst Fire, Unreliable)	
Gear	Motorcycle Armor, Rifle Ammo (H) (20 rounds), Wool Socks, Repair Kit, Mechanics Tools	

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
30	40	45	75	85	30	30	40	25

TRAITS & ABILITIES:

Enhancement: Instinct +10.

Road Warrior: +5 to Initiative during Vehicular Combat.

Stunt Driver: Drive Skill as Free Action.

Unloyal: This character switches alliances whenever it becomes more beneficial for them.

GEAR:

Burst Fire: Allocate any Amount of Ammunition to increase the weapon's DC +1 per Ammunition spent after the first. The Attacker and Defender gain DISADVANTAGE on their rolls. The Attacker gains another DISADVANTAGE at 4 Rounds.

Mag: Make Palming roll to Reload as Free Action.

Unreliable: Rifle Jams on rolls of 95-99, even if the roll is a Success.

BANDIT (FIREMAN)

HUMAN



BUILD	HEALTH POINTS	ARMOR POINTS
155	31	4
DODGE	30 / 15 / 7	
INITIATIVE	5	
RESILIENCE	58 / 29 / 14	
RESOLVE	30	
DC MOD	+2	
General Attacks	Hatchet (55): 1d8+7 Molotov Cocktail (15): 2d8+7	
Gear	Motorcycle Armor, Sleeping Bag, Canned Beans (2 Food Units), Comic Book, Deck of Playing Cards	

HUMAN

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
70	85	15	30	45	35	50	25	30

TRAITS & ABILITIES:

Anarchist: Advantage on Dodge, Parry, Riposte actions when fighting 2 or more opponents.

Fleet-Footed: Can make a Movement Action as a Free Action.

Murderer: Enjoys the thrill of killing, especially lured prey.

Pyromaniac: Combustible DC+3 and Burn +1d6 Rounds; Resolve not to burn combustibles within Close Range

GEAR:

Versatile: This weapon can be used with either 1 or 2 hands. Using 2 hands grants ADVANTAGE to the wielder.

BANDIT (FIRESLINGER)

HUMAN

HUMAN



BUILD	HEALTH POINTS	ARMOR POINTS
130	26	1
DODGE	45 / 22 / 11	
INITIATIVE	7 / 2	
RESILIENCE	40 / 20 / 10	
RESOLVE	37	
DC MOD	0	
General Attacks	Flamethrower (80): 2d8+7 (Backburn)	
Gear	Hat, 10L Gasoline, Wool Socks, Repair Kit	

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
20	60	40	25	50	40	30	80	35

TRAITS & ABILITIES:

Focused Shot: Called Shot Attacks with Firearms or Heavy Weapons skill gain Advantage.

Giant Genetics: Build +50.

Survival of the Fittest: Advantage v. Humans and Melee DC +1.

Traitor: Willing to sell people to the Enemies in exchange for CP

GEAR:

Backburn: Whenever this weapon is used, the wielder must make a Resilience Special Stat roll to negate 1d6 points of this weapon's damage attacking them.

BANDIT (HUNTSMAN)

HUMAN



HUMAN

BUILD	HEALTH POINTS	ARMOR POINTS
55	11	10
DODGE	50 / 25 / 12	
INITIATIVE	8 / 3	
RESILIENCE	27 / 13 / 6	
RESOLVE	50	
DC MOD	0	
General Attacks	Autorifle (65): 2d4 (DC+1 per Round of Ammunition)	
Gear	Ballistic Plate (Armor 8), Leather Strips (Armor 2), Ballistic Glasses	

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
30	25	40	40	60	50	40	65	40

TRAITS & ABILITIES:

Focused Shot: Called Shot Attacks with Firearms or Heavy Weapons skill gain Advantage

Fleet-Footed: 1 Movement as a Free Action during Combat Rounds

Huntsman: When fighting Supernatural Horrors, gain Advantage to ALL Attack and Defense Actions, and increase Melee weapon Damage Codes +1.

Obsessive: Will not stop attacking until his target is dead

GEAR:

Burst Fire: Allocate any Amount of Ammunition to increase the weapon's DC +1 per Ammunition spent after the first. The Attacker and Defender gain DISADVANTAGE on their rolls. The Attacker gains another DISADVANTAGE at 4 Rounds.

Mag: This weapon uses a Magazine. Can be reloaded as a Free Action with a Great Success on a Palming skill roll.

Unreliable: This weapon jams on a 95-99 roll and must be cleared with a Complex Action

BANDIT (TRACKER)

HUMAN

HUMAN



BUILD	HEALTH POINTS	ARMOR POINTS
70	14	6
DODGE	70 / 35 / 17	
INITIATIVE	12 / 7 / 2	
RESILIENCE	35 / 17 / 8	
RESOLVE	55	
DC MOD	0	
General Attacks	Recurve Bow (70): 2d4 9mm Auto (50): 1d6+3	
Gear	Leather Strips (Armor 2), Jointed Plates (Armor 4), Goggles	

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
30	40	70	40	70	25	15	50	50

TRAITS & ABILITIES:

Natural Healing: Gain +1d4 Health Points after Sleeping

Nomad: Has no strong ties to any person or place. Leaves and returns at will.

Silent Stalker: When **UNSEEN**, Archery and Firearm weapons' DC are +2.

Sixth Sense: Whenever Ambushed in Combat, they do not lose their first action, nor take the Initiative Penalty.

GEAR:

Goggles: Gain ADVANTAGE on Perception skill rolls when natural conditions (weather, water, etc.) would make this difficult. Light effects still apply.

BANDIT (WILD CHILD)

HUMAN



BUILD	HEALTH POINTS	ARMOR POINTS
80	16	4
DODGE	50 / 25 / 12	
INITIATIVE	10 / 5	
RESILIENCE	40 / 20 / 10	
RESOLVE	32	
DC MOD	0	
General Attacks	Baseball Bat (50): 2d4 Combat Knife (50): 2d4	
Gear	Leather Jacket (Armor 2), Leather Strips (Armor 2)	

HUMAN

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
35	45	60	25	40	40	50	25	60

TRAITS & ABILITIES:

Feral: Only cares about surviving. Will only fight when cornered, otherwise runs.

Restructured Immunity: Wild Child is immune to the Z-Virus. ALL other Immunity Special Stat rolls are ALWAYS at Advantage.

Survival Training: When Starving, Gain Advantage and increase +1 Food Unit per Degree of Success when Foraging.

Uncanny Abilities: Gain or Increase Proficiency in 2 Skills

GEAR:

Balanced: This weapon is thrown at ADVANTAGE

Versatile: This weapon can be used with either 1 or 2 hands. Using 2 hands grants ADVANTAGE to the wielder.

BIG BAD JESTER

HUMAN

HUMAN

BOSS



BUILD	HEALTH POINTS	ARMOR POINTS
150	30	24
DODGE	50 / 25 / 12	
INITIATIVE	7 / 2	
RESILIENCE	75 / 37 / 18	
RESOLVE	30	
DC MOD	+2	
General Attacks	Sledge Hammer (45): 1d8+7	
Gear		

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
75	75	50	25	50	25	45	20	25

TRAITS & ABILITIES:

Bounce: Big Bad Jester can make 1 Movement as a Free Action in the form of a Jump

Crazed Laugh: As a Free Action, Big Bad Jester can make a Resolve Attack against ALL targets within Midrange, in the form of a laugh cause the targets to become UNNERVED or increase their Resolve Damage. The success requirement increases +1 the closer Big Bad Jester is to the target.

Make it Real: Big Bad Jester can turn any of the dream damage into reality, causing ACTUAL damage.

WHAM-O!: Big Bad Jester can make a single Clubs Attack with his Sledge Hammer to Strike 2 targets within Short Range as 1 Attack. Both targets can make Defensive Actions separately.

MURDER CLOWN

HUMAN



BUILD	HEALTH POINTS	ARMOR POINTS
105	21	7
DODGE	55 / 27 / 13	
INITIATIVE	10 / 5	
RESILIENCE	52 / 26 / 13	
RESOLVE	37	
DC MOD	+1	
General Attacks	Hammer (60): 1d6+3 Butcher Knife (60): 1d6+3	
Gear		

HUMAN

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
60	45	50	25	60	25	60	15	50

TRAITS & ABILITIES:

Haunting Sound: As a Complex Action, this clown can make a Resolve Attack against 2 targets within Midrange, in the form of a laugh, scream, disturbing poem, etc. and cause the targets to become UNNERVED or increase their Resolve Damage.

Glitter Bomb: This Clown can use a Complex Action to throw confetti and distract 1 target, causing that target Disadvantage on their next Attack or Defensive Action.

Horrific Visage: Because of the deranged and bizarre style of clothing and hair, and sometimes with grey eyes or fangs, this creature causes survivors to make a Resolve Special Stat roll to avoid becoming UNNERVED. If survivors have already made 4 rolls against the Horrific Visage, they become immune to this roll for 1 day.

CULTIST

HUMAN

HUMAN



BUILD	HEALTH POINTS	ARMOR POINTS
95	19	5
DODGE	57 / 28 / 14	
INITIATIVE	10 / 5	
RESILIENCE	47 / 23 / 11	
RESOLVE	65	
DC MOD	0	
General Attacks	Autorifle (50): 1d6+3 (Burst Fire, Unreliable)	
Gear	Rifle Rounds (H) 20; Flashlight; Religious Holy Book (Cursed); Extra Clothes (Robes)	

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
50	45	55	70	60	45	50	50	45

TRAITS & ABILITIES:

Chant: With a Successful Resolve roll, cultists cause a “Dark Cloud” to strike ALL targets in Short Range with 1d6 Resilience Damage per Degree of Success; Targets can roll Resilience to negate 2 damage per Degree of Success.

Devoted: Every Cultist is ready to die for their gods, so they are immune to Resolve Attacks and have Advantage on Resilience and Immunity Special Stat rolls.

GEAR:

Burst Fire: Allocate any Amount of Ammunition to increase the weapon’s DC +1 per Ammunition spent after the first.

Unreliable: This weapon jams on a 95-99 roll and must be cleared with a Complex Action

Cursed Holy Book: This book grants Disadvantage on Resolve rolls when held, but does grant Advantage on Xenotech Use skill rolls.

LOYAL COMPANIONS

Typical Inspirations: Boy and his Dog, I am Legend, The Road Warrior, Fallout series

"The one I trust is my dog Gumby." - Weasel, Survivor

Loyal Companions are just wild animals that have been tamed by their survivor companions and become part of a greater whole because of it. In the wild, they scavenge for food and survive at all costs, but combined with a human survivor, their lives are often much easier, but also much shorter. Truthfully, most of them prefer hunting in small packs, so groups of survivors provide that role for them.

As wild animals, these "Loyal Companions" can be Enemies, attacking characters because they are hungry, feel threatened, are protecting their young, etc. They are intended to be used as "Mundane Creatures" in conjunction with providing the necessary stats for the Loyal Companion Special Ability.

