

MISTY MOUNTAIN HOOP

An Adventure for the ALTERNITY **Science Fiction Roleplaying Game**
set in the GAMMA WORLD **Campaign Setting**

by Mike Selinker

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Made in the U.S.A.

This is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. Begin by passing out the player characters; pass them out based on class only, not revealing gender or race. Instruct the players to leave the character sheets face down until you have read the introduction. Then, tell them to study their character sheets, select spells, and notify you when they are ready to begin the adventure.

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players capsule their characters for each other and vote. The standard RPGA Network voting procedures will be used. Make sure you have finished voting before you collect the players' voting sheets. This way you will not be influenced by their votes and comments.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

A note about the text: Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in ***bold italics***. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

This ALTERNITY® adventure takes place in the post-apocalyptic GAMMA WORLD Campaign Setting. It requires a copy of GAMMA WORLD to play.

The adventure is set near Mount Rainier, the major volcanic mountain near Seattle. The mountain is reputed to have erupted during the Cataclysm, and still rumbles from time to time.

Players' Introduction

Gamma Terra!

You feel your heart pound as you steel yourself for adventure among the radiation-soaked landscape. Mutants and androids and giant hairy creatures—heck, that's you guys. And you're flat-out normal compared to what's out there.

For your first mission since being told you were adventurers, you've set out from Mineral, the free town at the base of the Rainy Mountains. Mineral's just what it sounds like: rough, hard, and downright boring. Folks there do little but watch blurry videotapes of Ancient

heroic documentaries and hope for a better tomorrow. Like I said, bo-ring.

But you don't plan to be bored long, because ahead lies Big Rainy, the colossal mountain that still smolders from its reign of destruction generations ago. Maybe it'll erupt while you're there, maybe not. That's what adventure's all about.

You've passed the way station of Elbow and have just forded through the thoroughly pillaged ghost town of Ash. Ahead you see the base of the glacier on the south side of the mountain, where you've been told to scout for signs of civilization. As far as you know, no one has tried to survive the glacier before. Even though the summer winds blow across the land, you have secured winter clothes and provisions to brave the glacier. Hey, you may be thrill-seekers, but you don't intend to be cold thrill-seekers.

Anyhow, you hope to find a settlement or a ranger station or maybe even an evil faction of anti-mutant supremacists. Anything to get out of Mineral for a while.

Gamemaster's Information

The young heroes walk toward the mountain. If they want more ordinary equipment, give it to them within reason (snowshoes yes, laser rifle no).

The heroes each have red Gore-Tex snow parkas with letters on the back. A successful Knowledge—*ancient language* skill check reveals the letters as "REI." An Amazing success indicates that "REI" means "king" in a forgotten language (Portuguese), suggesting the heroes are kings. Regardless, the parkas give a –2 step bonus to Stamina skill checks involving cold.

Encounters 1, 2, and 3 occur as the heroes approach the frozen town of Longmire. Each encounter occurs when the heroes reach any point in the appropriately numbered arc. Encounter 4 is the frozen town of Longmire, and encounter 5 is a jumping-off point for future adventures.

Nothing happens till the heroes reach the base of the glacier. The glacier is a flat sheet of ice that reflects the sun with a painful glare. The heroes face a danger of snowblindness, though this may not be apparent till later. Every three hours on the glacier, anyone without sunglasses or other eye protection (or anyone with Photosensitivity) makes an Awareness—*perception* skill check. Failure means the hero gets a cumulative +1 penalty to all skill checks affected by vision (up to +3). This penalty does not go away till the hero takes an hour to rest or leaves the glacier.

In addition, every three hours on the glacier, the heroes should each make a Stamina—*endurance* skill check (or, if the player desires, a Survival—*arctic* skill check) modified by the parka bonuses. Failure means

that the hero suffers d4+1s from the cold. This damage will not heal until the hero is in a warm place.

① Snowbunnies

The foothills of Big Rainy are easily mounted, with the bright sun beating down on the heroes. However, a mist sets in which does little to change the brightness, but does limit vision to only about 100 meters. It takes about an hour to go one square (4 kilometers) on the glacier.

At the arc marked by 1, the heroes hear a series of quick skidding noises when they reach a point in this arc. They soon are surrounded by quickly moving creatures called schusses, 18 in all. Schusses are small, inoffensive, and highly curious mutated white rabbits. They have very thick fur and extended footpads that resemble four small skis. They are omnivorous and hunt for food in packs. They never attack anything much larger than themselves, even in packs. They use their Confusion mutation as a defense, usually to cover their escape.

These snowbunnies look hungry. They dart around the heroes for as long as they are interested, which will be until any are killed, scared off by a loud noise, or bored after 20 minutes of game time. If any schuss is fed, they all crowd in for food. If this occurs, several dart off to the site of encounter 4 at top speed.

