

IRRADIATED FREEMANS

ATOMIC HIGHWAY
MUTANTS AND MONSTERS



COLIN CHAPMAN AND DEREK M. HOLLAND

Muties. Freaks. Abominations. Radscum. Monsters.

Mutants have endured all of these names and worse, though taunts are among the least of their concerns. People are quick to shun the "other," to blame those different from themselves for perceived wrongs or misfortune, and even victimize the minorities in their midst. How much easier it is, then, to single out and scapegoat mutants, marked as they are by obvious deformations of the flesh, and powers that make them seem something other than human.

Frequently strange, sometimes repellent, mutants are visible products of Humanity's greatest failure - the Final War - living reminders of all that has been ruined and destroyed. That anyone may give birth to a mutant is an unpleasant thought, and Humanity rarely deals well with that which makes it uncomfortable.

For their part, mutants often find themselves haunted by self-loathing, or filled with hate and jealousy for "normals." Small wonder this is so, for even in those few communities that accept them, they are still likely to be viewed as second-class citizens, treated with suspicion and open contempt. Many have even more reason to detest Humanity, having been enslaved, left to die in the wilderness, or driven from their homes by angry and hateful mobs. It is no accident that raiders have so many mutants among their numbers.

Of course, Humanity is only one animal on the planet, and mutations also occur within other beasts. Unless they prove useful, these creatures are usually culled, especially within domesticated stocks. In the wilds and barrens, though, many odd monstrosities and strange creatures endure and even thrive, often forming stable breeds...

- Daniel Turing, Lore Keeper of Redtown

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**SUGGESTED FOR READERS AGED 12 AND OVER
PARENTAL DISCRETION IS ADVISED**

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USING THIS BOOK

Irradiated Freaks is a completely optional sourcebook. Because *Atomic Highway* is a self-contained roleplaying game, you do not need anything in this book to play it. Nothing in this book is assumed to exist in the game's meta-setting, nothing presented here is material cut from the core rulebook, and as a GM you need not allow the use of any material in this supplement. In short, pick and choose what you like and ignore what you don't, as suits your tastes and personalized setting, safe in the knowledge that that's what this book was designed to be - a big grab-bag of mutant-related oddities and potential gonzo fun!



CHAPTER 1

ALL THINGS WEIRD & WONDERFUL MUTATIONS

New Mutations!

This chapter is packed to the brim with new Mutations, new psychic powers, and some new Flaws.

Mutations are rolled on the tables appropriate to the biological class of the prospective mutant, so a humanoid snake would only roll for Mutations on the Reptile Mutations tables, while a human would roll on the Mammal Mutations tables. GMs and Players looking for a more “over the top” approach to mutant characters have the option of using the Mondo Mutant Mayhem! tables (pages 8-9), which provide access to any and all Mutations for any character regardless of biological class (including some Mutations that are completely unnatural).

Per normal rules (page 34, *Atomic Highway*), a second Mutation may be taken, but a Flaw must be taken as well, rolling on the expanded Flaw chart on page 17.

Some Mutations have a *prerequisite* (page 9). If a Mutation with a prerequisite is rolled and the prerequisite is not already possessed, the prerequisite Mutation must be taken instead.

You can't decide not to have a Mutation after you've rolled for one; you have to select one of the options your roll provides. You can't roll, decide you don't like either Mutation, and then say you don't want a Mutation at all. If you decide to roll a mutant, you roll a mutant and can't opt out after the fact.

Determining Mutations

Some classes have a single table of Mutations; in these cases, roll two dice, place the results in either order, and cross-reference that table. Other classes have multiple subtables; in these cases roll a single die to determine which subtable to use, then roll two dice, place the results in either order, and cross-reference that subtable. If a Mutation is listed as x/x in its entry, you may select either Mutation.

GONZO MUTATION!

The basic process for determining Mutations and Flaws is described on page 34 of Atomic Highway. In some games a maximum of two Mutations just might not be enough. Before character creation, a group should decide the maximum number of Mutations allowed. Any Mutations taken beyond the first require an equal number of Flaws to be taken as well. This can easily get out of hand, so tread carefully.

All Things Weird & Wonderful

Amphibian Mutations		
	1-3	4-6
1	Burrow	Patagia
2	Chameleon	Prehensile Appendage
3	Enduring	Regenerative
4	Enhanced Sense	Toxic Skin
5	Leaping	Toxin Resistance
6	Natural Weapon	Wall Crawler

Bird Mutations			
	1-2	3-4	5-6
1	Agile Flight	Food Reservoir	Stealthy
2	Amphibious	Mimic	Swift
3	Burrow	Natural Weapon	Toxic Skin
4	Drill	Night Vision	Toxin Resistance
5	Enduring	Patagia	Water Runner
6	Enhanced Sense	Regenerative	Winged

Bug Mutations

These Mutations are appropriate for mutant arthropods such as insects, arachnids, and crustaceans, but also for other “creepy crawlies” like worms, slugs, and snails.

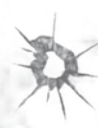
Determine subtable:

1-2	Roll on Bug A
3-4	Roll on Bug B
5-6	Roll on Bug C

Bug A			
	1-2	3-4	5-6
1	Acid Bite	Bulging Eyes	Drill
2	Agile Flight	Buoyancy	Enduring
3	Amphibious	Burning Gas	Enhanced Sense
4	Armored	Burrow	Exoskeleton
5	Bioluminescence	Chemical Charming	Flash Packets
6	Boneless	Climber	Food Reservoir

Bug B			
	1-2	3-4	5-6
1	Furnace Gut	Independent Eyes	Patagia
2	Hard Gill	Invisible Silk	Prehensile Appendage
3	Healing Molt	Irritant Bristles	Prehensile Feet
4	Honey Crop	Leaping	Regenerative
5	Honey Production	Natural Weapon	Shell
6	Hypermobile	Night Vision	Silk Production

Bug C			
	1-2	3-4	5-6
1	Spines	Sticky Globules	Toxin Resistance
2	Spit Glue	Sticky Silk	Venom
3	Spray Acid	Super Strength	Wall Crawler
4	Stealthy	Swift	Water Runner
5	Steel Mandibles	Toxic Skin	Waxy Exoskeleton
6	Stench	Toxin Adaptation	Winged



Chapter 1

Mammal Mutations (including Humans) - expanded

Determine subtable:

1-3	Roll on Mammal A
4-6	Roll on Mammal B

Mammal A			Mammal B	
	1-3	4-6	1-3	4-6
1	Amphibious	Enhanced Sense	Night Vision	Stealthy
2	Armored	Food Reservoir	Patagia	Stench
3	Burrow	Hypermobile	Prehensile Appendage	Swift
4	Climber/Wall Crawler	Leaping	Prehensile Feet	Toxic Saliva
5	Echolocation/ Electroreception	Mimic	Regenerative	Toxin Resistance
6	Enduring	Natural Weapon	Spines	Winged

Plant Mutations

Determine subtable:

1-3	Roll on Plant A
4-6	Roll on Plant B

Plant A			Plant B	
	1-3	4-6	1-3	4-6
1	Acid Bite	Enduring	Prehensile Appendage	Sticky Globules/Acid Grip
2	Armored	Fireproof	Rooting	Toxic Sap
3	Bioluminescence	Hypermobile	Scented	Toxin Resistance
4	Buoyancy	Irritant Bristles	Spines	Wall Crawler
5	Carnivorous	Natural Weapon	Spore Cloud	Wilt
6	Edible Growths	Photosynthetic	Stench	Wind Catcher

Reptile Mutations

Determine subtable:

1-3	Roll on Reptile A
4-6	Roll on Reptile B

Reptile A			Reptile B	
	1-3	4-6	1-3	4-6
1	Amphibious	Enduring	Patagia	Stealthy
2	Armored	Enhanced Sense	Prehensile Appendage	Stench
3	Burrow	Independent Eyes	Regenerative	Toxin Resistance
4	Chameleon	Leaping	Shell	Venom
5	Climber	Natural Weapon	Spines	Wall Crawler
6	Draw Water/Food Reservoir	Night Vision	Spit Venom	Water Runner



Mutant with warped painted Patagia



Chapter 1

Mondo Mutant Mayhem!