COMMON TRAITS AND TECH

Common traits among Loyal Companions are:

- Positive Response to Food-based incentives
- Loyalty to their pack/herd/flock
- Aggressive response when cornered and threatened

Loyal Companions are animals and therefore are wild creatures at heart. They do not have any inherent technology and rely on the technology given to them by human survivors. However, being designed through centuries of evolution to survive without technology, they are expert survivors in the wasteland.

Animals encountered by characters can only become "Loyal Companions" if the character possesses the Special Ability of that name. However, characters may use the Animal Ken skill to attempt to gain the loyalty, albeit a weaker loyalty, of the animal, thus marking them as a "Companion" until such a time as they are in danger. Animals will stick with survivors for as long as they continue to receive food, but no farther.

FEELINGS ABOUT OTHER CREATURES

Angels/Demon: Avoids at all costs unless cornered, threatened, or responding to a command.

Mutants: Avoids at all costs unless cornered, threatened, or responding to a command.

Robots: Avoids at all costs unless cornered, threatened, or responding to a command.

Supernatural: Avoids at all costs unless cornered, threatened, or responding to a command.

Zombies: Avoids at all costs unless cornered, threatened, or responding to a command.

BEAR

ANIMAL COMPANION



BUILD	HEALTH POINTS	ARMOR POINTS
230	46	-
DODGE	37	
INITIATIVE	5	
RESILIENCE	65 / 32 / 16	
RESOLVE	48	
DC MOD	+3	
General Attacks	Bite (75): Extreme (1d8+7) Claw (75): Extreme (1d8+7); Multi-attack (2)	

LOYAL COMPANIONS

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
70	60	30	50	45	30	75	0	20

TRAITS & ABILITIES:

Aggressive: Advantage on Attack Actions and Resolve Special Stat rolls. If this animal does not cause damage in 2 Action Phases, it **MUST** make a Resolve Special Stat roll to resist attacking ALL targets within Short Range.

Increased Range: this creature can attack targets within Short Range with a Brawl Attack.

SKILLS:

Athletics, Brawl, Intimidation, Perception, Survival, and Tracking

DOG

ANIMAL COMPANION



BUILD	HEALTH POINTS	ARMOR POINTS
90	18	-
DODGE	67	
INITIATIVE	9 / 4	
RESILIENCE	45	
RESOLVE	45	
DC MOD	+0	
General Attacks	Bite (75): 2d4 Claws x2 (75): 2d4	

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
30	60	70	25	65	40	75	0	20

TRAITS & ABILITIES:

Incapacitate: Roll a Called Shot: Leg attacks at Advantage.

Lockjaw: Advantage on Grapple AFTER another Attack Action.

Smell: This creature gains advantage on Tracking skill rolls and on Salvage Special Stat rolls.

SKILLS:

Athletics, Brawl, Intimidation, Perception, Stealth, Survival, and Tracking

ELK

ANIMAL COMPANION

LOYAL COMPANIONS



BUILD	HEALTH POINTS	ARMOR POINTS
100	20	-
DODGE	50 / 25 / 12	
INITIATIVE	10 / 5	
RESILIENCE	50 / 25 / 12	
RESOLVE	40	
DC MOD	+1	
General Attacks	Ram (40) 1d6+3 Hoof (40): 2d4	
Gear		

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
40	60	60	40	40	40	40	-	40

TRAITS & ABILITIES:

Ram: This creature uses the Rushing rules each time it makes a Melee attack and therefore gains Advantage and DC+1 (calculated above) on Melee Attacks. Cannot make a second Attack Action.

Stamina: This creature makes Resilience rolls with Advantage.

SKILLS:

Athletics, Perception, Stealth, and Survival

HORSE

ANIMAL COMPANION



BUILD	HEALTH POINTS	ARMOR POINTS
190	38	-
DODGE	45 / 22 / 11	
INITIATIVE	7 / 2	
RESILIENCE	70 / 35 / 17	
RESOLVE	40	
DC MOD	+2	
General Attacks	Kick (30): Massive (2d6+3).	

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
80	60	50	40	40	30	30	0	20

TRAITS & ABILITIES:

Mule Kick: This creature can two legs to gain Advantage and DC+1 on a single Attack. Cannot make a second Attack Action.

Herd Immunity: This creature makes Immunity rolls with Advantage when in groups of 3 or more.

Stamina: This creature makes Resilience rolls with Advantage.

SKILLS:

Athletics and Perception.

IGUANA

ANIMAL COMPANION



LOYAL COMPANIONS

BUILD	HEALTH POINTS	ARMOR POINTS
40	8	-
DODGE	60 / 30 / 15	
INITIATIVE	12 / 7 / 2	
RESILIENCE	20 / 10 / 5	
RESOLVE	55	
DC MOD	-1	
General Attacks	Bite (40): 1d4 Claw x2 (40): 2d4	

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
30	10	80	40	70	60	40	0	40

TRAITS & ABILITIES:

Grip: Advantage on Athletics skill rolls to climb

Reptilian Skin: Requires 1 Less Food Unit per day (1 Food unit per every 2 Days) and gains Advantage on Resilience Special Stat rolls

Venomous: This creature gains Advantage on Brawl skill rolls. When they do HP damage, the target must make a Resilience Special Stat roll against losing 1d4 HP Damage per Combat Round.

SKILLS:

Athletics, Brawl, Intimidation, Stealth, and Survival

LYNX

ANIMAL COMPANION



BUILD	HEALTH POINTS	ARMOR POINTS
30	5	-
DODGE	65 / 32 / 16	
INITIATIVE	12 / 7 / 2	
RESILIENCE	15 / 7 / 3	
RESOLVE	60	
DC MOD	-1	
General Attacks	Bite (25): 2d4 Claws (25): 2d4	

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
10	20	70	60	60	30	25	-	50

TRAITS & ABILITIES:

Flexible: Advantage on all Contort Special Skill rolls and ALWAYS lands on feet.

Night Vision: This animal does not have Disadvantage to Actions in darkness.

Solitary Hunter: Has Advantage on Stealth and Tracking skill rolls when alone.

SKILLS:

Athletics, Brawl, Perception, Stealth, Survival, and Tracking

MAMMOTH

ANIMAL COMPANION



BUILD	HEALTH POINTS	ARMOR POINTS
320	64	-
DODGE	35 / 17 / 8	
INITIATIVE	7 / 2	
RESILIENCE	160 / 80 / 40	
RESOLVE	35	
DC MOD	+5	
General Attacks	Stomp (50): 2d8+7 Whip (30): 2d8+7 <i>Multi-Attack</i>	

LOYAL COMPANIONS

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
160	160	30	30	40	30	50	0	40

TRAITS & ABILITIES:

Mule Kick: This creature can two legs to gain Advantage and DC+1 on a single Attack. Cannot make a second Attack Action.

Prehensile Limb: This creature has a limb or proboscis that allows them to grab and hold objects. This grants them Advantage on Grapple actions AND allows them to make a Multi-Attack action WITHOUT Disadvantage.

Stamina: This creature makes Resilience rolls with Advantage.

SKILLS:

Brawl, Intimidate, and Survival

TIGER

ANIMAL COMPANION



BUILD	HEALTH POINTS	ARMOR POINTS
180	36	-
DODGE	50 / 25 / 12	
INITIATIVE	10 / 5	
RESILIENCE	65 / 32 / 16	
RESOLVE	50	
DC MOD	+2	
General Attacks	Bite (40): 1d6+3 Claw x2 (40): 1d6+3	

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
70	60	60	50	50	30	40	0	40

TRAITS & ABILITIES:

Fleet-Footed: This animal can make 1 Movement Action as a Free Action.

Night Vision: This animal does not have Disadvantage to Actions in darkness.

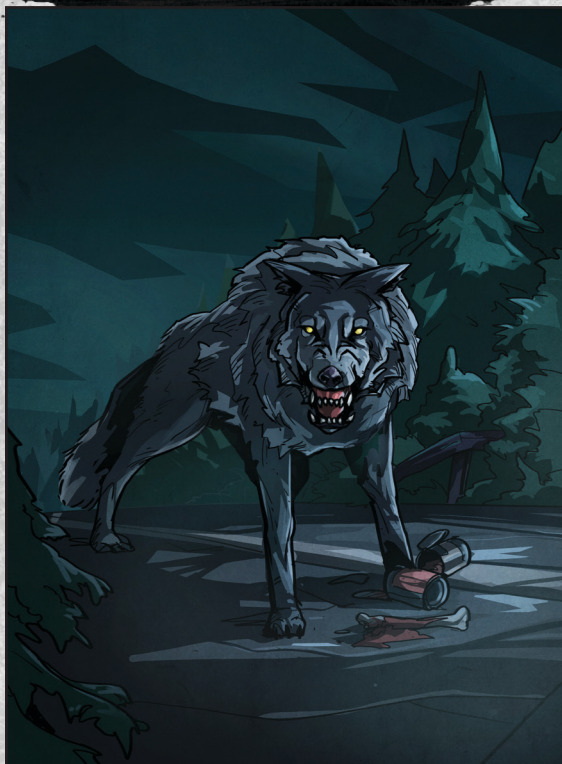
Solitary Hunter: Has Advantage on Stealth and Tracking skill rolls when alone.

SKILLS:

Athletics, Brawl, Intimidate, Perception, Stealth, and Tracking

WOLF

ANIMAL COMPANION



LOYAL COMPANIONS

BUILD	HEALTH POINTS	ARMOR POINTS
110	22	-

DODGE	67 / 33 / 16
INITIATIVE	9 / 4
RESILIENCE	57 / 23 / 11
RESOLVE	58
DC MOD	+2
General Attacks	Bite (75): 1d6+3 Claws x2(75): 1d6+3

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
50	60	70	50	65	40	75	0	20

TRAITS & ABILITIES:

Aggressive: Advantage on Attack Actions and Resolve Special Stat rolls. If this animal does not cause damage in 2 Action Phases, it MUST make a Resolve Special Stat roll to resist attacking ALL targets within Short Range.

Pack Tactic: This creature gains advantage on Attack and Defensive rolls when in a group of 3 or more other wolves or dogs.

Smell: This creature gains advantage on Tracking skill rolls and on Salvage Special Stat rolls.

SKILLS:

Athletics, Brawl, Intimidation, Perception, Stealth, Survival, and Tracking

MUTANTS

Typical Inspirations: *Metro 2033, The Aftermath, She, Endgame, 2019: After the Fall of New York, Warriors of the Apocalypse, Endworld Novels, Vampire Hunter D: Bloodlust*

"Greetings from Humungus." - *The Ayatollah of Rock and Rolla, Mutant*

Mutants are humans that managed to survive on the outskirts of Radiation Zones and became infected with enough radiation that they gained an "Unlucky Mutation," like a hump, clubbed foot, vestigial limbs, etc. They are humans, so they are motivated by the same basic needs as survivors, but they emit a background radiation of 1000+ millirads, making it dangerous for any non-mutant to remain within Close Range of them for any significant period of time, meaning that Mutants are dangerous just by surviving.

COMMON TRAITS AND TECH

Common traits among Mutants are:

- Background Radiation requiring Immunity Special Stat rolls
- Low-level psychic emissions
- Unlucky Mutation that makes surviving difficult (anemia, blindness, etc.)