SCHUSS

STRENGTH 2 (–2) **INTELLIGENCE** 3 (–2)
DEXTERITY 17 (+4) **WILL** 3 (–2)
CONSTITUTION 6 **PERSONALITY** 8
Durability: 6/6/3/3 **Action check:** 12+/11/5/2
Move: ski 24, run 16, walk 6 **# Actions:** 2
Reaction Score: Ordinary/2
Mutations: Confusion (each opponent suffers at most one effect per round), Enhanced Senses, Environmental Adaptation (cold), Increased Speed, Hyper Immunity (Snowblindness only), Danger Sense, Photodependent

Attacks

Bite 4/2/1 d4–2s/d4–1s/d4s LI/O

Defenses

Fur: d6–4 (LI), d6–4 (HI), d6–2 (En)
+4 resistance modifier vs. ranged attacks
–2 resistance modifier vs. melee and mental attacks and encounter skills

Skills

Athletics [2]—*jump* [18]; Unarmed Attack [2]—*brawl* [4]; Acrobatics [17]—*dodge* [18], *fall* [18]; Stealth [17]—*hide* [18], *sneak* [18]; Movement [6]—*race* [18]; Awareness* [8]—*intuition* [10]*, *perception* [10]*.
* –2 step bonus due to mutations

② Yexils

The second non-location-specific encounter is with two yexils. This mated pair is after food, specifically synthetic clothing. They alight from the sky on both sides of the party, claiming the heroes have what they want. If the heroes don't know the yexils' particular diet, the yexils point at their bodies. The yexils want the parkas, and attack if they are not appeased. If the heroes hand over all their parkas, the yexils go in peace (and the heroes go without a bonus against the cold).

If the heroes fork over some synthetic clothing other than the parkas, the male yexil can be satisfied, but the female is very picky about what she eats, accepting only designer label designs. She has learned to recognize “quality” styles by scent. Her mate is not so choosy, but is always trying to please his wife. He will eat rags so that she can get the most succulent morsel. His wife has come to expect nothing less.

The yexils roost in the satellite dish in encounter 4. They know of the hoop who lives there, but generally leave him alone. They will not say they're afraid of the hoop, but careful heroes may discern that they are.

YEXIL

STRENGTH 15 (+3) **INTELLIGENCE** 6 (–1)
DEXTERITY 10 (0) **WILL** 6 (–1)
CONSTITUTION 12 **PERSONALITY** 7
Durability: 14/14/7/7 **Action check:** 12+/11/5/2
Move: walk 4, glide 30, fly 60 **# Actions:** 2
Reaction score: Ordinary/2
Mutations: Environmental Adaptation (cold), Photogeneration

Attacks

Bite 14/7/3 d4+3w/d6+3w/d4+3m LI/O

Defenses

+3 resistance modifier vs. melee attacks
–1 resistance modifier vs. encounter skills

Skills

Stamina [12]—*endurance* [13]; Knowledge [6]; Awareness [6]; Interaction [7].

③ Snow Snake

A little bit before this crevasse, each hero gets an Awareness—*perception* skill check to see the white-on-white chasm. Only a Good or Amazing success reveals the crevasse's existence (and don't forget snowblindness penalties). The fissure in the glaciertop is three meters wide. Heroes that do not see the crevasse must roll a success on an Acrobatics—*dodge* skill check to avoid falling in. Those that fail, or those that jump in after those that fail, must succeed in an Acrobatics—*fall* skill check to avoid suffering Extremely Short Fall damage upon hitting the bottom 4 meters down. (The schusses know where the crevasse is, and leap across on their skis. The far side is a bit lower than the near one, so the snowbunnies rarely miss their leap.)

In the fissure is a slither, a snow snake that is camouflaged against the ice. Slithers are large white snakes that have grown fur to adapt to the cold. They are rarely found in numbers outside their lairs, in which case a mated pair with children is not unknown. Snow snakes attack anything that moves, but retreat if seriously wounded.

This snake tries to get surprise, with a +2 penalty to opponents' Awareness—*perception* skill checks because of the camouflage. It relishes the opportunity to eat anything other than the rare falling snowbunny.

SLITHER

STRENGTH	13 (+2)	INTELLIGENCE	4 (−2)
DEXTERITY	13 (+2)	WILL	10 (0)
CONSTITUTION	14	PERSONALITY	4

Durability: 14/14/7/7

Action check: 9+/8/4/2 (−3 step bonus)

Move: sprint 22, run 14, walk 4

Actions: 2

Reaction score: Good/2

Mutations: Chameleon Flesh (white only), Cryokinesis, Enhanced Senses, Environmental Adaptation (cold), Hyper Reflexes

Attacks

Bite	12/6/3	d6w/d6+2w/d6+4w	LI/O
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Defenses

+2 resistance modifier vs. melee and ranged attacks
−2 resistance modifier vs. encounter skills

Skills

Athletics [13]; Stealth [13]—*hide* [14], *sneak* [14]; Stamina [14]; Survival [14]; Awareness [10]—*intuition* [12], *perception* [12]; Resolve [10]—*mental* [12].

④ Longmire Lookout

The ancient town of Longmire is flash frozen beneath the glacier. All buildings of up to three stories are completely encased in ice. However, one building pokes out through the ice. The superglacial portion was once the office of a sporting goods chain. Now it is home to a hoop, the feared mutated bunny rabbit of Gamma Terra.

As the heroes reach Longmire, they should make Awareness—*intuition* skill checks. Success indicates the generally flat glacier is bumpy in spots. Clearing away the snow reveals the ghostly image of a town beneath the ice. It would require months of chipping to reach the buildings.

About this point, the heroes should encounter a small pack of schusses, three or four at most. The snowbunnies have a far shorter attention span than the last clutch, suggesting that they are not as hungry as those previously encountered. Indeed, the hoop fed them recently, so they stay only a minute or so before speeding away.

The structure previously sighted should be distinct now. A brick and wood building seems to float atop the ice, though it doesn't take a genius to deduce that some floors may be below. All the windows are boarded over. On the roof is a large metal structure, which might be a sculpture.

The roof structure is a huge satellite dish that now serves as the yexils' nesting place. There are shreds of polyester here and there, perhaps suggesting the residents might be home soon.