The standard rules allow a Player building a mutant character to roll only for Mutations that are appropriate to the mutant's biological class. With GM permission, mutant characters can be far more "wild and wahoo!" by rolling for Mutations on the Mondo Mutant Mayhem tables, which allow access to any plant, animal, psychic power, or gonzo mutation. Certain Mutation results repeat in the tables as they are more common than others by virtue of being extremely useful for survival in the harsh and dangerous post-apocalyptic world.

Determine subtable:

1	Roll on Mondo A	4	Roll on Mondo D
2	Roll on Mondo B	5	Roll on Mondo E
3	Roll on Mondo C	6	Roll on Mondo F

Mondo A

	1-2	3-4	5-6
1	Acid Bite	Armored	Buoyancy
2	Acid Grip	Bioluminescence	Burning Gas
3	Agile Flight	Body Morph	Burrow
4	Amphibious	Boneless	Carnivorous
5	Armored	Breathe Fire	Chameleon
6	Armored	Bulging Eyes	Chemical Charming

Mondo B

	1-2	3-4	5-6
1	Climber	Edible Growths	Enduring
2	Drain Life	Electrokinesis	Enduring
3	Draw Water	Electroreception	Enhanced Sense
4	Draw Water	Elongate	Enhanced Sense
5	Drill	Empathic Projection	Enhanced Sense
6	Echolocation	Enduring	Exoskeleton

Mondo C

	1-2	3-4	5-6
1	Extra Head	Hard Gill	Invisible Silk
2	Fireproof	Healing Molt	Irritant Bristles
3	Flash Packets	Honey Crop	Laser-beam Eyes
4	Food Reservoir	Honey Production	Leaping
5	Food Reservoir	Hypermobility	Metal Bending
6	Furnace Gut	Independent Eyes	Mimic

Mondo D

	1-2	3-4	5-6
1	Natural Weapon	Patagia	Pyrokinesis
2	Natural Weapon	Photosynthetic	Regenerative
3	Natural Weapon	Prehensile Appendage	Regenerative
4	Night Vision	Prehensile Feet	Remote Viewing
5	Night Vision	Psychic Healing	Rooting
6	Null	Psychometry	Scented

Mondo E			
	1-2	3-4	5-6
1	Shell	Spore Cloud	Sticky Globules
2	Silk Production	Spray Acid	Sticky Silk
3	Sonic Screech	Stealthy	Super Strength
4	Spines	Stealthy	Swift
5	Spit Glue	Steel Mandibles	Swift
6	Spit Venom	Stench	Telekinesis

Mondo F			
	1-2	3-4	5-6
1	Telepathy	Toxin Resistance	Wandering Eye
2	Toxic Saliva	Toxin Resistance	Water Runner
3	Toxic Sap	Translocation	Waxy Exoskeleton
4	Toxic Skin	Vampiric	Wilt
5	Toxin Adaptation	Venom	Wind Catcher
6	Toxin Resistance	Wall Crawler	Winged

NEW MUTATIONS

In a few cases, the new Mutations introduce an extra element of description:

Prerequisite: For this Mutation to be taken, the listed Mutation must already be possessed. If this Mutation is rolled and its prerequisite is not already possessed, the prerequisite Mutation must be taken in its place.

Acid Bite

Benefits: The character's bite produces an acid. A successful bite attack automatically deals 1L extra damage per round for 1-6 rounds or until the wound is washed out.

Possible Traits: Occasional acidic drool.

Acid Grip

Prerequisite: Sticky Globules.

Benefits: The sticky globules on the plant's arms ooze digestive juices that cause 1L acid damage per round for as long as contact is maintained. This damage only applies to organic materials.

Possible Traits: Touch leaves light corrosion marks on organic surfaces.

Agile Flight

Prerequisite: Winged.

Benefits: When flying the character can hover in place with ease, turn on the spot, even fly backwards or upside down. They have Athletics 6 for purposes of

maneuvering and dodging in flight.

Possible Traits: Hummingbird-like wings.

Bioluminescence

Benefits: Much like a firefly, the character has an organ that produces light when two chemicals combine within it. Up to six hours of light can be produced per day with the brightness of a torch.

Possible Traits: A glowing abdomen or limb.

Body Morph

Benefits: The ultimate physical chameleon, the character can change their facial features, skin- and hair-color, and even gender to appear as another member of the same species of approximately the same mass and height. The change is solely cosmetic: Attributes and skills are not modified and any other Mutations remain. When asleep or if rendered unconscious, the mutant returns to their normal form. Minor changes such as skin color or slight modifications to the face take a round; a whole body change takes six rounds. The character has Persuade 6 for purposes of appearing to be someone else.

Possible Traits: A certain "softness" in the definition of facial features.

Boneless

Prerequisite: Hypermobile.

Benefits: Their form given structure by pressurized fluids, bizarre organs, and odd muscles, the character



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can actually collapse any part of their body like a skin bag filled with watery gel. They can fold themselves up small enough to fit in a suitcase, can flop along the floor at a slow crawl edging through any gap over an inch high and more than five inches wide. They can contort in inhuman ways, twist themselves around in any direction without harm, and even tie themselves into knots.

Possible Traits: Saggy appearance; oddly fluid.

Breathe Fire

Benefits: Like a dragon of myth the character can exhale flame. This gout of flame has a Short Range, but acts like a burst, the attack requiring a Nimbleness Attribute-Only roll to hit with two extra dice. Any Successes are split by the GM among up to three targets in close proximity. If the fire attack is successful and not dodged or blocked by something acting as a shield, it automatically deals 2L damage per round for 1-6 rounds or until the flame is extinguished. The character can only produce a gout of flame once per day.

Possible Traits: Faintly sulphurous odor; reptilian lips and mouth.

Bulging Eyes

Benefits: Abnormally large bulging eyes provide the character with nearly 360-degrees of vision, the only blind spot being directly behind. They can actively defend against a number of attackers in a round equal to their Notice +1.

Possible Traits: Dragonfly eyes.

Buoyancy

Benefits: The character effortlessly floats on water and other fluids and will not sink unless somehow dragged under or weighted down beyond their buoyancy. They can choose to forgo their buoyancy if desired, but losing or restoring it requires a round.

Possible Traits: Large air-filled blisters or external bladders.

Burning Gas

Benefits: Like a bombardier beetle, the character can produce a cloud of scalding gas. The cloud is spewed directly from the mutant's abdomen up to Short Range, but acts like a burst, with the attacker rolling their Nimbleness Attribute-Only to hit with two extra dice. Any Successes are split by the GM among up to three targets in very close proximity. The gas does 6L damage to everyone struck. The mutant only

produces enough chemicals to make the attack once per day.

Possible Traits: Abdominal sphincter.