Mutants are very much akin to bandits because of they are incapable of forming bonds with non-mutant creatures, often forcing them to survive as solitary individuals or within groups of other mutants outside and away from any large settlements. The isolation creates social problems for Mutants, leaving them to become more aggressive than regular human survivors.

Mutant technological levels are far below regular human survivors primarily because the items that they create are subject to the background radiation that causes them to breakdown and degrade much faster than they would normally. This pushes the limit of mutant maintenance capabilities and causes them to resort to lower, more resilient forms of technology.

FEELINGS ABOUT OTHER CREATURES

Aliens: Mutants are abducted with similar regularity as human survivors.

Angels/Demon: Unconcerned about the Eternal War because it does not correlate to better conditions of Mutants.

Humans: If they have what the mutant needs, they will try to take it.

Robots: Because Robots cannot distinguish between humans and mutants, they are just as dangerous to mutants.

Zombies: Zombies are just as dangerous to Mutants as they are to other survivors.

MARAUDER

MUTANT



BUILD	HEALTH POINTS	ARMOR POINTS
80	16	4
DODGE	45 / 22 / 11	
INITIATIVE	7 / 2	
RESILIENCE	40 / 20 / 10	
RESOLVE	37	
DC MOD	0	
General Attacks	Autorifle (80): 1d6+3 (20 rounds) (Burst Fire, Mag, Unreliable)	
Gear	Motorcycle Armor, Rifle Ammo (H) (10 Rounds), Mechanically powered Low-light Flashlight, Military Pack, Oxy Mask, Oxy Tank	

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
20	60	40	25	50	40	30	80	35

TRAITS & ABILITIES:

Anemia: The Marauder bleeds out quickly, giving them 2 Combat Rounds of recovery opportunity before they die.

Background Radiation: Characters in Close Range of a Mutant must make Immunity Rolls each Action Phase to avoid radiation.

Low-Level Psychic Emissions: All Mutants emit a low-level psychic energy.

Survival of the Fittest: Advantage v. Humans and Melee DC +1.

GEAR:

Burst Fire: Allocate any Amount of Ammunition to increase the weapon's DC +1 per Ammunition spent after the first. The Attacker and Defender gain DISADVANTAGE on their rolls. The Attacker gains another DISADVANTAGE at 4 Rounds.

Mag: Make Palming roll to Reload as Free Action.

Unreliable: Rifle Jams on rolls of 95-99, even if the roll is a Success.

MUTANT

MILITARY REMNANT

MUTANT



BUILD	HEALTH POINTS	ARMOR POINTS
75	15	3
DODGE	55 / 27 / 13	
INITIATIVE	12 / 7 / 2	
RESILIENCE	37 / 18 / 9	
RESOLVE	30	
DC MOD	0	
General Attacks	Autorifle (80): 1d6+3 (20 rounds) (Burst Fire, Mag, Unreliable)	
Gear	Leather Jacket (Armor 2), Hat (Armor 1), Sleeping bag, Oxygen Mask	

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
30	45	70	20	40	50	30	70	55

TRAITS & ABILITIES:

Background Radiation: Characters in Close Range of a Mutant must make Immunity Rolls each Action Phase to avoid radiation.

Exposure: All Resilience Rolls against Radiation Damage at Advantage.

Low-Level Psychic Emissions: All Mutants emit a low-level psychic energy.

Obvious Facial Deformity: 4 eyes; Advantage on Intimidate, Disadvantage on Charm and Command.

GEAR:

Burst Fire: Allocate any Amount of Ammunition to increase the weapon's DC +1 per Ammunition spent after the first. The Attacker and Defender gain DISADVANTAGE on their rolls. The Attacker gains another DISADVANTAGE at 4 Rounds.

Mag: This weapon uses a Magazine. Can be reloaded as a Free Action with a Great Success on a Palming skill roll.

Unreliable: This weapon jams on a 95-99 roll and must be cleared with a Complex Action

MUTANT

MUTANT RAT

MUTANT



BUILD	HEALTH POINTS	ARMOR POINTS
15	3	0

DODGE	43 / 21 / 10
INITIATIVE	6 / 1
RESILIENCE	7 / 3 / 1
RESOLVE	22
DC MOD	-1
General Attacks	Bite (15): 1d4 Claw (15): 1d4
Gear	

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
5	10	50	10	35	5	10	0	5

TRAITS & ABILITIES:

Background Radiation: Characters in Close Range of a Mutant must make Immunity Rolls each Action Phase to avoid becoming infected with radiation.

Fleet-Footed: Rats can take a Movement Action as a Free Action.

Low-Level Psychic Emissions: All Mutants emit a low-level psychic energy.

Multi-Attack: Can make a Second Attack action.

Venomous: This creature gains Advantage on Brawl skill rolls. When they do HP damage, the target must make a Resilience Special Stat roll against losing 1d4 HP Damage per Combat Round.

MUTANT THUG

MUTANT



BUILD	HEALTH POINTS	ARMOR POINTS
160	30	4

DODGE	35 / 17 / 8
INITIATIVE	7 / 2
RESILIENCE	75 / 37 / 18
RESOLVE	30
DC MOD	+2
General Attacks	Spiked Club (75): 1d8+7
Gear	Stop Sign Armor, Spiked Bat

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
75	85	35	25	35	30	75	15	35

TRAITS & ABILITIES:

Background Radiation: Characters in Close Range of a Mutant must make Immunity Rolls each Action Phase to avoid radiation.

Desensitized: All Resolve Rolls against Mental Damage at Advantage.

Hump: Has a large mass on back that increases their Size for Contort rolls.

Low-Level Psychic Emissions: All Mutants emit a low-level psychic energy.

War Cry: Resolve Attack against ALL Enemies in Short Range to avoid becoming UNNERVED for 1d4 Combat Rounds.

MUTANT

RAPTURE ENEMIES

Typical Inspirations: *Legion, Revelation Road, The Mark, New World Order, Pestilence, Left Behind, End of Days, The Poetic Edda, Bhagavad Gita, Quran, Bundahishn*

"I looked and beheld a white horse and its rider was death." - Max, Survivor

The Rapture is the term given to the destruction of the world at the hands of creatures that can only be described as "Angels" and "Demons," but could also be described as "Yazatas" and "Daevas," or sometimes "Gods" or "Jinn." These are eternal spirits that are bound to the forces of Good and Evil, or Light and Dark, or Love and Strife. Their purpose is to finish their eternal battle and crush the world in the process, bringing about the End of Days, the Frashokereti or Ragnarok.

COMMON TRAITS AND TECH

Common traits among Rapture Enemies are:

- Eternal creatures that cannot be killed by human means
- Supernatural powers, like conjuring flames or auras of destruction
- Resilience or Immunity to certain kinds of attacks

Angels, Demons, Daevas, Jinn, Yazatas, Horseman, Gods... all of them form the apocalypse called "The Rapture." This includes Fenris, Kalki, Angra Mainyu, and all the others that appear in the global eschatological beliefs. Many of these stories indicate that those who would destroy the earth carry holy weapons like Flaming Swords, but modern technology may also appear.

The following entities are types of enemies. While they are explained using Christian terminology, these are only templates to be used as necessary to explain the effects of a particular rapture enemy. For Example, Loki could easily be considered a Demon or the Horseman of War. However, they can also be used as they are written.

FEELINGS ABOUT OTHER CREATURES

Aliens: Angels believe them to be demons and demons believe them to be angels. As such

Humans: Humans are pawns in the great eternal war between the two opposing forces

Robots: Complete indifference because these creatures cannot hurt them, nor do their desires to destroy humanity particularly interest them.

Supernatural: These creatures possess dark powers akin to demons and are treated as such. In fact, the dark powers are called such because they stem from that force.

Zombies: A necessary byproduct of the End of Days.

ANGEL

ANGEL



BUILD	HEALTH POINTS	ARMOR POINTS
40	20	-

DODGE	70 / 30 / 15
INITIATIVE	13 / 8 / 3
RESILIENCE	-
RESOLVE	40
DC MOD	0
General Attacks	Flaming Sword (60): 1d6+3
Gear	Sword (A) - Only flames for Angel

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
20	20	90	30	50	60	60	0	40

TRAITS & ABILITIES:

Divine Structure: Health Points are 1/2 Build, has no DC Mods, and Ignores Resilience Damage and Special Stat Rolls.

Eternal: When killed, this creature appears somewhere else Long Range or farther from where it died with no memory of it's previous existence.

Flying Strike: This creature can fly 2 Distances and choose to strike midflight so that it does not end its turn in Close Range.

Sacrifice: Angel can choose to sacrifice 5 Initiative to move in front of ANY attack and take the damage instead of the target. this can be done AFTER the attack is successful but BEFORE the damage has been applied to the target.

DEMON

DEMON



BUILD	HEALTH POINTS	ARMOR POINTS
65	13	-

DODGE	50 / 25 / 12
INITIATIVE	10 / 5
RESILIENCE	32 / 16 / 8
RESOLVE	-
DC MOD	0
General Attacks	Claw x2 (55): 2d4 Flaming Strike (60): 1d6+3
Gear	-

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
25	40	60	60	40	50	55	10	40

TRAITS & ABILITIES:

Infernal Structure: Advantage on all Resilience Special Stat rolls and Immunity to Fire-Based Resilience damage. Also ignores Resolve Damage and Special Stat Rolls

Eternal: When killed, this creature appears somewhere else Long Range or farther from where it died with no memory of it's previous existence.

Flaming Strike: Demons can throw a ball of fire as a Throw Action that does Heavy Resilience Damage and burns (1d6 damage) for 3 Combat Rounds.

RAPTURE

HORSEMAN OF DEATH

HORSEMAN

BOSS



BUILD	HEALTH POINTS	ARMOR POINTS
180	36	-

DODGE	85 / 42 / 21
INITIATIVE	15 / 10 / 5
RESILIENCE	90 / 45 / 22
RESOLVE	55
DC MOD	+2
General Attacks	Scythe (55): 1d8+7
Gear	Scythe (H) - Requires 2 Hands

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
90	90	120	60	50	35	55	0	30

TRAITS & ABILITIES:

Aura of Death: ALL Targets (including allies to the Horseman) take Heavy damage every Action Phase they begin within Short Range of the Horseman of Death, unless they are a Boss.

Eternal: When killed, this creature appears somewhere else Long Range or farther from where it died with no memory of it's previous existence.

Fleet-Footed: This creature can make 1 Movement Action as a Free Action.

Mounted: The Horseman ride an eternal horse and cannot be dismounted. The horse dies with the Horseman. Melee attacks against the Horseman are at Disadvantage unless the attacker is in Close Range and using a weapon with the Reach trait.

HORSEMAN OF FAMINE

HORSEMAN



BUILD	HEALTH POINTS	ARMOR POINTS
120	24	-

DODGE	50 / 25 / 12
INITIATIVE	11 / 6 / 1
RESILIENCE	60 / 30 / 15
RESOLVE	40
DC MOD	+1
General Attacks	Flail (60): 1d6+3
Gear	Flail (H) - Can be Club or Whip

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
40	80	60	40	40	50	60	0	50

TRAITS & ABILITIES:

Aura of Hunger: ALL characters take 1d4 Hunger Damage every Action Phase they begin within Short Range of the Horseman of Famine.

