

NATIVE AMERICAN METATYPES

***A COLLECTION OF ALTERNATE METAHUMAN
VARIANTS FOR SHADOWRUN BASED ON NA-
TIVE AMERICAN LEGENDS***

***INSPIRED BY THE NUNNEHI TRIBES FOUND IN THE WHITE WOLF
ROLE PLAYING GAME CHANGELING: THE DREAMING***

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NATIVE AMERICAN METATYPES

The Native Peoples of North America have their legends just like those found in cultures throughout the Sixth World. With the return of magic, these legends were revealed as facts. Just as Greece saw the return of the Cyclops and Satyr, so too did North America see the return of its legendary peoples. While still very rare, these metatypes are becoming more common in tribal lands.

MAY-MAY-GWYASHI

*aka Rock Fishers
(Elf variant)*

HISTORY

This metahuman is derived from an Algonquin legend of little people that dwell inside rocks, caves and waterfalls. They are reputed to have a weakness for fish and tobacco. This metatype is native to the North Eastern Coastal United Canadian American States. The May-May-Gwyashis are traditionally known for their powerful magic, ability to manipulate stone, and affinity for water. In the past, these metahumans often painted their hands red and marked the stones near their homes to warn away humans. Even today these peoples show a marked ability for traditional tribal artworks, as well as a preference for rural habitats.

APPEARANCE

The average Rock Fisher stands approximately 1.5 meters tall, and weighs in at a comparatively slender 65 kilos. Head

hair is fine and abundant, and both genders have a fine layer of otter-like fur covering their bodies. Ears show eleven like points.

GAME STATS

+1 Quickness, Lowlight Vision, May take Magic as Priority C and still become an Earth Elemental Adept, or Water Elemental Adept.

ROCK GIANTS

(Troll Variant)

HISTORY

To the Iroquois, the Rock Giants were fearsome monsters, related somewhat to the Cannibal Spirit - Dzoo-Noo-Qua. In fact, many of these metatypes are often mistaken for HMMV infected trolls. However, genetic testing has shown that the Rock Giants are in fact a separate variation unto themselves. While legends do attribute acts of cannibalism to these metahumans, it appears that these cases were more individualized cases of Rock Giants engaging in a ritualized activity, rather than an actual need to consume metahuman flesh in the manner of the Dzoo-Noo-Qua.

Huge humanoids covered in dermal armor resembling a coat of solid flint, they have a legendary lust for food and battle. Rock Giants love to boast of their prowess at the table, as well as on the battlefield. Skill at traditional arms is accorded much respect among Rock Giant society. According to legends they

were born to eat and fight. While still a rare expression of metahumanity, Rock Giants most commonly occur among the Mohawk and Seneca tribes. Rock Giant society is matriarchal.

APPEARANCE

Rock Giants stand approx. 2.5 meters tall and weigh in at 220 kg. They are covered in the common dermal bone deposits and chestnuts of a troll, but to a much more extensive level, making them appear to be made of solid stone. This is no doubt the basis for the confusion between this metatype and the Dzoo-Noo-Qua. This dermal armor makes it difficult for Rock Giants to find attire that fits them. It also interferes with their tactile senses.

GAME STATS

+4 Body, +2 Strength, -1 Quickness, -2 Willpower, -3 Charisma, +1 Reach, Dermal Armor (+3 Body), Rock Giants pay double for any items of clothing or armor that they purchase, to reflect the need for custom tailoring, they also suffer a -2 penalty to any Perception tests based on the sense of touch.

CANOTILI

*aka Tree Dwellers
(Elf Variant)*

HISTORY

Native to the Grassland and Midwestern tribes, these metahumans are remembered as skilled bowmen and hunters from past times. Legend tells that the Canotili were the masters of the forest, and dwelt in the high treetops, guarding the forest from trespassers who did not properly revere nature. Renowned for

their stealth and tracking abilities. The Canotili also display an odd defense mechanism. When frightened, their scent glands release a potent and repulsive odor. This release is completely involuntary.

APPEARANCE

Canotili vary little from the average Native American in appearance, save for a few small differences. Their facial features are slightly more elongated than humans, as are their fingers and toes, perhaps as an aid to an ancient arboreal lifestyle. The most startling difference between a Canotili and a human are the former's glowing eyes. Canotili eyes are reflective, similar to those of a cat. Most Canotili are approximately 1.8 meters tall, and mass approximately 70 kilograms.

GAME STATS

+1 Strength, +1 Quickness, Low Light Vision, Noxious Scent (As per the Critter power Noxious Breath) this power is involuntary and only in effect when the Canotili is startled, i.e., Fails a Reaction/ Surprise test. Players wishing to refrain from releasing their musk must make a Willpower (8) test.