Burrow

Benefits: The character can dig into earth and sand, creating a tunnel just big enough to stand in, and can progress forward at a slow walking pace. They can enlarge the tunnel, but doubling its size reduces progress to a slow crawl.

Possible Traits: Shovel-like hands, chisel-like nails and fingertips.

Carnivorous

Prerequisite: Photosynthetic.

Benefits: Unlike the majority of plants, the character can supplement their photosynthetic process with meat. This allows them to avoid rooting for nutrients for three days after feeding.

Possible Traits: A trap-like mouth, an open pitcher of digestive enzymes.

Chameleon

Benefits: The character can change the color and patterning of their skin at whim. They can form superb camouflage if they are mostly naked, providing Stealth 6 for hiding purposes.

Possible Traits: Reptilian skin.

Chemical Charming

Benefits: Like some insects, the character has the ability to move among other species undetected thanks to a chemical they constantly exude. This chemical only affects a specific category of targets, as determined when this Mutation is gained, but does not affect intelligent beings.

1-3	Animals
4-6	Plants

Those affected must make a Tenacity Attribute-Only roll versus an Appeal Attribute-Only roll by the mutant. Failure means the target species ignore the mutant. Attacks by the character end this effect.

Possible Traits: Enlarged abdominal glands.

Climber

Benefits: The character has Athletics 6 for climbing purposes and can move through trees and other areas with a lot of natural handholds as fast as they can run. They cannot cling to smooth surfaces or ceilings

without appropriate handholds.

Possible Traits: Long limbs, long fingers and toes.

Drain Life

Benefits: A strange necrotic field surrounds the character at will, draining the life from any and all living things within Short Range, plants and animals alike. Any living things within the necrotic field suffer 1L damage per round until the field collapses or they leave the area. The character can produce the field once per day and it persists for 2-12 rounds.

Possible Traits: None.

Draw Water

Benefits: Grooves, pits, and channels in the character's skin trap moisture from the surrounding air and divert it directly into the character's mouth even in the most arid conditions. This constant drip of water means the character need never drink.

Possible Traits: Odd patterns on the skin, strangely aligned scales.

Drill

Prerequisite: Natural Weapon (some form of bite) or Burrow.

Benefits: The character's natural weapon rends materials up to and including the hardness of wood with ease. Their attack has its damage multiple increased by one, so a single Success on an attack does x2 damage, two Successes does x3 damage, and so on. The character can drill a hand's depth into substances such as wood with each use of this Mutation, but cannot drill into harder materials such as stone or metal.

Possible Traits: None.

Edible Growths

Benefits: The character produces healthy, tasty-looking fruits, seeds, or tuber-like growths. The benefits these provide are determined when the Mutation is gained:

1-4	Nutritious. Each growth is the equivalent of a full meal.	
5	Toxic. Each growth is poisonous if consumed. See below.	
6	Medicinal. Each growth instantly negates any toxins in the body when eaten.	
Toxin	Toxicity/Amount	Type
Toxic Growth	3/growth	Lethal

The character's body can house a dozen growths at any time, each growing back at a rate of one per day.

Possible Traits: Flower-heads, fruit, seed cones, tubers.

Electroreception

Benefits: Peculiar organs give the character the ability to sense the direction and proximity of powerful sources of electricity, such as a working generator, up to Long Range. Up to Short Range they can detect the presence and direction of the faint electrical impulses in living beings. They can gauge how many living creatures are operating within the range of their senses, but cannot identify what these creatures are.

Possible Traits: None.

Elongate

Benefits: Through some unknown process the character can elongate their limbs and digits at will, extending them up to Short Range while still maintaining perfect physical control.

Possible Traits: None.

Exoskeleton

Benefits: The character has an exoskeleton like an insect, crustacean, or arachnid. This provides Protection 4. The character cannot wear other armor over the bulk of the exoskeleton. This Mutation cannot be taken with the Armored or Shell Mutations.

Possible Traits: A plated dermis.

Extra Head

Benefits: The character has two fully-developed heads, each with its own brain and personality, but sharing identical Attributes. The mutant can perform two actions per round at no penalty, one action with each head, whether attacking, looking in two different directions, or talking to two different people simultaneously.

Any Skills the character possesses during character creation must be assigned to individual heads. If either head is knocked out or impaired, the Skills that head knows cannot be used unless the other head also knows them, and the mutant can only undertake the normal one action per round. Any other head-based Mutations the character has must also be assigned to individual heads. After character creation the character is free to develop Skills and Attributes like a normal character but must still assign any new or increased Skills or Understanding/Appeal improvements to individual heads.



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The character's heads are prone to periodic disagreements due to their independent nature. Whenever Bad Things Happen, or whenever the GM thinks it's likely given the circumstances, the heads argue, blaming each other, refusing to cooperate, and so on. The mutant is incapable of any actions save arguing with themselves for 1-6 rounds. If the mutant is attacked or otherwise threatened while arguing, both heads put aside their differences until the threat has passed.

Possible Traits: Two heads!

Fireproof

Benefits: The character is completely immune to heat and flames.

Possible Traits: Thick bark.

Flash Packets

Benefits: Six organic flash grenades sprout from the character's flesh, and regrow at a rate of one per day if pulled off and used. These are Short Range thrown weapons. Anyone looking at the impact point of a flash grenade within Short Range must make a Senses Attribute-Only roll or be blinded for 1-6 rounds.

Possible Traits: Fleshy packets growing on the neck or trunk.

Food Reservoir

Benefits: Gorging themselves when food and water are readily available, the character can store a large reserve of sustenance in their bodies. They can consume the equivalent of up to three days' worth of food and water in a single sitting without ill effect. For every day's worth of food and water eaten this way, they can live off their reserves for two days, so a fully fed-up mutant can comfortably live for up to six days without food and water before they start to starve.

Possible Traits: Camel-like hump, obvious layer of subcutaneous fat.

Furnace Gut

Benefits: The character can safely consume any non-toxic organic material as food. This includes wood, plastic, soil, and rotting meat.

Possible Traits: An offensive odor.

Hard Gill

Prerequisite: Exoskeleton.

Benefits: The character has stiff hairs that provide

Protection 1 and allow the mutant to breathe underwater for up to six hours. To renew the air supply, the character simply needs to expose themselves to air for a minute. Protection from the hairs adds to that of Exoskeleton.

Possible Traits: Stiff hairs on thorax and abdomen.

Healing Molt

Prerequisite: Exoskeleton.

Benefits: The character can heal and regenerate lost body parts by molting. The process takes a day and completely immobilizes the character for the period, rendering them helpless. By the end of the molt any lost limbs or other extremities are restored and all damage is healed.

Possible Traits: Shiny, new looking exoskeleton after molting.

Honey Crop

Benefits: The character can hide objects with a volume of no more than two fists within his body. The object(s) must be swallowed so they can't be sharp, toxic or wider than the character's mouth.

Possible Traits: When an object is held, it might be felt through the skin.

Honey Production

Benefits: The mutant produces one meal's worth of delicious and nutritious honey from their body per day. Unlike most other food supplies, honey never spoils.

Possible Traits: Yellow and black markings, obvious abdominal glands.

Independent Eyes

Benefits: The character can look in two directions at once, such as looking forward and back, or out to each side. Not only do they make great watchmen, but they can actively defend against a number of attackers in a round equal to their Notice +1.

Possible Traits: Chameleon-like eyes.

Invisible Silk

Prerequisite: Silk Production.