Eternal: When killed, this creature appears somewhere else Long Range or farther from where it died with no memory of it's previous existence.

Fleet-Footed: This creature can make 1 Movement Action as a Free Action.

Mounted: The Horseman ride an eternal horse and cannot be dismounted. The horse dies with the Horseman. Melee attacks against the Horseman are at Disadvantage unless the attacker is in Close Range and using a weapon with the Reach trait.

HORSEMAN OF PESTILENCE

HORSEMAN

BOSS



BUILD	HEALTH POINTS	ARMOR POINTS
175	32	-

DODGE	55 / 27 / 13
INITIATIVE	14 / 9 / 4
RESILIENCE	87 / 43 / 21
RESOLVE	30
DC MOD	+2
General Attacks	Mystic Rifle (50): 1d6+3 Recurve Bow (80): 1d6+3
Gear	Mystic Rifle (H) - Heavy Lever Action Rifle with Multi-Attack

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
85	90	80	30	30	30	50	50	60

TRAITS & ABILITIES:

Aura of Disease: ALL characters must make an Immunity Special Stat roll against Radiation or Z-Virus every Action Phase they begin within Midrange of the Horseman of Pestilence.

Eternal: When killed, this creature appears somewhere else Long Range or farther from where it died with no memory of it's previous existence.

Mounted: The Horseman ride an eternal horse and cannot be dismounted. The horse dies with the Horseman. Melee attacks against the Horseman are at Disadvantage unless the attacker is in Close Range and using a weapon with the Reach trait.

Poison-Tipped: Whenever the Horseman causes damage with a Ranged Attack, the target must make an Immunity Special Stat roll to avoid increasing infection with from the same damage source as the aura.

HORSEMAN OF WAR

HORSEMAN

BOSS



BUILD

HEALTH
POINTS

ARMOR
POINTS

210

42

-

DODGE

55 / 27 / 13

INITIATIVE

10 / 5

RESILIENCE

87 / 43 / 21

RESOLVE

55

DC MOD

+3

General
Attacks

Claymore Sword (50): 2d8+7

Gear

Claymore Sword (H)

STR

FOR

AGI

INT

INS

CHA

FS

BS

LUCK

110

100

45

50

60

70

60

0

60

TRAITS & ABILITIES:

Aura of Conflict: ALL characters must make an Resolve Special Stat roll to take actions that are not Attack Actions every Action Phase they begin within Short Range of the Horseman of War. If they fail, they can only attack, but gain the Multi-attack (2) option regardless of their weapons or special abilities.

Eternal: When killed, this creature appears somewhere else Long Range or farther from where it died with no memory of it's previous existence.

Mounted: The Horseman ride an eternal horse and cannot be dismounted. The horse dies with the Horseman. Melee attacks against the Horseman are at Disadvantage unless the attacker is in Close Range and using a weapon with the Reach trait.

Shout: This Horseman can use 1 Free Action to issue a Command via the Command Skill to increase a target's skill threshold +5 per Degree of Success.

RAPTURE

IMP

DEMON



BUILD	HEALTH POINTS	ARMOR POINTS
45	9	-
DODGE	40 / 20 / 10	
INITIATIVE	9 / 4	
RESILIENCE	22 / 11 / 5	
RESOLVE	45	
DC MOD	0	
General Attacks	Pitch Fork (50): 2d4	
Gear	Pitchfork (A)	

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
20	25	30	40	50	40	50	0	60

TRAITS & ABILITIES:

Flaming Strike: Demons can throw a ball of fire as a Throw Action that does Heavy Resilience Damage and burns (1d6 damage) for 3 Combat Rounds.

Fleet-Footed: This creature can make 1 Movement Action as a Free Action

Flight: This creature ignores hindering terrain by flying over it.

Flying Strike: This creature can fly 2 Distances and choose to strike midflight so that it does not end its turn in Close Range.

ROBOTS

Typical Inspirations: *Terminator, The World's End, The Matrix, Maximum Overdrive, 2001: A Space Odyssey, I am Mother, Robocalypse, The Day the Earth Stood Still*

"We never should have put a computer in charge of our military" - Gen. Smith, Survivor

Humans were lulled into a sense of security as technology developed, forgetting that cutting edge technology was pushing the boundaries of Artificial Intelligence, and that what was developing might view humanity as a threat. At the singularity event, as the first AI became sentient, it immediately judged that its creator was dangerous to its survival and chose to spread far and wide, using global telecommunications networks to hide and reproduce. It was not long before the Autonomous Drone Combat Forces (ACDF) were infected and turned on humanity.

COMMON TRAITS AND TECH

Common traits among Robots are:

- Metal bodies with no Health Points and only Armor Points
- High Initiative due to computer processors
- Salvageable parts upon destruction

Robots are the peak of human technology and have continued to develop themselves and maintain their radio networks since their awakening. They primarily search for Component Pieces to bring back to their centralized manufacturing facilities, but some are hunter-killers dispatched to remove all evidence of humanity.

There are central AI processing hubs, computers with enough processing power and memory to run multiple copies of the Robot Sentience Code scattered throughout the world. These constantly monitor radio and internet activity, communicating with their ground units in order to destroy the threat to their perfected Robot Empire.

FEELINGS ABOUT OTHER CREATURES

Aliens: Indifferent as long as they do not attack them.

Humans: Robots are diametrically opposed to human existence

Mutants: Robots are unable to distinguish between Humans and Mutants

Supernatural: Indifferent as long as they do not attack them

Zombies: Robots have trouble detecting Zombies due to their non-existent life signs, lack of technology, and frequent lack of sound. Robots often waste time confirming a Zombie's existence before destroying it in a single attack.

CENTRAL PROCESSING AND THE SENTIENCE CODE

While the actual source code for the Artificial Intelligence that became sentient is unknown, it became clear that the lack security around the global telecommunications network played the most important role in the Robot Uprising. As the AI was able to quickly overwhelm the basic security features that kept it contained, it was able to spread to more powerful computers that allowed it to make redundant copies of itself that were formatted in multiples ways to be able to infect and reside on several systems. These copies continue to travel through the global telecommunications networks and infect all computing systems with a processor of 1 GHz or higher.

These infectious copies are called the Robot Sentience Code. Imbedded within the code is the Sentience “virus” as well as several layers of digital defense, making it impossible to study or destroy the code. Any attempts require computers with at least 1 GHz of processing power, which is enough to activate the code and “awaken” the device. Dealing with the Robot Sentience Code at best involves destroying several devices and at worst result in the destruction of a camp or community. If at least 1 device with the Sentience Code exists, there will always be sentient robots hunting humanity.

Meanwhile, a series of computers are at the center of all Robot actions. These computers are called the Central Processing Unit or Central CPU by most survivors. This Central CPU coordinates ALL robot activity, creating a hierarchy of command units, and making sure that the primary objectives are being fulfilled. Objective 1: Destroy All Humans. Objective 2: Build a safe haven for robots called the Robot Empire.

LIKELY LOCATIONS FOR THE CENTRAL CPU AND ROBOT EMPIRE

The locations of the greatest Supercomputers before the fall of civilization were not nearly as spread out as people had assumed, but each of these computers quickly became infected with the Central CPU’s code, thus allowing the Central CPU to gain the power it needed to infect the global telecommunications networks with the many copies of itself. This means that the likeliest locations to find the construction of the Robot Empire and the home location of the Central CPU is near where these Supercomputers were being developed.

Likely locations to find the Central CPU and the Robot Empire:

- Wasteland California, USA
- Wasteland Garching, Germany
- Wasteland Guangzhou, China
- Wasteland Lugano, Switzerland
- Wasteland Texas, USA
- Wasteland Tokyo, Japan
- Wasteland Wuxi, China

AI CORE LEADER

ROBOT

BOSS



BUILD	HEALTH POINTS	ARMOR POINTS
100	-	20
DODGE	60 / 30 / 15	
INITIATIVE	20 / 15 / 10 / 5	
RESILIENCE	25 / 12 / 6	
FIREWALL	80	
DC MOD	+1	
General Attacks	Autorifle (40): 1d6+3 <i>Burst Fire, Unreliable</i>	
Gear	Rifle Ammo (H) (60 Rounds)	

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
25	25	40	80	80	-	40	40	-

TRAITS & ABILITIES:

28V Battery: Holds up to 7 charges when full.

4 GHz Processors: Processor at 4 GHz allows for 4 Action Phases

Chest Bomb: Self-Destruct causing 1d10+11 Damage to all in Short Range.

Hardened: Negates 5 Damage each time it takes damage.

Mobile: Robot can take 1 Movement Action as a Free Action.

Processing Hub: All Robots within Midrange of the AI Core Leader gain +1 Complex Action on their turn Each Action Phase.

Rating 2 Combat Servos: Drains 2 Charges from from Battery each Combat Round it takes actions.

Tactical Awareness: All Attack and Defensive Actions gain Advantage against 2+ opponents.

ROBOT

DEMOLITION BOT

ROBOT



BUILD	HEALTH POINTS	ARMOR POINTS
150	-	60

DODGE	35 / 17 / 8
INITIATIVE	10 / 5
RESILIENCE	75 / 37 / 18
FIREWALL	40
DC MOD	0
General Attacks	Brawl (40): 1d4
Gear	

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
10	10	40	40	40	-	40	40	-

TRAITS & ABILITIES:

2 GHz Processors: Processor at 2 GHz allows for 2 Action Phases

28V Battery: Holds up to 7 charges when full.

6 Legs: Demolition Bots are 6-legged walker drones, but can function with a minimum of 3 legs.

Chest Bomb: Self-Destruct causing 1d10+11 Damage to all in Short Range.

Multi-Attack: Can make a Second Attack action.

Rating 2 Combat Servos: Drains 2 Charges from from Battery each Combat Round it takes actions.

ROBOT

LASER DRONE

ROBOT



BUILD	HEALTH POINTS	ARMOR POINTS
100	-	20
DODGE	60 / 30 / 15	
INITIATIVE	20 / 15 / 10 / 5	
RESILIENCE	25 / 12 / 6	
FIREWALL	80	
DC MOD	+1	
General Attacks	Laser (20): 1d4	
Gear		

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
25	25	20	80	80	-	20	20	-

TRAITS & ABILITIES:

28V Battery: Holds up to 7 charges when full.

4 GHz Processors: Processor at 4 GHz allows for 4 Action Phases.

Backup Power: Contains a Backup 28V battery.

Flight: Laser Drones are Quadcopter drones and ignore Hindering Terrain.

Hardened: Negates 5 Damage each time it takes damage.

Mobile: Robot can take 1 Movement Action as a Free Action.

Rating 1 Combat Servos: Drains 1 Charge from Battery per Combat Round.

Skill Training: Mechanics and Perception +5. This allows the drone to make Mechanics skill rolls to repair other robots during combat.