Also on the roof is a door to the lower levels. The door is made of rubber, and thus is easily pried open and resealed. This door has been trapped by the hoop, as detailed below. Near the door is a small rope chain connected to a set of jingle bells. The schusses pull the chain when they bring food for the hoop. If the chain is pulled, the hoop cautiously pokes his head through the door a minute later, rifle in hand. If he finds a schuss with food, he'll pat it on the head. If he finds curious heroes, he'll blast them with his rifle.

Entering the building: The heroes may come in through one of the windows or through the roof door. The boards can be removed with a Strength feat check. Inside, the hoop has placed tin cans above all the windows. If the boards are removed, the hoop hears it and pinpoints the heroes' location.

The roof door entrance is trapped (see below). The door at the bottom of the stairs is a normal swinging door.

The top floor: This uppermost floor contains 20 rooms. A portable generator keeps the lights working at 1/3 normal brightness, leaving deep shadows everywhere. When the descriptions say "standard office items," this means an inoperative computer, a desk, a

chair, a telephone, books, and other items commonly found in offices.

1. Stairwell to roof: This area is trapped. Any hero stepping on the first step causes the pin to fall away from a tear gas grenade five stairs down. The grenade explodes ten seconds after the first hero enters. If both doors to the stairwell are closed, the poison doesn't dissipate for six minutes, but if either door is open, the gas vanishes after one action round. (A tear gas grenade's smoke lasts for $d8+4$ rounds. It provides a +2 step penalty to all attacks and Awareness skill checks, and requires a Constitution feat check. A Critical Failure causes helplessness, Failure a +3 penalty, Ordinary a +2 penalty, Good a +1 penalty, and Amazing no penalty. All effects of the tear gas last for 2d4 rounds.)

2. Lavatories: The west is for men, the east for women. A computer, books, and other supplies have been moved into the east lavatory from room 4.

3. Vice president's lavatory: Not a pretty sight.

4. Vice president's office: The hoop usually stays in this room. Here he has stockpiled 20 tear gas grenades, 55 energy cells, 2 Bowie knives, and an open box of 85 clips each of 50 shots for his assault rifle. The hoop has moved all the office items out of the room except the desk, which is clearly his bed.

5. Projection room: In addition to several dozen fixed chairs and a screen, this room contains a portable cell-powered movie projector. When the hoop uses this to blind, it requires a Good or Amazing success on an Awareness—*intuition* skill check to avoid blindness entirely. An Ordinary success means the victim is blinded for the next round, and a Failure means the victim is blinded for two rounds. Blinded individuals have a +3 step penalty to all actions, and give opponents a -3 step bonus to hit them.

6. Executive conference room: A lectern, a long table, a burned out overhead projector, and several chairs are in here.

7. Conference room adjunct: A table and four chairs are in here.

8. President's office: Among the standard office items, there is a stun ray pistol with 1 charge in the desk drawer. An unloaded air rifle is on the desk, as well as a set of golf clubs (as clubs but -1 damage), several dozen baseball bats, and a ping pong ball shooter with 4 balls loaded ($d4-2s/d4s/d4+1s$). By the door is a tennis ball firing machine which the hoop has rigged to fire all its balls in three actions. Anyone caught in the hail of tennis balls takes 2d6s per action therein. The range of the tennis ball machine is 20 meters.

9. President's lavatory: Unused for many years.

10. Sales office: Just standard office items.

11. Elevators: All the doors are closed. An Amazing success on an Athletics skill check is required

to pry an elevator door open. Nothing is inside the elevators except a long drop.

12. Stairwell to lower floors: The floor below is not frozen through. The lower level is inhabited by a nasty bunch of killer schusses, whom the hoop has tried to kill off without much success. About a dozen of the 50 or so killer schusses line the stairs to the top floor. They attack anything that moves. Treat these as normal schusses except they have Strength 6, Durability $8/8/4/4$, and bite $8/4/2$ for $d4-1w/d4w/d4+3w$.

13. Lobby: A tripwire spans the entrance to this room. A Good or Amazing success on an Awareness—*perception* skill check spots the wire (with a +2 step penalty to the check if the hero is running). If not spotted and avoided, the wire drops a bag of barbells on the hero, causing an Acrobatics—*dodge* skill check. The barbells deliver $2d4+2w/d4+2w/d4+4s/d4-2s$ of LI damage. Other than that, the room has an ornate desk and waiting areas, plus lots of ancient magazines. The elevator doors across from the open entrance requires a successful Knowledge—*artifact knowledge* skill check for a hero to perceive them as anything but a wall.

14. Conference room: Similar to, but not as well appointed as, room 6.

15. Sport rifle division: In addition to standard office items, the room contains four air rifles, four cases of 12 clips each with 20 duralloy slugs for the air rifles, one assault rifle (carried by the hoop), and one unopened box of 100 clips each of 50 shots for the assault rifle.

16. Equipment division: Standard items, plus 16 baseball bats (clubs +1 damage), 15 golf clubs (clubs -1 damage), 20 baseballs, and a tennis racket (club -2 damage).

17. Uniforms division: This room contains 12 dozen polyester and cotton garments. The hoop commonly appeases the yexils with these.

18. Accessories division: This room has, among standard items, two catcher's masks ($d4-1/0/0$), six football helmets ($d4/d4-3/0$), over a hundred baseball caps and a spare catcher's chest padding ($d6-3/d4-3/d4-2$).