Benefits: The silk spun by the character is transparent. Only those creatures within Short Range have a chance to see it on a Senses/Notice roll.

Possible Traits: Enlarged abdomen or mouthparts.

Irritant Bristles

Benefits: Setae (stiff, bristle-like hairs) project from the skin or bark of the character. Anyone touching the setae without due caution, including those making unarmed attacks, suffers damage from hairs embedding in their skin. These hairs are painful and irritating, and anyone afflicted has the Difficulty of all their actions increased by one level until the bristles are removed. Removal takes a complete round during which no other actions can be performed. Irritant bristles can not be used if the character is wearing heavy clothing or armor.

Possible Traits: Long, black spiny hairs, plant-like bristles.

Laser-beam Eyes

Benefits: Brilliant lances of searing light emanate from the character's eyes, striking targets up to Long Range. The attack requires a Nimbleness Attribute-Only roll and deals 4L damage. The character can use their eye lasers up to six times per day.

Possible Traits: Glowing eyes; oddly colored eyes.

Mimic

Benefits: Any sounds the character hears and remembers can be replicated with perfect accuracy by their astounding vocal cords, such as the voices of other individuals, the staccato burst of machinegun fire, the roaring buzz of a chainsaw, the melodic tunes of a guitar, and so on.

Possible Traits: None.

Null

Benefits: The character is completely immune to psychic intrusion such as telepathy and empathic projection. No concentration or roll is required to resist these abilities.

Possible Traits: None.

Photosynthetic

Benefits: The character need not eat in the normal manner; simply spending an hour a day lightly and shallowly rooted in damp soil to gain nutrients and water, and spending at least two hours per day exposed to ultraviolet light such as sunlight, provides the character with adequate energy.

Possible Traits: Green skin, leaves, root-like structures.

Rooting

Benefits: The character can literally root themselves to the ground rendering them all but impossible to pull, push back, knock over, or otherwise move. They can root in any material into which their roots can push, such as hard soil. Rooting or removing roots takes a round for the character; anyone else attempting to move them must literally excavate the character or the ground they are rooted in. Ripping them free is a Heroic (5) Difficulty task that can only be attempted by characters with Muscle scores over 5.

Possible Traits: Thick roots covered with many lateral roots and a thick layer of fibrous roots.

Scented

Benefits: Like some flowers, the character exudes a pleasing odor. This aroma grants the mutant a bonus die to their Appeal/Persuade rolls. Characters with Dull Sense (Smell) are immune to this Mutation. The character will find that they attract certain insects such as bees, butterflies, and some wasps and beetles; these insects will not be hostile to them unless the character attacks them.

Possible traits: Flowers.

Shell

Prerequisite: Armored.

Benefits: The character has a hard shell providing Protection 10 (this already includes the benefits of the normal Armored Mutation), but cannot wear other armor over its bulk. Any locations not protected by the shell still benefit from the lesser armor (Protection 2) when hurt individually. Although the locations protected vary by creature, generally speaking, most shells protect the entire torso and abdomen, including the back, but don't provide protection to the head or limbs.

Possible Traits: Turtle-like shell.

Silk Production

Benefits: The character can create and spin organic silk, using it like superior quality rope or cord. Each day he can produce enough silk to create a 50-foot rope or a web 30 feet in diameter, capable of supporting the weight of several people.

Possible Traits: Enlarged abdomen or mouthparts.

Sonic Screech

Benefits: The character can emit an ear-piercing, deafening sonic screech once per day. Anyone within





Mutant with Spines and Cosmetic Flaw (Hairless)

Short Range without ear protection, which can be as simple as having their hands over their ears, is temporarily deafened for 1-6 rounds and has the Difficulty of all their actions increased by one level. The mutant is not immune to their own screech. Unprotected mutants with Enhanced Sense (Hearing) are deafened for 2-12 rounds.

Possible Traits: None.

Spines

Benefits: Spikes, spines, or thorny protrusions cover the character's back. These provide Protection 4 for attacks at the character's rear, and an attacker striking them unarmed suffers damage equal to their own Muscle + 2L. The character may use an action to

roll up into a ball and protect themselves with the spines completely, but cannot perform actions in this state. Unfurling takes another action. Other armor cannot be worn over the spines but can be modified to provide protection to the character's front. If the character also possesses the Armored Mutation, the Protection against rear attacks is 6. Characters can pull individual spines free to wield like knives, but doing so causes them 1N damage.

Possible Traits: Hedgehog-like spines, porcupine-like quills, reptilian spikes.

Spit Glue

Benefits: The character can spit an adhesive like that of velvet worms up to Short Range, requiring a Nimbleness Attribute-Only attack roll. Anything human-sized or smaller struck by the attack is covered with glue and effectively immobilized. Breaking free requires a Muscle Attribute-Only roll with an Extreme (2) Difficulty, and an attempt can be made each round. A liberal application of alcohol or similar solvent will also dissolve the glue in a round. The glue dries up after an hour, flaking and crumbling apart at that point. The character only produces enough glue to make this attack once per day.

Possible Traits: Tube-like growths in the mouth.

Spit Venom

Prerequisite: Venom.

Benefits: A single dose of venom can be expelled by the character in a forceful spray, potentially blinding a target. The range is only short enough to strike someone in melee, and the attack requires a Nimbleness Attribute-Only roll. If the venom attack is successful and not dodged or blocked by something like a shield, the victim is partially blinded and experiences burning pain; the Difficulty of all their actions is increased by two levels for 1-6 rounds or until the venom is washed out with water.

Possible Traits: Holed fangs, tube-like growths in the mouth.

Spore Cloud

Benefits: The character can produce a large cloud of spores once per day. Anyone within Short Range of the character suffers minor irritation of the lungs for 1-6 rounds after which the cloud disperses. Anyone afflicted has the Difficulty of all their actions increased by one level until the cloud dissipates or they remove themselves from it. Gas masks and other respiratory devices provide complete protection. The mutant is immune to their own spores/pollen.

Possible Traits: None

Spray Acid

Benefits: The character can eject a spray of acid up to Short Range, requiring a Nimbleness Attribute-Only roll. If the acid attack is successful and not dodged or blocked by something like a shield, it automatically deals 2L damage per round for 1-6 rounds or until the wound is washed out. The character's body can house six doses of acid, these regenerating at a rate of one dose a day.

Possible Traits: A nozzle-like protuberance on the head or body, a strange abdominal sphincter.

Steel Mandibles

Prerequisite: Drill.

Benefits: The character can now drill through stone and most metal objects; materials stronger than steel can't be drilled into.

Possible Traits: Ultra-hard mouthparts.

Stench

Benefits: Potent glands in the character's body enable them to spray a horrendously pungent fluid up to Short Range. Striking an opponent requires a Nimbleness Attribute-Only roll. Anyone struck suffers nausea and irritation, and the Difficulty of all their actions is increased by one level for 1-6 rounds or until they wash off the worst of the fluid. If not washed away the smell can linger for days. The character's glands hold six doses of the fluid, these replenishing at the rate of a dose a day. Characters with Dull Sense (Smell) are immune to this Mutation.

Possible Traits: A constant peculiar odor, skunk-like markings.

Sticky Globules

Benefits: Spherical blobs of glue adorn the ends of a few of the character's extremities much like a sundew. These aid the mutant in any attempts to maintain a strong grip, including resisting being disarmed and grappling opponents. In such cases the mutant's Muscle or Nimbleness counts as being 1 higher, even if that means the effective score is higher than 5.

Possible Traits: Specialized branches with glue-producing organs.