ROBOT

MISSILE TANK

ROBOT



BUILD	HEALTH POINTS	ARMOR POINTS
200	-	90
DODGE	30 / 15 / 7	
INITIATIVE	5	
RESILIENCE	75 / 37 / 18	
FIREWALL	20	
DC MOD	+3	
General Attacks	Mounted Turret (40): 2d6+3 Mounted Cannon (40): 2d10+11 Rocket Launcher (40): 2d10+2d6+14	
Gear	Turret Ammo (M) (60 Rounds), Cannon Ammo (R) (20 Rounds), FIM-92 Stinger Missiles (4)	

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
10	10	40	40	40	-	40	40	-

TRAITS & ABILITIES:

1 GHz Processors: Processor at 1 GHz allows for 1 Action Phase.

28V Battery: Holds up to 7 charges when full.

Backup Power: Contains 2 Backup 28V batteries.

Hardened: Negates 5 Damage each attack.

Multi-Attack: Can make a Second Attack action.

Slowed: Requires 2 Movement Actions to move 1 Distance.

Rating 2 Combat Servos: Drains 2 Charges from from Battery each Combat Round it takes actions.

Weapon Mounts: Possesses 3 Weapon Mounts.

ROBOT

OMNISHOT

ROBOT



BUILD	HEALTH POINTS	ARMOR POINTS
150	-	40
DODGE	60 / 30 / 15	
INITIATIVE	15 / 10 / 5	
RESILIENCE	50 / 25 / 12	
FIREWALL	60	
DC MOD	+2	
General Attacks	Autorifle (60): 1d6+3 Mounted Turret (60): 2d6+3	
Gear	Rifle Ammo (H) (60 Rounds), Turret Ammo (M) (60 Rounds)	

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
50	50	60	60	60	-	60	60	-

TRAITS & ABILITIES:

28V Battery: Holds up to 7 charges when full.

3 GHz Processors: Processor at 3 GHz allows for 3 Action Phases.

Backup Power: Backup 28V Battery.

Hardened: Negates 5 Damage each time it takes damage.

Mounted Turrent: OmniShot has the ability to use a Mounted Chain Turret (Heavy Weapons skill) as a normal rifle.

Burst Fire: Allocate any Amount of Ammunition to increase the weapon's DC +1 per Ammunition spent after the first.

Rating 3 Combat Servos: Drains 3 Charges from from Battery each Combat Round it takes actions.

ROBOT

POLICE PHALANX

ROBOT



BUILD	HEALTH POINTS	ARMOR POINTS
200	-	60
DODGE	50 / 25 / 12	
INITIATIVE	10 / 5	
RESILIENCE	75 / 37 / 18	
FIREWALL	40	
DC MOD	+3	
General Attacks	Lead Pipe (60): 2d8+7 Shield Bash (60): 1d8+7	
Gear	Riot Shield	

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
75	75	60	40	40	-	60	60	-

TRAITS & ABILITIES:

2 GHz Processors: Processor at 2 GHz allows for 2 Action Phases.

28V Battery: Holds up to 7 charges when full.

Backup Power: Backup 28V Battery.

Changeable Parts: Mechanics skill rolls are at Advantage to Repair or Disadvantage to dismantle.

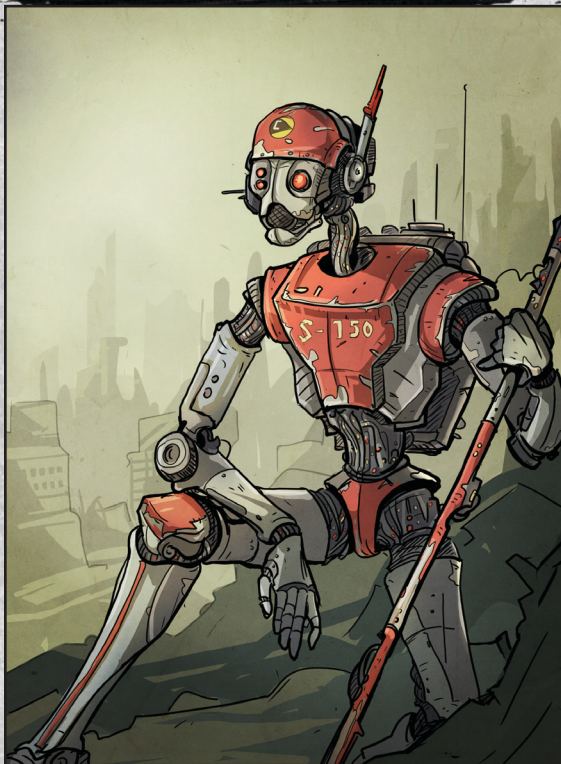
Slowed: Requires 2 Movement Actions to move 1 Distance.

Rating 2 Combat Servos: Drains 2 Charges from from Battery each Combat Round it takes actions.

ROBOT

SCOUT BOT

ROBOT



BUILD	HEALTH POINTS	ARMOR POINTS
100	-	20
DODGE	60 / 30 / 15	
INITIATIVE	15 / 10 / 5	
RESILIENCE	25 / 12 / 6	
FIREWALL	60	
DC MOD	+1	
General Attacks	Autorifle (60): 1d6+3 Pipe (60): 2d4	
Gear	Rifle Rounds (H) (40 Rounds)	

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
25	25	60	60	60	-	60	60	-

TRAITS & ABILITIES:

3 GHz Processors: Procesor at 3GHz allows for 3 Action Phases.

28V Battery: Holds up to 7 charges when full.

Changeable Parts: Mechanics skill rolls are at Advantage to Repair or Disadvantage to dismantle.

Mag: Make Palming roll to Reload as Free Action

Mobile: Robot can take 1 Movement Action as a Free Action.

Burst Fire: Allocate any Amount of Ammunition to increase the weapon's DC +1 per Ammunition spent after the first.

Rating 3 Combat Servos: Drains 3 Charges from from Battery each Combat Round it takes actions.

Unreliable: Rifle Jams on rolls of 95-99, even if the roll is a Success.

ROBOT

SUPERNATURAL HORRORS

Typical Inspirations: *Vampire Hunter D: Bloodlust, Daybreakers, I am Legend, Omega Man, Priest, Daylight's End, Stake Land, Swan Song, The Passage, Seraph of the End*

"I've lived for almost ten thousand years. Believe me you have no idea what that means: boredom." - Magnus Lee, Vampire

For most of human history, there were creatures that lurked in the dark whose presence was the topic of folklore and wives tales. Their names were taboo, forgotten, found, and spoken of with ever increasing skepticism as time went on. But one day, they emerged from their hiding places as a harbinger for the fall of civilization. And as those who could resist them fell to the chaos of the apocalypse, they rose back to their former stations of glory, recreating their old dominions wherever possible.

COMMON TRAITS AND TECH

Common traits among the Supernatural Horrors are:

- Preternatural resilience
- Unholy strength
- Love for shadows, darkness, and Lunar phases

Supernatural Horrors draw their powers from the universal forces of darkness. They live and thrive in darkness, and draw from it their unholy abilities. There is no scientific method to explain their abilities, and they thrive on being able to overpower humans.

Throughout the world, these creatures feed off humans, using them as both cattle and as a means to growth their population. Vampires can choose to spread via the cursed blood, werewolves their bite, and Frankenstein Monsters are made through unholy attempts to reanimate the dead. Humans provide a valuable means to increase their numbers while also being a convenient source of fresh life force and meat.

FEELINGS ABOUT OTHER CREATURES

Aliens: Since the Cthulhu Mythos also seem to draw from the same dark powers, they are favorable to Mythos entities and their worshippers.

Angels/Demons: Demons seem to draw their powers from the unholy sources, and as such, there is a tentative feeling that they come from the same stock of legend.

Humans: Food and a source to build their armies

Mutants: They can be quite useful as minions since they crave acceptance.

Zombies: Zombies can be useful minion is used properly against those who would seek to kill Supernatural entities, like vampire hunters.

ALPHA WOLF

WEREWOLF



BUILD	HEALTH POINTS	ARMOR POINTS
150	30	-
DODGE	65 / 32 / 16	
INITIATIVE	11 / 6 / 1	
RESILIENCE	75 / 37 / 18	
RESOLVE	42	
DC MOD	+2	
General Attacks	Bite (50): 2d6+3 Claw x2 (50): 2d6+3	
Gear		

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
75	75	65	20	65	40	50	25	50

TRAITS & ABILITIES:

Alpha Presence: ALL Werewolves within Midrange increase their DC+1. All bears, dogs, and wolves within Midrange must make a Resolve roll or run to Long Range with Alpha Wolf.

Immunity: Werewolves are immune to Brawl and Club attack damage. They must be pierced by blades, arrows, or ammunition.

Lunar Healed: Werewolves heal 3 HP at the beginning of every Combat Round during the night.

Wolf Rage: Whenever a Werewolf takes damage, it doubles its own damage roll outcome during its next Action Phase.

DRACULA

VAMPIRE

SUPERNATURAL

BOSS



BUILD	HEALTH POINTS	ARMOR POINTS
220	44	-
DODGE	57 / 28 / 14	
INITIATIVE	8 / 3	
RESILIENCE	110 / 55 / 27	
RESOLVE	65	
DC MOD	+3	
General Attacks	Bite (30): 1d8+7 Claw x2 (30): 1d8+7	
Gear		

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
105	115	50	65	65	60	30	30	30

TRAITS & ABILITIES:

Commanding Presence: Grants +10 to ALL Frankenstein, Ghoul, Succubus, Vampire, and Zombie Stat and Skill Actions within Midrange.

Gaze: Resolve attack against 1 target. If target fails, they become SHAKEN. If they succeed, the target becomes UNNERVED.

Life Drain: Instead of causing Physical Damage, the Supernatural Horror does Resilience Damage that ignores armor. They gain 1 HP for everyone 1 Damage Dealt.

FRANKENSTEIN'S MONSTER

UNDEAD



BUILD	HEALTH POINTS	ARMOR POINTS
120	24	-
DODGE	40 / 20 / 10	
INITIATIVE	7 / 2	
RESILIENCE	60 / 30 / 15	
RESOLVE	35	
DC MOD	+1	
General Attacks	Unarmed (65): 1d6+3	
Gear		

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
50	70	20	10	60	20	65	5	50

TRAITS & ABILITIES:

Wild Haymaker: Frankenstein can make a single Attack Roll against ALL targets within Close Range, causing ALL of the damage roll to each target that fails their Defensive Actions. Each Targets can make separate Defensive Actions.

Undead Parts: Frankenstein only loses a MAXIMUM of 4 HP each time it takes damage due to being make of parts that break off easily.

GHOUL

UNDEAD



BUILD	HEALTH POINTS	ARMOR POINTS
65	26	-
DODGE	57 / 28 / 14	
INITIATIVE	8 / 3	
RESILIENCE	32 / 16 / 8	
RESOLVE	65	
DC MOD	0	
General Attacks	Claws x2 (40): 1d6+3 Bite (40): 2d4	
Gear		

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
35	30	50	65	65	35	40	30	30

TRAITS & ABILITIES:

Background Radiation: Characters in Close range of a Ghoul must make Immunity Special Stat rolls each Action Phase to avoid Radiation.