19. Legal department: Standard office items.

20. Marketing office: Standard items, plus a case of 60 titanium bats (clubs +1 damage).

HOOP

STRENGTH 10 (0)
DEXTERITY 11 (+1)
CONSTITUTION 10

Durability: 10/10/5/5

Move: sprint 20, run 12, walk 4

Reaction score: Ordinary/2

Mutations: Contact, Improved Mental Enhancement, Soften Metal, Telepathic Scan

INTELLIGENCE 9 (0)
WILL 11 (+1)
PERSONALITY 9

Action check: 14+/13/6/3

Actions: 2

Last Resorts: 1

Attacks

Hunting knife	12/6/3	d4+1w/d4+2w/d4+3	LI/O
Assault rifle	13/6/3	d4+2w/d6+3w/d4+1m	HI/O
Gas grenade	12/6/3	CON feat check for +3/+2/+1/+0 step penalty on all actions	

Defenses

Catcher's vest and helmets: d6 (LI), d6-4 (HI), d6-4 (En)

+1 resistance modifier vs. ranged and mental attacks

Skills

Armor Operations [10]—*combat* [11]; Athletics [10]—*jump* [14], *throw* [12]; Melee Weapons [10]—*blade* [12]; Unarmed Attack [10]—*brawl* [11]; Ranged Weapons [11]—*rifle* [13]; Knowledge [9]; Tactics [9]—*infantry* [10]; Awareness [11]—*perception* [12]; Interaction [9]—*intimidate* [10], Resolve [11]—*mental resolve* [12], *physical resolve* [12].

Gear

Catcher's vest, catcher's face mask, football helmet, assault rifle, three clips of 50 shots each, bandolier of eight tear gas grenades, hunting knife.

THE HOOP'S TACTICS

The hoop has lived in the sporting goods headquarters for some time, and can prove a wily combatant therein. In addition to what he carries, he has access to many other non-traditional weapons throughout the building.

If the heroes surprise the hoop, he is in room 4 with his assault rifle nearby. He fires one or two rounds at the heroes and then breaks a window to the outside. He then tries to escape.

If the heroes set off the tear gas grenade, the hoop grabs his rifle and runs down the corridor to point A. When the first hero breaks through from the stairwell, the hoops fires at him or her, causing a +2 step penalty to avoid surprise. He then retreats into room 5, picks up the projector, and positions himself at point B. When the heroes reach any point in his line of sight, he tries to blind them and gain another surprise attack with his rifle. He then runs to the president's office (8) and point C, and fires the tennis ball machine when the heroes get into his line of fire down the corridor leading south from room 4. He then moves to point D and tries to lead heroes into the stairwell down (12) by leaving the door open, allowing killer schusses below to attack. He then alternates between grenades and bullets, always trying to stay far out of the heroes' reach.

If the hoop is drawn outside by the bell chain, he fires on the heroes once and tries to retreat down the stairs, carefully avoiding triggering the gas grenade. He will then act as above or however circumstances best dictate. Don't forget the hoop's last resort point!

LUKE

Level 1 Male Pure Strain Human Combat Spec

STRENGTH 13 (+2)
DEXTERITY 11 (+1)
CONSTITUTION 13

INTELLIGENCE 7 (0)
WILL 8 (0)
PERSONALITY 8

Action check: 13+/12/6/3
Actions: 2

Move: sprint 24, run 16, walk 6
Last Resorts: 1

Durability

STUN ○○○○○○○○○○○○○○○○○○○
WOUND ○○○○○○○○○○○○○○○○○○○

FATIGUE ○○○○○○
MORTAL ○○○○○○

Attacks

Unarmed 14/7/3 d4+2s/d4+3s/d4+4s LI/O
Parking meter 14/7/3*d4+3s/d4+3w/d4+1m LI/O
Crossbow 12/6/3 d4+2w/d6+4w/d4+1m
LI/O

* -1 step bonus (Combat Spec bonus to all melee weapon attacks)

Defenses

Winter parka: d6-3 (LI)/d4-2 (HI)/d4-2 (En)
+2 resistance modifier vs. melee attacks
+1 resistance modifier vs. ranged attacks
-2 step bonus to resist radiation and immune to mutation

Skills

Athletics [13]—*jump* [14]; Melee Weapons [13]*—*bludgeon* [14]*; Unarmed Attack [13]—*brawl* [14]; Acrobatics [11]—*daredevil* [12]; Ranged Weapons [11]—*crossbow* [12]; Stamina [13]; Knowledge [7]; Animal Handling [8]; Awareness [8]; Interaction [8].

Gear

Red winter parka with large white letters, jeans, muscle shirt, heavy boots, parking meter, crossbow, 20 arrows in shoulder case, sportsac with beef jerky and water bottle, comb, bullhorn.

Description: age 22, 1.9 meters tall, 85 kg, muscular frame, dark brown hair, brown eyes

Motivation: Fun First

Moral Attitude: Honorable

Traits: Energetic, Humorous

Biography: You're a pure strain human, one of the few unmutated by the radiation of Gamma Terra. You live in the town of Mineral near Big Rainy Mountain with your younger brother Bo. You and Bo are impetuous and fun-loving, but Bo can get himself into trouble without thinking. You always look to your Uncle Jesse, a mutated raccoon, for advice and leadership. You would stop at nothing to protect your teenage cousin Daisy, a lizard woman. Your best friend is a mechanic named Cooter, who is at least part machine himself. Not long ago, you and Bo followed the haunting sound of a banjo in the woods near Mineral, and brought back to town a shy but wise sasquatch who calls himself the Balladeer. You six have formed a new adventuring party to explore the mountain, and you can't wait to get out there in the wide, wild world.