Sticky Silk

Prerequisite: Silk Production.

Benefits: The character's silk can be made sticky. Breaking free requires a Muscle Attribute-Only roll with an Extreme (2) Difficulty, and an attempt can be made each round. A liberal application of alcohol

or similar solvent will also dissolve the adhesive in a round. The silk dries out after an hour, flaking and crumbling apart at that point. Sticky silk is also very flammable and if set alight, the fire's damage is doubled against anything in contact with the silk.

Possible Traits: Enlarged abdomen or mouthparts.

Super Strength

Prerequisite: Exoskeleton.

Benefits: The character can lift and carry terrific loads many times in excess of what you might expect. When it comes to Muscle rolls involving lifting and carrying, the character's Muscle counts as being 3 higher, even if that means the effective Muscle score is higher than 5. For example, a character with a Muscle score of 5 (effectively Muscle 8) could lift a medium sized car!

Possible Traits: A thick exoskeleton.

Toxic Sap

Benefits: The character's sap is toxic. Anything biting the mutant and inflicting damage suffers damage as if they had ingested a dose of poison.

Toxin	Toxicity/Amount	Type
Toxic Sap	3/dose	Lethal

The mutant is immune to their own toxin.

Possible Traits: None.

Toxic Skin

Benefits: A thin film of poison constantly covers the character's bare skin. Any attacker biting, licking, or otherwise coming into internal contact with the mutant's skin not only finds that the character tastes revolting, they also suffer damage as if they had ingested a dose of poison.

Toxin	Toxicity/Amount	Type
Toxic Skin	3/dose	Lethal

The mutant is immune to their own toxin.

Possible Traits: Brightly-colored skin, moist greasy skin.

Toxin Adaptation

Benefits: The character can adapt to toxins. This means the character becomes immune to the specific poison after being damaged once by it. The immunity fades if the mutant isn't constantly exposed to the toxin and will vanish after one month.

Possible Traits: None.



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Toxin Resistance

Benefits: The character has Toughness 6 for purposes of resisting any ingested or injected toxins except smoke inhalation.

Possible Traits: None.

Vampiric

Benefits: Though the character need not drink blood to remain healthy and active unless they have the Restricted Diet (Hematophage) flaw, drinking blood has an active and immediate healing effect on them. For every Health point of blood they drain from a living victim they instantly heal one Health themselves. The vampire can drain Health at a rate equal to their Toughness per round.

Possible Traits: Long canines, tubular tongue.

Venom

Benefits: Venom sacks in the character's mouth house three doses of poison, these regenerating at a rate of one dose a day. On a successful bite attack that inflicts damage, a single dose of venom may also be injected at the Player's discretion.

Toxin	Toxicity/Amount	Type
Venom	3/dose	Lethal

The mutant is immune to their own venom.

Possible Traits: Hollow canines or fangs.

Wall Crawler (revised)

Benefits: The character has Athletics 6 for climbing, even applicable to sheer, flat surfaces and ceilings, but can only move at a crawling rate unlike the full speed of the Climber mutation, though Climber does not present the option of clinging to ceilings or sheer surfaces.

Possible Traits: Fingers and toes covered with setae; small suction cups on wrists and ankles.

Wandering Eye

Benefits: With a quick pluck, the character can remove one of their eyes and send it skittering about on fleshy stalks. The character can see anything their mobile eye can see providing the eye is anywhere within Long Range. The eye possesses the same visual abilities and perceptiveness as the character, moves as if it had Nimbleness 1/Athletics 1, and has Stealth 5 by virtue of being tiny and quiet. The eye only has 2 Health but is Tremendous (4) Difficulty to hit. While the eye is deployed, any rolls by the character requiring vision suffer a 1 die penalty. If the eye is

destroyed it takes the character 1-6 days to grow a new one.

Possible Traits: One eye is bug-eyed, one eye seems to move of its own accord.

Water Runner

Benefits: The character can actively run across the surface of relatively calm waters, only sinking if they cease sprinting for any reason.

Possible Traits: Bizarre walking gait, long webbed feet.

Waxy Exoskeleton

Prerequisite: Exoskeleton.

Benefits: Environmentally-produced heat does not negatively affect the character. They are comfortable in even the hottest deserts and immune to any heat-based attacks or penalties, except fire.

Possible Traits: A clean shiny exoskeleton.

Wilt

Benefits: The character can alter their color, wither their leaves and fruit, and alter their bark texture to appear dead. They can not feed in this condition and it takes one round to change from one form to the other.

Possible Traits: A dead leaf here or there but most of the time there is no trait.

Wind Catcher

Benefits: The character has large, peculiarly shaped leaves or clusters of downy pappi that can be deployed so that the mutant can be blown about by the wind. Speed and direction are determined by the wind but the mutant does have some control over height and can generally land safely from any fall.

Possible Traits: Large tufts of thistledown pappi, surprisingly light, very large leaves.



FLAWS

Determining Flaws - Expanded

Roll two dice in order, reading the results first across, then down.

Roll	1-2	3-4	5-6
1	Allergy	Fragile	Phobia
2	Color-blind	Glowing	Psychic Susceptibility
3	Cosmetic Flaw	Hemophilia	Repulsive
4	Crude Hands	Light Sensitive	Selective Diet
5	Distinctive Odor	Moisture-Dependent	Slow
6	Dull Sense	Partial Biped	Speech Impediment

Additionally, some Flaw entries have a table of options. In these cases, roll two dice in order, reading the results first across, then down.

NEW FLAWS

Allergy

Hindrance: When in close proximity to significant amounts of the substance they are allergic to, or simply touching it, the character suffers breathing difficulties, breaks out in a nasty itchy rash, and otherwise finds it more difficult to act. They suffer an increase of one level in the Difficulty of any actions they perform while exposure or contact continues.

If the character ingests the allergen it also acts as a weak but potentially lethal toxin.

Toxin	Toxicity/Amount	Type
Allergen	1/thimble full	Lethal

	1-3	4-6
1	Beans/Peas/Nuts/Seeds	Nickel*
2	Crustaceans/Fish/Shellfish	Pollen
3	Dairy Produce	Plastic
4	Feathers	Latex/Rubber
5	Fungi/Mould	Leather
6	Fur	Wool

*Used in stainless steel (used widely in automotive construction, chains, cookware, cutlery, some handguns, jewelry, surgical instruments, tools, machine parts, watches, etc.), coins, magnets, batteries, and cheap “silver” jewelry.

Possible Traits: None.

Distinctive Odor

Hindrance: No matter how much they bathe, the character exudes a powerful, distinctive odor. The odor is not necessarily unpleasant, but there’s no mistaking the mutant’s presence. Anyone within Short Range will immediately become aware of the mutant’s smell, and any attempts to track the mutant by scent gain a bonus die to the attempt.

Possible Traits: Musk-like odor, pine fresh, salty.

Ectothermic

Hindrance: In cold environments the character becomes sluggish, temporarily gaining the Slow Flaw and increasing the Difficulty of all actions by one level. They will become slow and enter a state of torpor if exposed to temperatures approaching or below freezing for any real length of time, involuntarily hibernating until temperatures rise again. Because ectothermic characters do not produce their own body heat, wrapping up in layers of clothing is not necessarily effective at keeping them active. Ectothermic characters only require a third of the food mammals and birds consume to survive.

Possible Traits: Body temperature always seems as warm or cold as the environment.