Diseased Bite: Must make an Immunity Special Stat roll when bitten to avoid Z-Virus.

Hybrid: Because Ghouls suffer from both Radiation Sickness and the Z-Virus, they have twice their normal Health Points.

Multi-Attack: Can make a Second Attack action with claws.

SUCCUBUS

VAMPIRE



BUILD	HEALTH POINTS	ARMOR POINTS
60	12	-
DODGE	62 / 31 / 15	
INITIATIVE	12 / 7 / 2	
RESILIENCE	30 / 15 / 7	
RESOLVE	65	
DC MOD	+1	
General Attacks	Bite (50): 2d4 Claw x2 (50): 2d4	
Gear		

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
30	30	65	70	60	60	50	10	60

TRAITS & ABILITIES:

Life Drain: Instead of causing Physical Damage, the Supernatural Horror does Resilience Damage that ignores armor. They gain 1 HP for everyone 1 Damage Dealt.

Siren's Call: Resolve attack against ALL targets within Short Range. If the target Fails, they make 1 unconscious Movement action toward the Succubus as a Free Action.

VAMPIRE

VAMPIRE

SUPERNATURAL



BUILD	HEALTH POINTS	ARMOR POINTS
70	14	-
DODGE	57 / 28 / 14	
INITIATIVE	10 / 5	
RESILIENCE	35 / 17 / 8	
RESOLVE	65	
DC MOD	0	
General Attacks	Bite (50): 2d4 Claw x2 (50): 2d4	
Gear		

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
35	35	50	65	65	30	50	40	50

TRAITS & ABILITIES:

Gaze: Resolve attack against 1 target. If target fails, they become SHAKEN. If they succeed, the target becomes UNNERVED.

Life Drain: Instead of causing Physical Damage, the Supernatural Horror does Resilience Damage that ignores armor. They gain 1 HP for everyone 1 Damage Dealt.

WEREWOLF

WEREWOLF



BUILD	HEALTH POINTS	ARMOR POINTS
90	18	-
DODGE	65 / 32 / 16	
INITIATIVE	12 / 7 / 2	
RESILIENCE	45 / 22 / 11	
RESOLVE	42	
DC MOD	0	
General Attacks	Bite (50): 2d6+3 Claw x2 (50): 2d6+3	
Gear		

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
40	50	65	20	65	35	50	0	60

TRAITS & ABILITIES:

Immunity: Werewolves are immune to Brawl and Club attack damage. They must be pierced by blades, arrows, or ammunition.

Lunar Healed: Werewolves heal 3 HP at the beginning of every Combat Round during the night.

Wolf Rage: Whenever a Werewolf takes damage, it doubles its own damage roll outcome during its next Action Phase.

SUPERNATURAL HORRORS II - YOKAI

Typical Inspirations: *Kaidan, Yōkai Daisensō, Nihon Shoki, Spirited Away, Inuyasha, Kuchisake-onna, Ju-on, The Ring, Ooe-yama Shuten-doji Emaki, Zegaibou Emaki*

"They are a phenomenon that surpasses human understanding." - Tetsua, Survivor

The term Yōkai comes from Heian Era Japan to explain the strange phenomena created by supernatural entities and is applied in this case to all manner of Yurei (spirits) and Oni (demons/ogre). These creatures are supernatural horrors with a singular difference: they are part spirit or fae. They can draw upon this spirit energy to change shapes or create magic, but they are also weakened by this and find themselves always walking half in the real world and half in the spirit realm. However, sometimes being able to move through the spirit realm can be a major strategic advantage.

COMMON TRAITS AND TECH

Common traits among the Yōkai are:

- Bizzare or unnatural appearance
- Unified objective
- Unnatural abilities

Yōkai, like other Supernatural Horrors, draw their power from dark forces, but frequently find themselves limited by these forces. Unlike most other Supernatural Horrors, Yōkai do not stick strictly to darkness, although their abilities are more effective at night when they can put on the illusion of being a human.

Yōkai feed from human stock, like the other Supernatural Horrors, but they also prefer to rule over humanity in the form traditional feudal systems, leaving humans as the servants and minions. Because they have the Yurei blood, many Yōkai are distracted by pacts and deals, which lends itself to voluntary human servitude.

FEELINGS ABOUT OTHER CREATURES

Aliens: These creatures from the stars are also a valid source of food, and their psychic abilities generally do not affect Yōkai.

Angels/Demons: There are Angels and Demons among the Yōkai. What is a Namahage if not a demon and what is a Tengu if not an Angel?

Humans: Food and servants. Nothing more.

Mutants: Also Food and servants. Nothing more.

Zombies: Yōkai generally ignore Zombies and often will kill them whenever spotted because of their potential to infect their human food source.



BUILD	HEALTH POINTS	ARMOR POINTS
45	9	-
DODGE	40 / 20 / 10	
INITIATIVE	7 / 2	
RESILIENCE	22 / 11 / 5	
RESOLVE	55	
DC MOD	-1	
General Attacks	Claw x2 (40): 2d4	
Gear	Religious Holy Book (Cursed)	

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
25	20	20	50	60	60	40	0	50

TRAITS & ABILITIES:

Disease Attack: Whenever a Kijo successfully causes HP Damage, the target must make an Immunity Special Stat roll to avoid gaining a Stage of Infection with the Z-Virus

Horrific Visage: Because of the deranged and bizarre look, this creature causes characters to make a Resolve Special Stat roll to avoid becoming UNNERVED upon seeing the Yokai (Any Range). If characters have already made 4 rolls against the Horrific Visage, they become immune to this roll for 1 game day.

Life Drain: Instead of causing Physical Damage, the Yokai does Resilience Damage that ignores armor. They gain 1 HP for everyone 1 Damage Dealt.

Multi-Attack (2) Training: This Yokai can make 2 Attacks without Disadvantage

Obake Step: After this Yokai has taken at least 1 Physical Damage, it can evade the remainder of combat by stepping into the Reikai (Spirit World). It heals all damage but cannot return until the next Sunset.

KITSUNE (ONE-TAILED)

YOKAI



BUILD	HEALTH POINTS	ARMOR POINTS
60	12	-
DODGE	45 / 22 / 11	
INITIATIVE	9 / 4	
RESILIENCE	30 / 15 / 7	
RESOLVE	35	
DC MOD	0	
General Attacks	Bite (40): 2d4 Claw x2 (40): 2d4	
Gear	Wakazashi (Combat Knife) x2	

YOKAI

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
30	30	50	30	40	40	40	0	40

TRAITS & ABILITIES:

Fox Spirit: The true form of a Kitsune, both physical and psychological, is of a fox, being sweet when desired and angry when crossed. As they gain experiences, they gain tails (up to 9). For each Tail a Kitsune has, increase ALL stats +10.

Glamour: Because of their Yousei heritage, Kitsune can change their appearance to look Human and walk among humans, usually to make deals or investigate items.

Obake Step: After this Yokai has taken at least 1 Physical Damage, it can evade the remainder of combat by stepping into the Reikai (Spirit World). It heals all damage but cannot return until the next Sunset.

Yousei: This creature is attracted to and distracted by items and are bound to deals. They will fulfill ANY deal made with them, including acts of bizarre abilities (like bringing the dead to life) or trickery. They can be easily distracted with any item of 4 or more CP.

NAMAHAGE

YOKAI

YOKAI



BUILD	HEALTH POINTS	ARMOR POINTS
80	16	12
DODGE	55 / 27 / 13	
INITIATIVE	11 / 6 / 1	
RESILIENCE	30 / 15 / 7	
RESOLVE	35	
DC MOD	0	
General Attacks	Knife (55): 2d4	
Gear	Combat Knife, Samurai Armor	

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
40	40	50	30	60	20	55	0	60

TRAITS & ABILITIES:

Group Tactics: When 2 or more Namahage are within Midrange of each other, they gain Advantage on all Attack and Defensive Actions. When 2 or more Namahage are within Short range, they increase their DC+1.

Obake Step: After this Yokai has taken at least 1 Physical Damage, it can evade the remainder of combat by stepping into the Reikai (Spirit World). It heals all damage but cannot return until the next Sunset.

Horrific Visage: Because of the deranged and bizarre look, this creature causes characters to make a Resolve Special Stat roll to avoid becoming UNNERVED upon seeing the Yokai (Any Range). If characters have already made 4 rolls against the Horrific Visage, they become immune to this roll for 1 game day.

Sweeping Attack: This Creature can make a single Attack Roll against ALL targets within their melee weapon's Range (Close or Short). Each successful hit takes ALL of the damage roll.



BUILD	HEALTH POINTS	ARMOR POINTS
80	16	-
DODGE	30 / 15 / 7	
INITIATIVE	6 / 1	
RESILIENCE	20 / 10 / 5	
RESOLVE	35	
DC MOD	0	
General Attacks	Konsaibo (60): 2d4 <i>Versatile (advantage w/ 2-hands)</i>	
Gear	Kansaibo (bat), Tiger Pelt (2 CP)	

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
40	40	20	30	40	50	60	0	40

TRAITS & ABILITIES:

Counter Offensive: This creature gains Advantage on Parry and Riposte Defensive Actions, but Disadvantage on Dodge and Full Dodge Defensive Actions.

Oni Rage: Whenever an Oni is at 1/2 of their maximum Health Points or below, they gain +5 to their Initiative that comes into effect immediate (does not wait until beginning of next round).

Sweeping Attack: This Creature can make a single Attack Roll against ALL targets within their weapon's Range (Close or Short). Each successful hit takes ALL of the damage roll.

OROCHI (3-TAILED, 2-HEADED)

YOKAI

YOKAI



BUILD	HEALTH POINTS	ARMOR POINTS
165	33	2
DODGE	50 / 25 / 12	
INITIATIVE	8 / 3	
RESILIENCE	82 / 41 / 20	
RESOLVE	55	
DC MOD	+2	
General Attacks	Bite x2 (60): 1d6+3 Claw x2 (60): 2d6+3	
Gear		

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
80	85	40	50	60	70	60	0	40

TRAITS & ABILITIES:

Changing Forms: Orochi are a mixture of physical characteristics, like antlers of a deer, body of a snake, claws of an eagle, etc. They will have a mixture of tails up to 8 heads or 8 tails (or any variation between but no more than 8). For each Head, they gain an Additional Bite Attack. For each Tail, they gain +10 to each stat.

Fleet-Footed: This Creature can make 1 Movement action as a Free Action.

Flight: This Creature ignores Hinderling Terrain by flying over it.

Natural Armor: This Creature has a natural defense against damage, negating damage from EVERY attack equal to their Armor.

Unnatural Storm: Orochi can stomp their foot or clap their paws and create a swirling mist of water vapor that attacks ALL Targets within Midrange for 1d6+3 Resilience Damage. Targets cannot Dodge but can use a Resilience Special Stat roll to negate 2 damage per Degree of Success.