BO

Level 1 Male Mutant Free Agent

STRENGTH	7 (0)	INTELLIGENCE	8 (0)
DEXTERITY	14 (+3)*	WILL	7 (0)
CONSTITUTION	13	PERSONALITY	11

Action check: 13+/12/6/3

Move: sprint 25, run 15, walk 5

Actions: 2

Last Resorts: 2

Durability

STUN	OOOOOOOOOOOOOOOO	FATIGUE	OOOOOO
WOUND	OOOOOOOOOOOOOOOO	MORTAL	OOOOOO

Mutations

Acid Touch (one round/day CON feat check for extra unarmed damage**)

Chameleon Flesh (roll ≤CON to give a +1 to +4 step penalty to see Bo while he's stationary)

Environmental Adaptation: Cold (reduce penalties due to cold conditions by 2 steps)

Increased Speed (roll ≤CON to double Move for 5 rounds, costing 1 point of Fatigue)

Attacks

Unarmed 8/4/2 d4s/d4+1s/d4+2s** LI/O

** one round/day add acid: d4s/d4w/d4+2w/d6+2w (En/O), Critical Failure does d4w to Bo

Crossbow 16/8/4 d4+2w/d6+4w/d4+1m LI/O

Defenses

Winter parka: d6-3 (LI)/d4-2 (HI)/d4-2 (En)

+3 resistance modifier vs. ranged attacks (* includes bonus for being a Free Agent)

Skills

Athletics [7]; Unarmed Attack [7]—*brawl* [8]; Ranged Weapons [14]—*crossbow* [16]; Stealth [14]—*hide* [15], *sneak* [15]; Knowledge [8]; Stamina [13]; Survival [13]; Awareness [8]; Interaction [11].

Gear

Red winter parka with large white letters, jeans, T-shirt, heavy boots, crossbow, 20 arrows in shoulder case, sportsac with turkey jerky and water bottle, comb, squeeze tube of mousse.

Description: age 19, 2.1 meters tall, 95 kg, slender, blond hair, blue eyes

Motivation: Fun First

Moral Attitude: Honorable

Traits: Rash, Trusting

Biography: You're a mutant, one of many humans altered by Gamma Terra's environment. You and your older brother, Luke, live in a town called Mineral near Big Rainy Mountain. You like to have a good time with Luke, though he is always there to rein you in if you make an all-too-frequent rash decision. Luke and your Uncle Jesse, a mutated raccoon, provide you with direction to do good deeds. Your teenage cousin Daisy is a lizard woman, and seems to attract the wrong kind of attention at times. Your buddy Cooter fixes items of the Ancients, and might even be one himself. You and Luke recently found a mysterious sasquatch playing a banjo in the forest, and brought him back to Mineral. Calling himself the Balladeer, he often sings your praises. The six of you now plan to head toward the mountain, and you can't wait to see what awaits you out there.

UNCLE JESSE

Level 1 Male Dabber Diplomat/Free Agent

STRENGTH	5 (-1)	INTELLIGENCE	15 (+3)
DEXTERITY	15 (+3)	WILL	9 (0)
CONSTITUTION	8	PERSONALITY	8

Action check: 16+/15/7/3

Move: sprint 20, run 12, walk 4

Actions: 2

Last Resorts: 1

Durability

STUN	0 0 0 0 0 0 0 0
WOUND	0 0 0 0 0 0 0 0

FATIGUE	0 0 0 0
MORTAL	0 0 0 0

Mutations

Empathic Scan (roll ≤INT to read emotions of opponent and -1 step bonus to encounter skills)

Photokinesis (roll ≤WIL to make an object glow in a 5-meter radius for 5 rounds)

Telekinetic Hand (roll ≤WIL to manipulate small objects at a distance)

Attacks

Unarmed	5/2/1	d4s/d4+1s/d4+2s	LI/O	(+1 step penalty to attack)
Slingshot	16/8/4	d4s/d4+1s/d4+2s	LI/O	(can also fire cocktail)
Molotov cocktail	8/4/2	d4+1s/d4+2w/d4+4w	En/O	(half to those within 5m)

Defenses

Winter parka: d6-3 (LI)/d4-2 (HI)/d4-2 (En)

-1 resistance modifier vs. melee attacks

+3 resistance modifier vs. ranged attacks and encounter skills

Skills

Athletics [5]—*throw* [8]; Ranged Weapons [13]—*slingshot* [14]; Stealth [15]—*hide* [16], *shadow* [16], *sneak* [16]; Stamina [8]; Demolitions [13]—*scratch-built* [14]; Knowledge [13]—*ancient language* [14], *ancient lore* [14], *deduce* [14], *first aid* [14], *moonshining* [14]; Law [13]—*local justice: Mineral* [14], *moral code* [14]; Awareness [9]—*intuition* [10], *perception* [10]; Deception [9]—*bluff* [10]; Interaction [10]; Leadership [9].

Gear

Red winter parka with large white letters, overalls, flannel shirt, heavy boots, slingshot, 20 metal bullets in pouch, first aid kit, canteen, 6 flasks of moonshine, rags, matchbook, box of toothpicks.

Description: age 41, 1 meter tall, 40 kg, stocky, brown and black striped fur, masked green eyes

Motivation: Yearn to Learn

Moral Attitude: Ethical

Traits: Leader, Calm

Biography: You're a dabber, a mutated raccoon-man. You live in a town called Mineral, where you mentor a pair of brothers named Luke and Bo. Luke, an unmutated human, is more level-headed than the younger Bo, a mutant. You also supervise their teenage cousin Daisy, a lizard woman, who seems innocent but still manages to get herself in precarious situations. You have recently found a new friend named the Balladeer, a sasquatch who is as deft with his banjo as his massive claws. And the boys have taken up with a kind android named Cooter, whose technical knowledge is impressive. Since the younger folks keep running afoul of the corrupt government here in Mineral, you've organized an expedition to the mountain to keep the lot out of trouble.