TUNGHAT

*aka Green Dwarves
(Dwarf Variant)*

HISTORY

Known among the Plains, Plateau and Basin tribes of the American West, the Tunghat are the legendary guardians of the animal kingdom. Each dwarf would claim a protectorate of a different species. The Tunghat served as a go-

between for the animal world and the human tribesman of the area. When the native hunters would prepare for the hunt, the Tunghat were always consulted to determine which herds could be culled, and which could spare the loss needed to feed the human tribe. If the Tunghat were ever disobeyed, and the tribe hunted without their permission, then the Green Dwarves would do their best to scatter the herd, and spoil the hunt. In modern times, Tunghat show a one percent higher average for shamanism among their magically active. Not surprisingly, these shamans tend to follow Wilderness totems.

APPEARANCE

Very similar to the more common Dwarf metatype, however the skin of the Tunghat shows a pronounced greenish tint. The ears are more sharply pointed, as are the teeth and nose. Tunghat stand approximately 1 meter high, and mass approximately 45 kilos. Tunghat do not show the abundant hair growth of the common Dwarf.

GAME STATS

+1 Body, -1 Quickness, Thermographic Vision, Desire Reflection (Specific Animal) - This is similar to the ability of the Talis Cat, however, the Green Dwarf does NOT gain the abilities of the animal, merely the appearance! Animal Control (Limited to ONE animal type, chosen at creation - as per the Critter Power)

NUMUZO'HO

*aka Crushers of People
(Ork Variant)*

HISTORY

Western Indian tribes still tell tales of a race of fearsome, foul tempered giants who destroyed any intruders on their lands. These Numuzo'ho - named for a hero of their people - could crush a grown man in their arms. While this metatype is indeed physically powerful, the cost of that power quickly places an unbearable strain on the body, leading ultimately to weakness, or even disability. Most older Numuzo'ho evidence some handicap, usually loss of a limb (normally a leg), or partial blindness. This tendency toward physical impairment undoubtedly is the cause for the 4% higher incidence of mental disorders, 8% more stress related conditions, and 6% greater rate of suicide among the metatype.

APPEARANCE

This variation on the Ork suffers none of the parent species physical deformity at birth. Indeed, Numuzo'ho often appear as robust specimens of perfect health, and look identical to baseline humans. As the child develops, they rapidly achieve their full growth, reaching an adult height of 2 meters and a mass of 100 kilograms within the first 10 years of life. This apparent health belies the fact that the genetic makeup of the Numuzo'ho is inherently unstable. While the metahuman may enjoy great strength and physical prowess in his youth. He will almost surely require surgical aid in maturity to maintain quality of life.

GAME STATS

+3 Body, +3 Strength, -1 Charisma, All Numuzo'ho are required to have some level of the Sensitive System Flaw. Numuzo'ho suffer severe effects from Deadly

wounds. Whenever a Numuzo'ho takes a Deadly wound, he makes the standard Permanent Damage test, as described on Page 127 of the Shadowrun Third Edition rulebook. However the target number for this test is a 6, rather than a 4. Furthermore, use of a Trauma Patch does NOT allow a +2 modifier. Zero or 1 success indicate permanent damage, and the Numuzo'ho must roll once on both the Attribute loss table, as well as the limb loss table on page 128 of Shadowrun Third Edition! Additionally, even if the Numuzo'ho can avoid Deadly wounds, the GM should also secretly determine how many years of health the PC has before he will suffer a random roll on the limb loss table! Most Numuzo'ho will suffer this effect before the age of 30. Subtract the PC's age from 30. Divide by six and roll that many dice - the result is the number of years before this occurs. NOTE - this loss of a limb is sudden, and COMPLETELY unpreventable. The loss may be compensated for with cyberware ONLY. clonal replacements will not take.

Pu'Gwis

(Human Variant / New Metatype)

HISTORY

Inhabiting the woodlands of the Northwest, and Far North, these hideous creatures are reportedly the products of an age old curse that trapped a noble soul in a corrupt body. The Pu'Gwis were feared even by their own tribesmen for their grisly, ghoul-like appearance. In modern times, the Pu'Gwis are often mistaken for ghouls, although they are in no way related. The Pu'Gwis are gifted with talented voices, and the ability to use their songs to affect the minds of other

methumans. Traditionally these metahumans used these powers to attract people to them, without allowing them to see their repulsive physical form. According to legend however, this tactic normally met with little success.

APPEARANCE

In a word - ghastly. These metahumans are marked by severe tissue trauma upon their goblinization. The forces that alter a human into a Pu'Gwis scar the person physically, leaving their flesh resembling nothing so much as a decaying, desiccated corpse. Pu'Gwis average a height of 1.7 meters, and a mass of 70 kilos. Surprisingly, few Pu'Gwis show the anti-social behavior problems suffered by other "disfigured" metatypes. In general these people are even temperated, if a bit starved for companionship.

GAME STATS

-4 Charisma, +2 Willpower, Mimic and Hypnotic Song, as per the respective Critter powers.

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