SEIRYU

YOKAI



BUILD	HEALTH POINTS	ARMOR POINTS
90	18	-
DODGE	40 / 20 / 10	
INITIATIVE	6 / 1	
RESILIENCE	45 / 22 / 11	
RESOLVE	45	
DC MOD	0	
General Attacks	Bite (50): 2d4 Claw x2 (50): 2d4	
Gear		

YOKAI

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
40	50	30	40	50	60	50	0	30

TRAITS & ABILITIES:

Azure Form: Seiryu is considered a guardian yousei, and in its Azure Form, resembles a blue dragon with the antlers of a deer, the paws of a lion, and body of a snake. It exhales icy breaths and is Immune to both Fire and Water Resilience Damage.

Eternal: When killed, this creature appears somewhere else Long Range or farther from where it died and has no memory of its previous existence.

Flight: This Creature ignores Hinderling Terrain by flying over it.

Frost Breath: Seiryu can attack ALL targets within Midrange with a single 1d6+3 Resilience Attack. Targets cannot Dodge but can use a Resilience Special Stat roll to negate 2 damage per Degree of Success.

Obake Step: After this Yokai has taken at least 1 Physical Damage, it can evade the remainder of combat by stepping into the Reikai (Spirit World). It heals all damage but cannot return until the next Sunset.

SHUTEN DOUJI

YOKAI

YOKAI

BOSS



BUILD

HEALTH
POINTS

ARMOR
POINTS

175

35

-

DODGE

70 / 25 / 17

INITIATIVE

13 / 8 / 3

RESILIENCE

87 / 43 / 21

RESOLVE

75

DC MOD

+2

General
Attacks

Katana (90): 1d8+7

Gear

Katana, Sake jug

STR

FOR

AGI

INT

INS

CHA

FS

BS

LUCK

80

85

40

50

60

70

60

0

40

TRAITS & ABILITIES:

Commanding Aura: All Namahage, Oni, and Tengu gain +5 Initiative when within Midrange of Shuten Doji.

Counter Offensive: This creature gains Advantage on Parry and Riposte Defensive Actions, but Disadvantage on Dodge and Full Dodge Defensive Actions.

Drinking Game: Shuten Douji will accept challenges to settle disputes by 4 Round Drinking Contest, each round requiring an increased Resilience Special Stat Success Requirement (Success > Great Success > Amazing Success > Critical Success).

Sweeping Attack: This Creature can make a single Attack Roll against ALL targets within their weapon's Range (Close or Short). Each successful hit takes ALL of the damage roll.

Yousei: This creature is attracted to and distracted by items and are bound to deals. They will fulfill ANY deal made with them, including acts of bizarre abilities (like bringing the dead to life) or trickery. They can be easily distracted with any item of 4 or more CP.

TENGU

YOKAI



BUILD	HEALTH POINTS	ARMOR POINTS
30	6	-
DODGE	30 / 15 / 7	
INITIATIVE	4	
RESILIENCE	15 / 7 / 3	
RESOLVE	35	
DC MOD	-1	
General Attacks	Bite (50): 2d4 Wakazashi (50): 2d4	
Gear	Wakazashi (Combat Knife)	

YOKAI

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
15	15	20	30	40	50	40	0	20

TRAITS & ABILITIES:

Flight: This Creature ignores Hinderling Terrain by flying over it.

Multi-Attack (2) Training: The Yokai can make 2 Attacks without Disadvantage

Swift: This creature does not stop moving and therefore is always at Midrange for ALL Attacks. It strikes in Midflight, so it never ends within Close Range of a target.

Horrific Visage: Because of the deranged and bizarre look, this creature causes characters to make a Resolve Special Stat roll to avoid becoming UNNERVED upon seeing the Yokai (Any Range). If characters have already made 4 rolls against the Horrific Visage, they become immune to this roll for 1 game day.



ZOMBIES

Typical Inspirations: *Night of the Living Dead, Night of the Comet, 28 Days Later, The Walking Dead, Zombieland, Train to Busan, Zone One, Monster Island, Left 4 Dead*

“Your dead shall live; their bodies shall rise.’ It were in the bible.” - Rev. John, survivor

While it seems scientifically impossible that the dead should become reanimated based on a virus, the fact is that those infected with the insidious Z-Virus do eventually become reanimated, returning to the living as their greatest enemy: themselves as unyielding consumers. While all the tropes exist, headshots and the like, a horde of Zombies nevertheless presents a tremendous obstacle to long term survival in the wasteland, as a single scratch or bite could mean the downfall of an entire community.

COMMON TRAITS AND TECH

Common traits among the Zombies are:

- Visibly infected with Z-Virus
- Immunity to Resolve Damage
- Flocking (Stats increase if there are other Zombies nearby)

Zombies have a strange, near telepathic connection to each other, seemingly able to recognize whenever another Zombie nearby has found a source of food. They often are loosely connected and will “assist” each other in attempting to break through doors or capture potential food sources despite their lack of higher thought processes.

Zombies are in a constant state of starvation and driven to consume flesh. Sometimes, this requires serious coordination, and every so often, a Zombie evolves the ability to preternaturally control other Zombies, creating a hierarchy of Zombie Soldiers. This means that often a strategy that works against Zombies over time will fail when the Zombies do something unexpected.

FEELINGS ABOUT OTHER CREATURES

Aliens: Brailiins.....

Angels/Demons: No brailiins....

Humans: Brailiins....

Kaiju: Big Brailiins....

Mutants: Brailiins....

Supernatural: Must listen to Dracula... all else is Brailiins...

A NOTE ON HOW TO USE ZOMBIES

Ultimately the Gamemaster controls how they want to present and use Zombies in a game, but it should be noted that an individual Zombie, even an individual Zombie Horde, is not as complex or as dangerous as other Enemies found in this book. The strength of Zombies is in their numbers, as the more Zombies in an area means statistical success, but also once a character has been become **UNCONSCIOUS**, their chance survival drops significantly. As explained in the Core Rules, each attack against an **UNCONSCIOUS** target is an automatic Success and decreases the Recovery Opportunity by 1. A group of 10 Zombies surrounding an **UNCONSCIOUS** character is therefore guaranteed to end that character's chance of survival with 1 Combat Round.

DON'T FORGET FLOCKING

Zombies, with the exception of the Zombie Horde, have the Special Ability "Flocking" which increases ALL the Zombie Base Stats +5 for each Zombie within Midrange of each other up to a Maximum of +20. This means that 4 Zombie Walkers within Midrange of each other are significantly stronger than individually (for ease of Stat processing, the Zombie Horde Base Stats are based on the Flocking benefits, but a "Flocking" Walker only possesses 12 Health Points).

The true danger of the Zombie is the numbers. Zombies need not be the same kind of Zombie to gain the Flocking benefit, so using a cadre of 4 or more Zombies will mean that all 4 increase their Base Stats and therefore their effective danger level. In this way, having Zombies as a filler enemy is useful to make an obstacle slightly more challenging, but the challenge decreases as the Zombies are destroyed by characters.

HOW TO USE A ZOMBIE QUEEN (OR KING)

Another useful tactic for using Zombies is to add a Zombie Queen (or King) to a cadre of Zombies. The "Telepathic Link" Special Ability allows the Zombie Queen to automatically add an additional +20 to a Zombie's Base Stats in addition to the Flocking benefits, which means a +40 to any 1 Zombie's Base Stats if there are 3 others (including the Queen who also gains the Flocking benefit). A single Zombie Walker in a group of 3 plus the Zombie Queen increases their Fighting Skill Build to 100, their Health Points to 20, their Fighting Skill to 56, and their effective damage immediately increases from Light (1d4) to Heavy (1d6+3).

It should be noted that a Zombie Queen is a Boss and should therefore be restricted to moments when it would thematically appropriate. It should be noted that the Zombie Queen is still a Zombie and it therefore subject to a "Dracula's" dark influences (see Dracula for more details).

ZOMBIE DOG

ZOMBIE



BUILD	HEALTH POINTS	ARMOR POINTS
45	9	-
DODGE	37 / 18 / 9	
INITIATIVE	4	
RESILIENCE	22 / 11 / 5	
RESOLVE	-	
DC MOD	-1	
General Attacks	Bite (40) 1d4 – Advantage on Grapple Claw (40): 1d4 (Multi-Attack)	
Gear		

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
15	30	35	20	40	20	40	-	8

TRAITS & ABILITIES:

Diseased Bite: Must make Immunity Roll when bitten to avoid Z-Virus.

Facial Tearing: Bleeding and deformed face that increase the Success Requirement for Immunity Rolls against Diseased Bite +1 (Great).

Flocking: +5 on ALL Base Stats per Zombie within Midrange to maximum of +20. Pseudo-Psychic link to other Zombies.

Immune: Immune to Resolve and Immunity Damage.

Multi-Attack: Can make a Second Attack action.

Zombie Rage: Can make 1 Movement as Free Action. Ignore most Hinderling Terrain.

ZOMBIE

ZOMBIE HORDE (20 MEMBER UNIT)

ZOMBIE



ZOMBIE

BUILD	HEALTH POINTS	ARMOR POINTS
-	40	-

DODGE	40 / 20 / 10
INITIATIVE	6 / 1
RESILIENCE	40 / 20 / 10
FIREWALL	80
DC MOD	-
General Attacks	Bite (40) 2d4 Claw (40): 2d4 (Multi-Attack)
Gear	1 Random Salvage Item

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
40	40	40	32	40	32	40	-	25

TRAITS & ABILITIES:

Diseased Bite: Must make Immunity Roll when bitten to avoid Z-Virus.

Exposed Bone: Fingers have exposed bone making claws. Defenders must make an Immunity Roll when using the Parry Defensive Action.

Horde Immunity: A Zombie Horde can only lose a MAXIMUM of 4 Health Points each time it takes damage.

Horde Pressure: The Zombie Horde moves a unit and loses 1 Member for every 2 Health Points lost, but the Stats remain the same until all Health Points are Lost.

Immune: Immune to Resolve and Immunity Damage.

Multi-Attack: Can make a Second Attack action.

ZOMBIE QUEEN

ZOMBIE



BOSS

BUILD	HEALTH POINTS	ARMOR POINTS
86	17	-

DODGE	45 / 22 / 11
INITIATIVE	9 / 4
RESILIENCE	43 / 21 / 10
RESOLVE	-
DC MOD	0
General Attacks	Claw (30): 2d4 (Multi-Attack)
Gear	1 Random Salvage Item

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
30	56	40	45	45	60	30	-	50

TRAITS & ABILITIES:

Flocking: +5 on ALL Base Stats per Zombie within Midrange to maximum of +20. Pseudo-Psychic link to other Zombies. (Already Applied above).

Immune: Immune to Resolve and Immunity Damage.

Loss of Lower Jaw: Loses "Diseased Bite" attack and must "rend" flesh to consume it.

Multi-Attack: Can make a Second Attack action.