Glowing

Hindrance: The character’s skin glows with a pale incandescence in darkened conditions. Unless fully-clad the Difficulty of any attempts to remain unseen in shadow or darkness is increased by two levels. Also, reduced visibility due to darkness does not penalize any attempts to spot or attack the character.

Possible Traits: Radioactive glow.

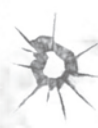
Hemophilia

Hindrance: When the character is injured, they bleed swiftly and the flow does not quickly stop. When the character loses any Health due to actual physical injury they will lose one Health per round for the next 1-6 rounds or until they spend a round actively staunching the flow, applying bandages, and so on. This “bleed-out” applies to each instance of damage, not accumulated injury. So, in a fight, each damaging attack causes bleeding, it’s not just tacked on at the end of the combat.

Possible Traits: None.

Moisture-Dependent

Hindrance: The character must keep their skin and flesh moist, immersing themselves or otherwise



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heavily bathing themselves with water for at least an hour per day. If they go a day without doing this, the Difficulty of all their actions is increased by one level. If a second full day goes past without such moistening, they begin to suffer damage at a rate of 1N damage per hour. If they reach zero Health as a result of this they lapse into unconsciousness and the damage converts to Lethal at a rate of one damage per hour until dead. Every day of moistening missed requires a full day of immersive soaking to recover.

Possible Traits: Moist slick skin.

Phobia

Hindrance: The character is afflicted with a terrible, crippling fear. When in proximity to the object of their fear or facing the possibility of its occurrence, they must make a Tenacity Attribute-Only roll to act normally. If they fail, the Difficulty of all their actions is increased by one level. The Difficulty of the Tenacity Attribute-Only roll increases to Extreme (2) if they have to endure actual contact with it, and even if they succeed, all subsequent actions suffer an increase of one level to the Difficulty. Should they fail such a roll, they will flee if possible, or curl up into a gibbering helpless ball if not. Large numbers or extraordinary examples of the object of the phobia may increase the Difficulty beyond Extreme at the GM's discretion, such as if a character with arachnophobia is locked in a room crawling with spiders. To determine the source of the character's phobia, use the following table.

	1-3	4-6
1	Acrophobia (Heights)	Musophobia (Rats/ Mice)
2	Aquaphobia (Deep Water)	Necrophobia (Dead Things)
3	Arachnophobia (Arachnids)	Nyctophobia (Darkness)
4	Aviophobia (Flying)	Ophidiophobia (Snakes)
5	Claustrophobia (Confined Spaces)	Pathophobia (Disease)
6	Hemophobia (Blood)	Pyrophobia (Fire)

Possible Traits: None.

Psychic Susceptibility

Hindrance: When it comes to resisting psychic intrusion such as telepathy and empathic control, the character is completely defenseless.

Possible Traits: None.

Repulsive

Hindrance: The character is not merely ugly or unappealing, but truly monstrous and/or possesses a vile stench, such that few individuals can stand to be in their presence for very long. Any social rolls they make have the Difficulty increased by two levels, except for attempts to intimidate, these gaining a one die bonus.

Possible Traits: Grossly deformed facial features, monstrous physique, necrotizing flesh, vomitous stench.

NEW PSYCHIC POWERS

The magnitude of a psychic's power is determined by their Tenacity as described below.

Determining Psychic Powers

Roll two dice on the following table, place the results in either order, and cross-reference.

	1-2	3-4	5-6
1	Electrokinesis	Pyrokinesis	Telepathy
2	Empathic Projection	Remote Viewing	Telepathy
3	Metal Bending	Remote Viewing	Telepathy
4	Psychic Healing	Telekinesis	Telepathy
5	Psychometry	Telekinesis	Telepathy
6	Psychometry	Telekinesis	Translocation

Electrokinesis

The psychic can generate electricity, hurting others with powerful jolts by touch. A single jolt does damage equal to the psychic's Tenacity, and they can generate a number of jolts per day equal to their Tenacity. Such jolts may be conducted through ferrous metals and may fry electrical circuits at the GM's discretion.

Empathic Projection

The psychic can implant emotions into others, making them feel sad, happy, enraged, joyous, or any of the other myriad human emotions. The individual being manipulated can resist with a Competing Tenacity Attribute-Only roll between the psychic and target. The range of empathic projection is based on their Tenacity. Depending on which emotions are implanted, the victim's reactions will change in accordance with how they normally react to such emotions. In extreme cases they may even suffer a one or two level increase to the Difficulty of any appropriate

rolls at the GM's discretion, such as being inattentive while consumed with grief, or gain a 1 die bonus when attacking someone in a state of utter rage.

Metal Bending

With but a touch, the psychic can bend and deform metal objects like they were soft clay. The specific metal does not matter, rather the thickness of the object, and a psychic with this power can quickly render many metal items useless.

Psychic Healing

The psychic's touch can heal by knitting flesh, setting bones, or drawing out toxins and diseases. For each round of successful use they heal an amount of lost Health up to their Tenacity. In the course of a day, they can heal a total amount of Health dictated by their Tenacity, and cannot revive the dead, affix severed limbs, or regenerate lost limbs or organs.

Psychometry

Strong emotions and important events leave imprints on objects and surroundings, and the psychic can perceive these fragments of the past when touching such objects. Images are fleeting, snatched glimpses of what transpired, and the most dominant feelings always come through the strongest. Although far from complete in any sense, these remnants of the past can provide clues useful in the present - identifying the

location of certain items, discerning what purpose a location served, possibly even helping identify items used or belonging to specific individuals. The GM should provide appropriate hints, clues, and other useful snippets as necessary. How far back events can be read depends on the psychic's Tenacity.

Pyrokinesis

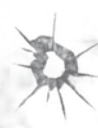
Fires start at the psychic's whim. Given the presence of oxygen, the psychic can create a burst of flame on any target they can see with the unaided eye. If the target is flammable, they then suffer appropriate continuing damage per round until the flame is extinguished. The damage caused by the initial burst, and the continuing damage, are determined by the psychic's Tenacity. The psychic can also fuel or dampen existing flames, increasing or reducing the continuing damage by 1 point per round to a maximum of 4L or minimum of 0 (at which point the fire is extinguished).

Translocation

With a successful use of their power, the psychic can instantly teleport to any place they can see with the naked eye, or have personally visited, provided it is within range of their abilities as dictated by their Tenacity. Translocation is disorientating, and the psychic is effectively defenseless and incapable of any action for a full round when they appear. The psychic can only translocate a number of times per day equal to their Tenacity.

Tenacity	Empathic Projection Range	Metal Bending Thickness	Psychic Healing Limit
1	Touch	Very thin, e.g. spoon	5 Health
2	Close	Thin, e.g. light rifle barrel	10 Health
3	Short	Moderate, e.g. 1" metal rebar	15 Health
4	Long	Thick, e.g. 6" armor plate	20 Health
5	Distant	Anything you can grip!	25 Health

Tenacity	Psychometry Time	Pyrokinetic Burst/ Continuing	Translocation Range
1	1 month	1L/1L	Long
2	1 year	2L/1L	Distant
3	10 years	3L/1L	1 Mile
4	100 years	4L/2L	10 Miles
5	1000 years	5L/2L	100 Miles



CHAPTER 2

EACH LITTLE BIRD THAT SINGS HUMANOID ANIMALS

The core rules of *Atomic Highway* present optional rules to play humanoid animals, beasts that have mutated into intelligent, tool-using humanoids. This chapter expands the number and variety of choices available for humanoid animals, adding amphibians, birds, and reptiles.