DAISY

Level 1 Female Sleeth Diplomat/Combat Spec

STRENGTH	7 (0)	INTELLIGENCE	7 (0)
DEXTERITY	7 (0)	WILL	15 (+3)
CONSTITUTION	9	PERSONALITY	15

Action check: 9+/8/4/2* **Move:** sprint 14, run 10, walk 4
Actions: 3 **Last Resorts:** 4

Durability			
STUN	0 0 0 0 0 0 0 0 0 0	FATIGUE	0 0 0 0
WOUND	0 0 0 0 0 0 0 0 0 0	MORTAL	0 0 0 0

Mutations
 Battle Sense (* always gives –1 step bonus to Action Checks)
 Contact (roll ≤PER to communicate telepathically with any willing subjects within 10 meters)
 Fatigue Generation (roll ≤WIL to cause 1 fatigue to foe and 1 stun to Daisy)
 Immunity to Illusions (unaffected by any illusions)
 Psychic Perception (automatically detects any use of mental mutations within 100 meters)
 Rejuvenation (roll Resolve—*physical resolve* skill check to gain 2/4/6 “rejuvenation points”; use 2 rejuvenation points to heal 1 stun, 1 rejuvenation point to heal 1 fatigue)

Attacks

Unarmed	7/3/1	d4s/d4+1s/d4+2s	LI/O	(+1 step penalty to attack)
Steel bottle	9/4/2	d4+1s/d4w/d4+1w	LI/O	
Glass bottle	9/4/2	d4s/d4+2w/d4+4w	LI/O	(breaks on Good/Amazing)

Defenses

Winter parka: d6–3 (LI)/d4–2 (HI)/d4–2 (En)
 +3 resistance modifier vs. mental attacks

Skills

Melee Weapons [7]—*bludgeon* [9]; Stamina [9]; Knowledge [7]; Awareness [15]—*intuition* [16], *perception* [16]; Resolve [15]—*mental resolve* [16], *physical resolve* [16]; Culture [15] —*diplomacy* [16], *first contact* [16]; Interaction [15]—*bargain* [16], *charm* [16], *seduce* [16].

Gear

Red winter parka with large white letters, tank top tied at chest, hot pants, leg warmers, heavy boots, steel bottle containing water, 4 empty glass bottles, belt pouch containing hushpuppies.

Description: age 17, 1.7 meters tall, 70 kg, slender and shapely, green reptilian skin, green eyes

Attributes: Helping Others **Moral Attitude:** Virtuous **Traits:** Frivolous, Kind

Biography: You’re a sleeth, a mutated lizard person. You live with your wise uncle Jesse, a raccoon man, in the town of Mineral. There, some local corrupt government officials have taken a shine to you—not a pretty thought. You just know you didn’t do anything to encourage them. Thankfully, you’re backed up by your cousins Luke, a pure strain human, and Bo, a mutated human. Your cousins introduced you to a polite android named Cooter, and a friendly sasquatch who calls himself the Balladeer. Because of your run-ins with the government here in Mineral, Uncle Jesse has planned a trip to the mountains till things cool down. Sounds like fun!

COOTER

Level 1 Male Android Tech Op

STRENGTH	11 (+1)	INTELLIGENCE	13 (+2)
DEXTERITY	13 (+2)	WILL	7 (0)
CONSTITUTION	10	PERSONALITY	7

Action check: 15+/14/7/3

Move: sprint 24, run 16, walk 4

Actions: 2

Last Resorts: 0

Durability

STUN	0 0 0 0 0 0 0 0 0 0
WOUND	0 0 0 0 0 0 0 0 0 0

FATIGUE	0 0 0 0 0
MORTAL	0 0 0 0 0

Attacks

Unarmed	11/7/3	d4w/d4+1w/d4m	LI/O	(+1 step penalty to attack)
Wrench	12/6/3	d4+2s/d4+1w/d4+2w	LI/O	
Musket	14/7/3	d6+1w/d6+3s/d4+1m	HI/O	(+2 step penalty to attack)

Defenses

Winter parka: d6-3 (LI)/d4-2 (HI)/d4-2 (En)

+1 resistance modifier vs. melee attacks

+2 resistance modifier vs. ranged attacks and encounter skills

Immune to mutation

Skills

Melee Weapons [11]—*bludgeon* [12]; Manipulation [13]—*lockpick* [14]; Ranged Weapons [13]—*musket* [14]; Vehicle Operations [13]—*land vehicle* [14]; Stamina [10]; Demolitions [13]—*disarm* [14], *set explosives* [14]; Knowledge [13]—*ancient language* [14], *deduce* [14]*, *first aid* [14]; Physical Science [13]—*chemistry* [14]; Technical Science [13]—*artifact knowledge* [14], *juryrig* [14], *invention* [14], *repair* [14]; Awareness [11].

* -1 step bonus to analyze artifacts (Android bonus)

Gear

Nanocomputer implant, cyberoptic eye (50x magnification) with holorecorder, red winter parka with large white letters, musket, 20 musket balls and powder in pouch, backpack, turkey jerky and water bottle, chewing tobacco, toolkit, heavy-duty metal wrench, box of matches, first aid kit, firecrackers (noise and flash, no damage except d4-2w to holder), 10 meters of rope, dog whistle, joy buzzer, flashlight, road flare, handheld videogame, holorecorder playback device.