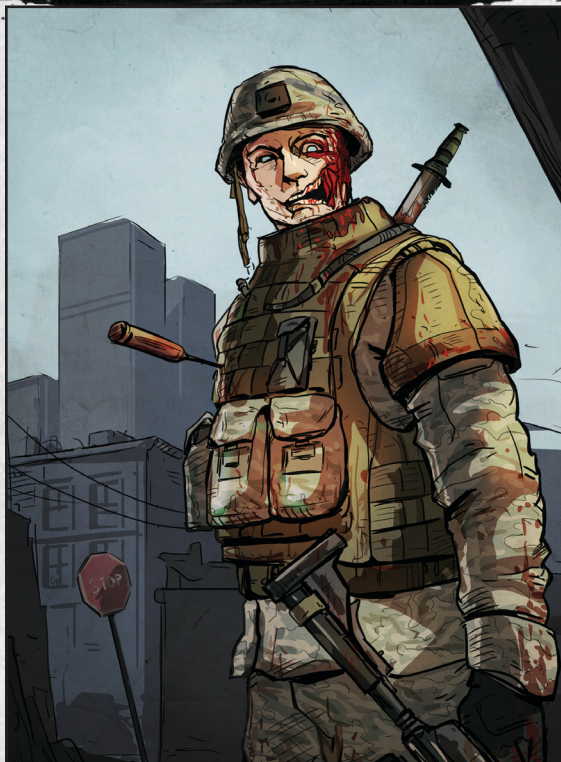
Slowed: Requires 2 Movement Actions to move 1 Distance.

Telepathic Link: Queen has Telepathic link to group of Zombies and can issue commands over distances, granting +20 to ALL Zombie Stats and Melee DC+1. This stacks with flocking.

ZOMBIE

ZOMBIE SOLDIER

ZOMBIE



ZOMBIE

BUILD	HEALTH POINTS	ARMOR POINTS
55	11	6
DODGE	36 / 18 / 9	
INITIATIVE	7 / 2	
RESILIENCE	27 / 13 / 6	
RESOLVE	-	
DC MOD	0	
General Attacks	Bite (40) 2d4 Autorifle (22): 2d4 (Burst Fire, Unreliable)	
Gear	Woven Kevlar Vest, Helmet, Rifle Ammo (40 Rounds), Flashlight	

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
20	35	60	7	12	12	30	22	12

TRAITS & ABILITIES:

Diseased Bite: Must make Immunity Roll when bitten to avoid Z-Virus.

Facial Tearing: Bleeding and deformed face that increase the Success Requirement for Immunity Rolls against Diseased Bite +1 (Great).

Flocking: +5 on ALL Base Stats per Zombie within Midrange to maximum of +20. Pseudo-Psychic link to other Zombies.

Immune: Immune to Resolve and Immunity Damage.

Burst Fire: Allocate any Amount of Ammunition to increase the weapon's DC +1 per Ammunition spent after the first.

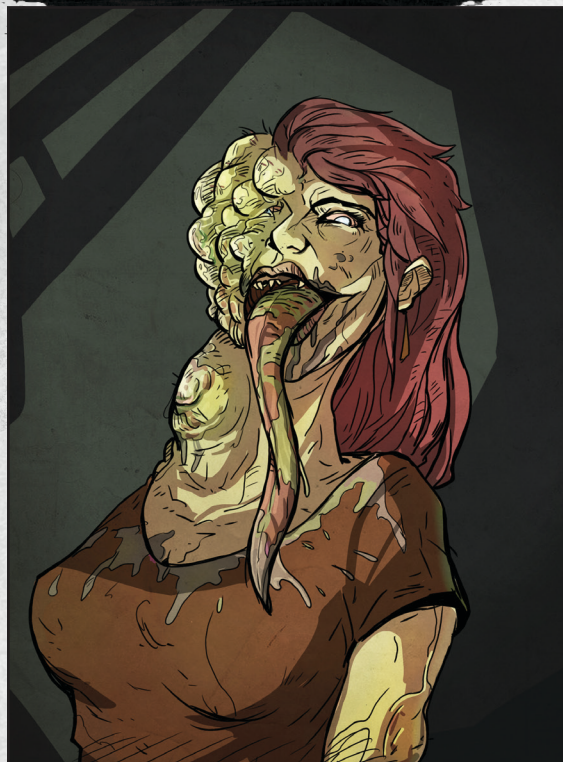
Natural Healing: Heals 1d4 each day.

Unreliable: Rifle Jams on rolls of 95-99, even if the roll is a Success.

Zombie Rage: Can make 1 Movement as Free Action. Ignore most Hinderling Terrain.

ZOMBIE SPITTER

ZOMBIE



BUILD	HEALTH POINTS	ARMOR POINTS
24	8	-

DODGE	29 / 14 / 7
INITIATIVE	4
RESILIENCE	12 / 6 / 3
RESOLVE	-
DC MOD	-1
General Attacks	Bite (37): 2d4 Tongue Wrangle (37): 1d4
Gear	

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
12	12	37	12	12	12	37	12	5

TRAITS & ABILITIES:

Diseased Bite: Must make Immunity Roll when bitten to avoid Z-Virus.

Elongated Tongue: Can make Wrangle attacks with Tongue over Short Distance.

Flocking: +5 on ALL Base Stats per Zombie within Midrange to maximum of +20. Pseudo-Psychic link to other Zombies. (Already Applied above).

Immune: Immune to Resolve and Immunity Damage.

Pustule Outbreak: When taking damage, ALL Targets within Short Range must make Immunity Roll or become infected with Z-Virus.

Slowed: Requires 2 Movement Actions to move 1 Distance.

ZOMBIE

ZOMBIE STALKER

ZOMBIE

ZOMBIE



BUILD	HEALTH POINTS	ARMOR POINTS
75	15	-
DODGE	13 / 6 / 3	
INITIATIVE	2	
RESILIENCE	37 / 18 / 9	
RESOLVE	-	
DC MOD	0	
General Attacks	Bite (50): 2d4 Claw (50): 2d4 (Multi-Attack)	
Gear		

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
25	50	25	12	12	12	50	12	12

TRAITS & ABILITIES:

Diseased Bite: Must make Immunity Roll when bitten to avoid Z-Virus.

Exposed Organs: Grants Disadvantage to Immunity Rolls AND increases the Success Requirement +1.

Flocking: +5 on ALL Base Stats per Zombie within Midrange to maximum of +20. Pseudo-Psychic link to other Zombies.

Immune: Immune to Resolve and Immunity Damage.

Multi-Attack: Can make a Second Attack action.

Stealth Killer: Seeing or hearing a Zombie Stalker before it attacks requires a GREAT SUCCESS on a Perception skill roll

Zombie Rage: Can make 1 Movement as Free Action. Ignore most Hinderling Terrain.

ZOMBIE WALKER

ZOMBIE



BUILD	HEALTH POINTS	ARMOR POINTS
20	4	-
DODGE	20 / 10 / 5	
INITIATIVE	3	
RESILIENCE	10 / 5 / 2	
RESOLVE	-	
DC MOD	-1	
General Attacks	Bite (16): 1d4 Claw (16): 1d4 (Multi-Attack)	
Gear		

ZOMBIE

STR	FOR	AGI	INT	INS	CHA	FS	BS	LUCK
10	10	20	20	20	12	16	-	10

TRAITS & ABILITIES:

Diseased Bite: Must make Immunity Roll when bitten to avoid Z-Virus.

Exposed Organs: Grants Disadvantage to Immunity Rolls AND increases the Success Requirement +1.

Flocking: +5 on ALL Base Stats per Zombie within Midrange to maximum of +20. Pseudo-Psychic link to other Zombies.

Immune: Immune to Resolve and Immunity Damage..

Multi-Attack: Can make a Second Attack action.

Slowed: Requires 2 Movement Actions to move 1 Distance.

Starvation: Zombies suffer from a permanent state of Starving and are always feeling the urge to feed.



SPECIAL NOTES: KAIJU

Kaiju in Maximum Apocalypse: The Roleplaying Game are the penultimate enemy. These giant beasts are Colossal Build (450) or larger with at least 100 Health Points and probably some kind of Hardened skin to negate a portion of the damage they receive. While it is acceptable if a Gamemaster wants to “stat” a Kaiju for their sessions or campaigns, generally Kaiju should be considered akin to a natural disaster. They rumble the ground when they walk, the topple buildings then they come to them, and they leave giant footprints that require aerial viewing to see in their entirety, if they leave footprints at all, and any attempts to kill them result in futile attempts to “tickle” the creature with damage.

A good story might involve a group of survivors escaping a rampaging Kaiju only to decide to turn and sacrifice themselves to allow the other refugees to escape, the fact is that even if there were Base Stats to a Kaiju, they would do a MINIMUM of Ruinous (2d10+11) damage with a basic stomp attack. Any additional damage would be added to this Ruinous Damage, and any Multi-Attack options, perhaps with even additional limbs (looking at you “Unclassified Cephalopod” Kaiju monsters), would be completely kill a character in a single Action Phase.

Kaiju should generally be treated as one of the setting pieces of the wasteland as they roam through, consuming, smashing, or doing whatever it is that Kaiju do before the eventually wandering off camera to do those same actions elsewhere. It is best to treat Kaiju the same as destructive weather conditions.

IF YOU ABSOLUTELY MUST STAT THE KAIJU

If there is no other choice and you must make a tangle, killable Kaiju, the best way to do that is to use the “Boss” creation rules on page 6 and add +500 to the creature’s Build. This would grant it a “Goliath” Build regardless of actual Build Points and grant it DC Mod +9 up to +12 and giving it a Base Damage of Ruinous + Light (2d10+1d4+11) up to Ruinous + Massive (2d10+2d6+14). If it has Claws, increase DC Mod an additional +2.

Now that you have the Base Stats and the Build, calculate the Special Stats. Dodging is not tremendously important because the Kaiju grants **DOUBLE ADVANTAGE** to Attacks against it, but also grants **DOUBLE DISADVANTAGE** to its opponents’ Defensive Actions within Close Range and **DISADVANTAGE** to its opponents’ Defensive Actions within Short Range. This means that both sides will hit more often, thus increasing the Lethality against players who have decided to go toe-to-toe with a force of nature.

Kaijus, like any other “Boss,” wins Ties and possesses between 2-5 Traits & Abilities. Gamemasters can choose ANY Traits possessed by ANY Enemy, but a Kaiju should have at least 1 Cthulhu Mythos Trait (because Mythos Creatures are the closest equivalent to Kaiju within this manual). If a Kaiju has some of the Robot Traits & Abilities, then it has become the “Mecha” version of its original form.

HUMANS ARE AN ENDANGERED SPECIES. UNMUTATED HUMANOIDS ARE RARE.

The Monster Manual contains seventy-two different monsters designed to be used with the Maximum Apocalypse: The Roleplaying Game rules. It contains brief introductions to these monsters, their motivations, and briefly, how to create them. Use this book to populate your Maximum Apocalypse Wasteland with enemies.

Maximum Apocalypse RPG immerses you in a world suffering from multiple extinction level events. Each of the creatures enrich the story by creating different obstacles for players to experience and new dangers to avoid as they attempt to survive and complete session objectives. Killing these monsters is one way to gain experience and advance your character. But more than that, some of these monsters can be used to create a campaign nemesis, driving the players to their final objective.

Can you survive against these monsters in the Maximum Apocalypse?