Amphibians

Frog / Toad

American Bullfrog, Australian Green Tree Frog, Common Toad, Common Tree Frog, Corroborree Frog, Fire-Bellied Toad, Giant Burrowing Frog, Golden Poison-Dart Frog, Leopard Frog, Natterjack Toad, Plains Spadefoot Toad, Pool Frog, Red-Eyed Tree Frog, Wallace's Flying Frog, Yellow-Banded Poison-Dart Frog

Attribute Points: 18 (all except Corroborree, Flying, Giant Burrowing, Poison-Dart, and Tree Frogs) / 17 (Corroborree, Flying, Giant Burrowing, Poison-Dart, and Tree Frogs)

Customization Skill Points: 2 (Flying Frog, Poison-Dart Frog, and Toads only)

Abilities: Amphibious, Burrow (Giant Burrowing Frog and Toads only), Enhanced Sense (Hearing), Enhanced Sense (Smell), Leaping, Patagia (Wallace's Flying Frog only), Prehensile Appendage (Tongue), Toxic Skin (Corroborree Frogs, Poison-Dart Frogs, and Toads only), Wall Crawler (Poison-Dart, Tree, and Wallace's Flying Frogs only)

Flaws: Ectothermic, Fragile, Moisture Dependent, Mutie, Selective Diet (Carnivore: American Bullfrog, Australian Green Tree Frog, Common Toad, Leopard Frog, Red-Eyed Tree Frog; Insectivore for all others)

Salamander / Newt, Large / Small

Chinese Giant Salamander, Japanese Giant Salamander / California Newt, Emperor Newt, Red-Spotted Newt, Rough-Skinned Newt, Tiger Salamander

Attribute Points: 19

Abilities: Amphibious, Burrow (Tiger Salamander only), Enhanced Sense (Hearing), Enhanced Sense (Smell), Regenerative, Toxic Skin (California, Emperor, Red-Spotted, and Rough-Skinned Newts only)

Flaws: Ectothermic, Dull Sense (Vision), Fragile (Small Salamanders/Newts only), Moisture Dependent, Mutie, Selective Diet (Carnivore)



Humanoid Frog

Birds

Albatross / Gull

Albatross, Black-Tailed Gull, California Gull, Great Black-Backed Gull, Gull, Kelp Gull

Attribute Points: 18 (all Gulls) / 17 (Albatross only)

Abilities: Enhanced Sense (Vision), Natural Weapon (Beak), Winged (including Prehensile Feet)

Flaws: Dull Sense (Smell; Gulls only), Fragile, Mutie

Booby / Cormorant / Grebe

Blue-Footed Booby, Brown Booby, Great Cormorant, Great Crested Grebe, Little Grebe, Western Grebe

Attribute Points: 18 (all except Western Grebe) / 17 (Western Grebe only)

Abilities: Amphibious, Enhanced Sense (Vision), Natural Weapon (Beak), Winged (including Prehensile Feet), Water Runner (Western Grebe only)

Flaws: Dull Sense (Smell), Fragile, Mutie, Selective Diet (Carnivore)

Crow / Magpie

American Crow, Australian Magpie, Black-Billed Magpie, Carrion Crow, Common Raven, European Magpie, Fish Crow, Jackdaw, Rook

Attribute Points: 17

Abilities: Enhanced Sense (Hearing), Enhanced Sense (Vision), Natural Weapon (Beak), Winged (including Prehensile Feet)

Flaws: Dull Sense (Smell), Fragile, Mutie

Duck

Canvasback Duck, Common Eider, Common Merganser, Common Scoter, Greater Scaup, Hardhead Duck, Mallard, Red-Crested Pochard, Rosybill Pochard

Attribute Points: 18

Abilities: Amphibious, Enhanced Sense (Vision), Winged (including Prehensile Feet)

Flaws: Dull Sense (Smell), Fragile, Mutie

Eagle / Falcon / Hawk

African Fish Eagle, Bald Eagle, Golden Eagle, Goshawk, Harpy Eagle, Hen Harrier, Kestrel, Martial Eagle, Osprey, Peregrine Falcon

Attribute Points: 18

Abilities: Enhanced Sense (Vision), Natural Weapon (Beak), Natural Weapon (Talons), Winged (including Prehensile Feet)

Flaws: Dull Sense (Smell), Fragile, Mutie, Selective Diet (Carnivore)

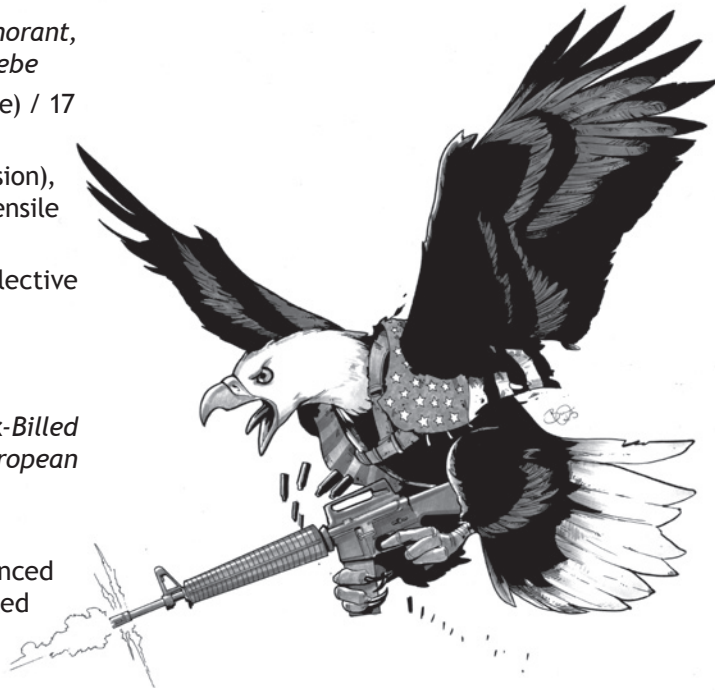
Heron / Egret / Bittern

Great Bittern, Great Blue Heron, Great Egret, Little Egret, Night Heron, Tiger Heron

Attribute Points: 19 (all except Night Heron) / 18 (Night Heron only)

Abilities: Natural Weapon (Beak), Night Vision (Night Herons only), Stealthy, Winged (including Prehensile Feet)

Flaws: Dull Sense (Smell), Fragile, Mutie, Selective Diet (Carnivore)



Humanoid Eagle

Hummingbird

Bee Hummingbird, Black-Chinned Hummingbird, Blue-Throated Hummingbird, Rainbow-Bearded Thornbill, Ruby-Throated Hummingbird, Rufous Hummingbird, Sword-Billed Hummingbird, Tooth-Billed Hummingbird

Attribute Points: 17

Abilities: Agile Flight, Enhanced Sense (Hearing), Enhanced Sense (Vision), Natural Weapon (Bill), Winged (including Prehensile Feet)

Flaws: Dull Sense (Smell), Fragile, Mutie, Selective Diet (Nectarivore: sugary sweet water and fruit juices supplemented by the occasional insect)

Lyrebird

Albert's Lyrebird, Superb Lyrebird

Attribute Points: 17

Abilities: Enhanced Sense (Hearing), Enhanced Sense



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(Vision), Mimic, Winged (including Prehensile Feet)

Flaws: Dull Sense (Smell), Fragile, Mutie

Ostrich / Emu / Rhea

Cassowary, Common Rhea, Emu, North African Ostrich, Somali Ostrich

Attribute Points: 18 (Cassowary, Emu, and Rhea) / 17 (Ostriches)