Description: age 26, 1.6 meters tall, 80 kg, stocky, brown-grey hair, squinty brown eyes

Attributes: Helping Others

Moral Attitude: Worldly

Traits: Helpful, Humble

Biography: You're an android who lives in a town called Mineral. You like it here, because the locals bring you all sorts of strange devices with which you can tinker. This put you in contact with a wise old dabber named Uncle Jesse, who raised three very different children: Daisy, an attractive lizard woman; her cousin Luke, a well-adjusted normal human; and Luke's brother Bo, an impetuous but guileless mutated human. You can be all fun and games with the boys, though you're always polite to Daisy. Through them, you've met a friendly sasquatch who calls himself the Balladeer, and have even fixed his banjo. Uncle Jesse asked you to leave your trinket shop to come to the Big Rainy Mountains, to give his kids a fighting chance out there in the wilderness.

THE BALLADEER

Level 1 Male Sasquatch Diplomat/Combat Spec

STRENGTH	15 (+3)	INTELLIGENCE	9 (0)
DEXTERITY	5 (-1)	WILL	7 (0)
CONSTITUTION	16	PERSONALITY	10

Action check: 9+/8/4/2

Move: sprint 20, run 12, walk 4

Actions: 2

Last Resorts: 1

Durability

STUN	OOOOOOOOOOOOOOOOOOOOOOOOOO
WOUND	OOOOOOOOOOOOOOOOOOOOOOOOOO
FATIGUE	OOOOOOOOOOOOOO
MORTAL	OOOOOOOOOOOOOO

Mutations

Improved Natural Attack (claws do damage as under Attacks)

Technophobia (+2 step penalty to skill checks involving use of advanced technology (1900+))

Attacks

Claws	16/8/4	d4+3w/d4+5w/d4+3m	LI/O
Rocks (thrown)	16/8/4	d4+3s/d4+4s/d4+5s	LI/O (+1 step penalty to attack)

Defenses

Winter parka: d6-3 (LI)/d4-2 (HI)/d4-2 (En)

+3 resistance modifier vs. melee attacks

-1 resistance modifier vs. ranged attacks

Skills

Athletics [15]—*climb* [16], *jump* [16], *throw* [16]; Unarmed Attack [15]—*brawl* [16]; Movement [16]—*race* [17], *swim* [17], *trailblazing* [17]; Stamina [16]—*endurance* [17]; Survival [16]—*survival training: mountains* [17]; Awareness [7]—*intuition* [8], *perception* [8]; Entertainment [10]—*musical instrument: banjos* [12], *musical instrument: harmonicas* [12], *sing* [12]; Interaction [10]—*charm* [12].

Gear

Red winter parka with large white letters, 8 rocks in belt pouch, sportsac with vegetables and berries, water bottle, comb, banjo and strap, crystal pick, harmonica, bandanna.

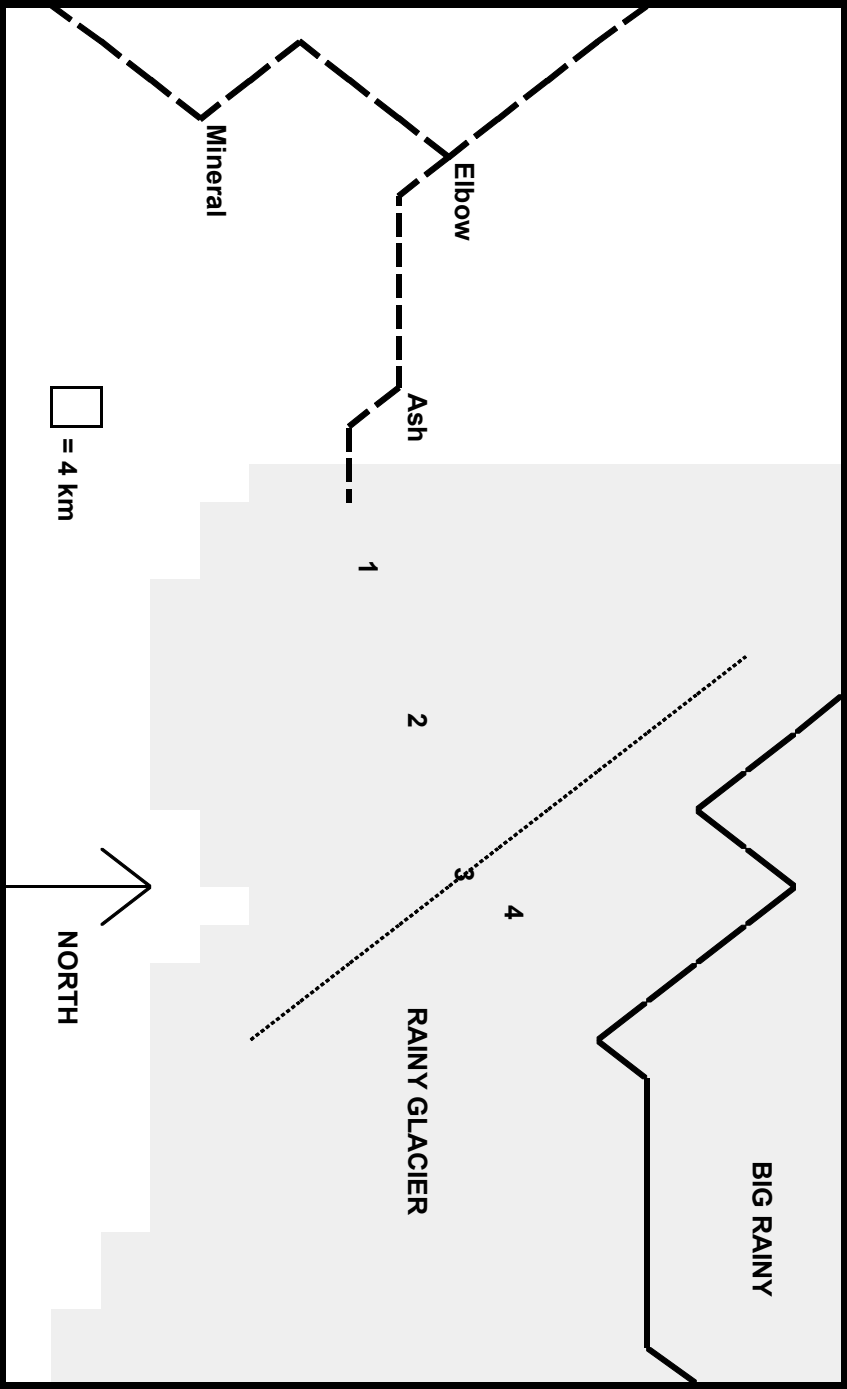
Description: age 27, 2.2 meters tall, 180 kg, salt-and-pepper fur, callused hands, brown eyes

Attributes: Deeper Meaning

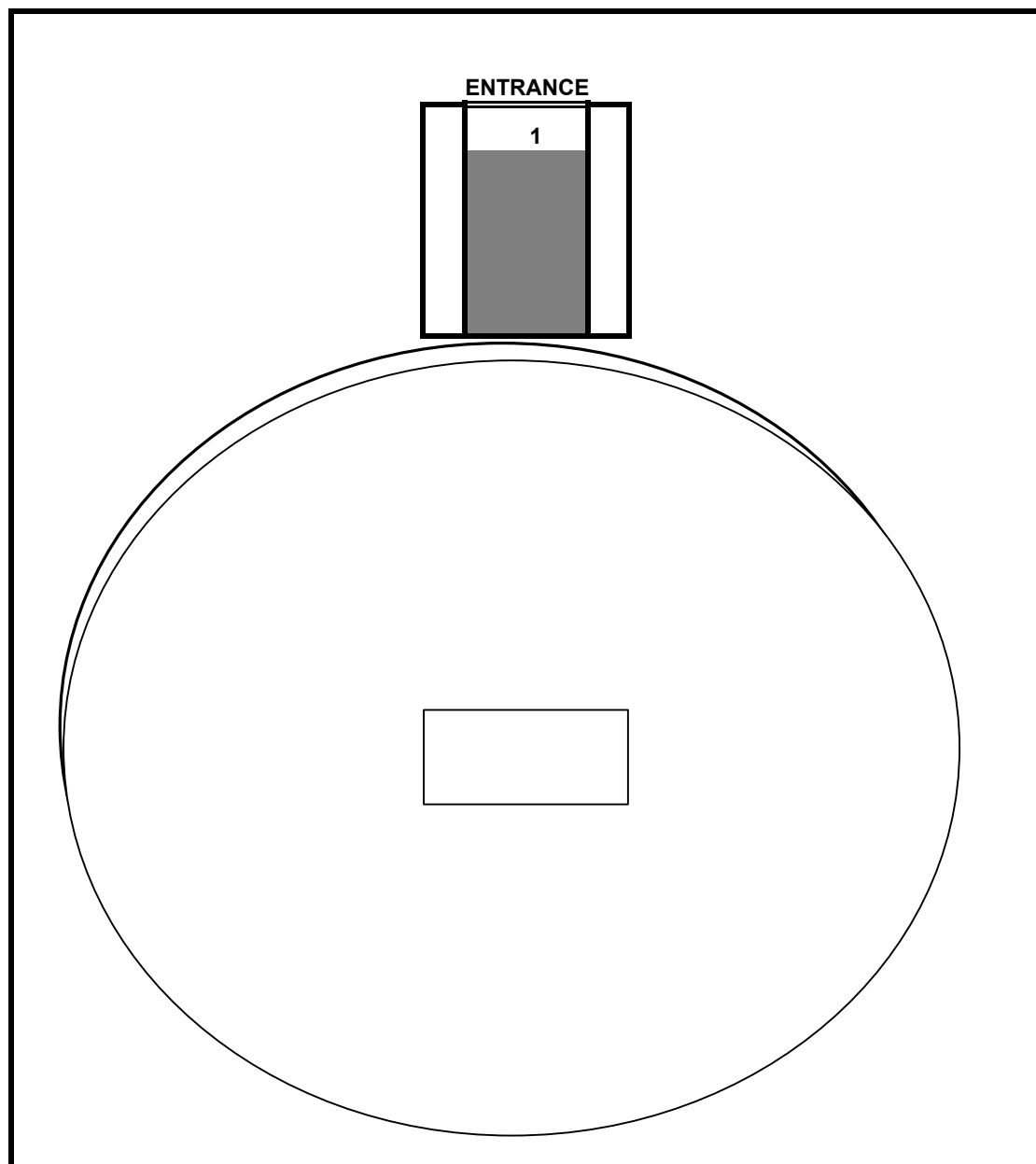
Moral Attitude: Honorable

Traits: Cheerful, Talkative

Biography: You're a sasquatch from a forest near a town named Mineral. For years you stayed from urban dwellers, who knew you by soulful melodies you played on your banjo, but never saw you—some even said you were a myth. But two young brothers, a human named Luke and a mutant named Bo, found you and convinced you to try civilization. Oddly, it was delightful, as the locals thrilled to your songs. You have begun to chronicle the exploits of Bo and Luke, as well as their delightful cousin Daisy, a lizard woman. You have struck a friendship with their guardian, an older raccoon named Uncle Jesse. You even have learned to trust a likeable piece of technology, a mechanized tinkerer named Cooter. And now that Jesse has asked you to attend an expedition into the wilds, you feel certain that even more inspiration will soon grace your songs.



Roof



Interior