Abilities: Enhanced Sense (Hearing), Enhanced Sense (Vision), Natural Weapon (Claws), Swift (Ostriches only)

Flaws: Crude Hands, Dull Sense (Smell), Mutie

Owl

Burrowing Owl, Common Barn Owl, Eagle Owl, Elf Owl, Fish Owl, Great Horned Owl, Pygmy Owl, Snowy Owl

Attribute Points: 17 (all except Burrowing Owls) / 16 (Burrowing Owls only)

Customization Skill Points: 2 / None (Burrowing Owls only)

Abilities: Burrow (Burrowing Owls only), Enhanced Sense (Hearing), Enhanced Sense (Vision), Natural Weapon (Beak), Natural Weapon (Talons), Night Vision, Stealthy, Winged (including Prehensile Feet)

Flaws: Color Blind, Dull Sense (Smell), Fragile, Mutie, Selective Diet (Carnivore; all except Burrowing Owls)



Humanoid Ostrich

Parrot

African Grey Parrot, Galah, Kea, Peach-Faced Lovebird, Rose-Ringed Parakeet, Scarlet Macaw, Sulphur-Crested Cockatoo, Yellow-Headed Amazon Parrot

Attribute Points: 18 (all except Kea) / 17 (Kea only)

Abilities: Enhanced Sense (Vision), Natural Weapon (Beak), Natural Weapon (Claws), Winged (including Prehensile Feet)

Flaws: Dull Sense (Smell), Fragile, Mutie, Selective Diet (Herbivore; except Kea)

Penguin, Large / Small

Emperor Penguin, King Penguin, Macaroni Penguin, Royal Penguin / African Penguin, Little Penguin, Megallanic Penguin, Rockhopper Penguin

Attribute Points: 19

Abilities: Amphibious, Burrow (Small Penguins only), Enhanced Sense (Vision), Food Reservoir, Night Vision

Flaws: Crude Hands, Dull Sense (Smell), Fragile (Small Penguins only), Mutie, Selective Diet (Carnivore), Slow

Small Bird

Barn Swallow, Blackbird, Bohemian Waxwing, Chaffinch, Common Starling, Eastern Bluebird, Eastern Phoebe, European Robin, Great Tit, House Martin, House Sparrow, Nightingale, Northern Cardinal, Skylark, Tropical Kingbird, Winter Wren

Attribute Points: 19 (Selective Diet) / 18 (Omnivorous)

Abilities: Enhanced Sense (Vision), Natural Weapon (Claws), Winged (including Prehensile Feet)

Flaws: Dull Sense (Smell), Fragile, Mutie, Selective Diet (select depending on species; some are omnivores and lack this Flaw)

Vulture

Andean Condor, African White-Backed Vulture, Egyptian Vulture, King Vulture, Turkey Vulture, Yellow-Headed Vulture

Attribute Points: 18 (Andean Condor, African White-Backed Vulture, and Egyptian Vulture) / 17 (King, Turkey, and Yellow-Headed Vultures)

Customization Skill Points: 2 (Turkey Vulture only)

Abilities: Enhanced Sense (Vision), Natural Weapon (Beak), Natural Weapon (Talons), Winged (including Prehensile Feet)

Flaws: Dull Sense (Smell; Andean Condor, African White-Backed Vulture, and Egyptian Vulture), Fragile, Mutie, Selective Diet (Carnivore; all except Turkey Vulture)

Woodpecker

Acorn Woodpecker, Gila Woodpecker, Great-Spotted Woodpecker, Great Slaty Woodpecker, Ground Woodpecker, Northern Flicker, Pileated Woodpecker, Sapsucker

Attribute Points: 17

Customization Skill Points: 2

Abilities: Drill, Enhanced Sense (Hearing), Natural Weapon (Beak), Natural Weapon (Claws), Winged (including Prehensile Feet)

Flaws: Dull Sense (Smell), Fragile, Mutie

Mammals

Anteater, Large / Medium

Giant Anteater / Tamandua

Attribute Points: 20 (Giant Anteater) / 18 (Tamandua)

Abilities: Climber (Tamandua only), Enhanced Sense (Smell), Natural Weapon (Claws), Prehensile Appendage (Tail; Tamandua only)

Flaws: Color Blind, Dull Sense (Vision), Mutie, Selective Diet (Insectivore)

Armadillo

Fairy Armadillo, Giant Armadillo, Hairy Armadillo, Nine-Banded Armadillo, Pichi

Attribute Points: 17

Abilities: Amphibious, Armored, Burrow, Enhanced Sense (Smell), Natural Weapon (Claws)

Flaws: Color Blind, Dull Sense (Vision), Mutie, Selective Diet (Insectivore)

Baboon / Mandrill

Chacma Baboon, Guinea Baboon, Hamadryas Baboon, Mainland Drill, Mandrill, Olive Baboon

Attribute Points: 17

Abilities: Climber, Natural Weapon (Teeth)

Flaws: Mutie

Badger

American Badger, Eurasian Badger, Hog Badger, Honey Badger

Attribute Points: 18

Abilities: Burrow, Enhanced Sense (Smell), Natural Weapon (Claws)

Flaws: Color Blind, Dull Sense (Vision), Mutie

Bat, Disk-Winged

Madagascar Sucker-Footed Bat, Peter's Disk-Winged Bat, Spix's Disk-Winged Bat

Attribute Points: 17

Customization Skill Points: 2

Abilities: Echolocation, Enhanced Sense (Hearing), Enhanced Sense (Smell), Natural Weapon (Bite), Night Vision, Wall Crawler, Winged (including Prehensile Feet)

Flaws: Color Blind, Dull Sense (Vision), Fragile, Mutie, Selective Diet (Insectivore)

Bear (revised)

Black Bear, Brown Bear, Polar Bear, Sloth Bear, Sun Bear

Attribute Points: 17

Customization Skill Points: None

Abilities: Climber (Sloth and Sun Bears only) or Enduring, Enhanced Sense (Smell), Natural Weapon (Bite), Natural Weapon (Claws), Night Vision

Flaws: Color Blind, Mutie

Beaver / Coypu

American/Canadian Beaver, European Beaver, Coypu

Attribute Points: 18

Abilities: Amphibious, Enhanced Sense (Hearing), Enhanced Sense (Smell), Natural Weapon (Teeth)

Flaws: Color Blind, Dull Sense (Vision), Mutie, Selective Diet (Herbivore)

Camel

Bactrian Camel, Dromedary

Attribute Points: 19

Abilities: Enduring, Enhanced Sense (Smell), Food Reservoir

Flaws: Color Blind, Crude Hands, Mutie, Selective Diet (Herbivore)

Echidna

Long-Beaked Echidna, Short-Beaked Echidna

Attribute Points: 17

Customization Skill Points: None

Abilities: Burrow, Electroreception, Enhanced Sense (Hearing), Enhanced Sense (Smell), Natural Weapon (Claws), Spines

Flaws: Dull Sense (Vision), Mutie, Selective Diet (Insectivore)



Chapter 2

Elephant

African Elephant, Asian Elephant

Attribute Points: 17

Abilities: Armored, Enduring, Enhanced Sense (Hearing), Enhanced Sense (Smell), Natural Weapon (Tusks), Prehensile Appendage (Trunk)

Flaws: Color Blind, Crude Hands, Dull Sense (Vision), Mutie, Selective Diet (Herbivore)

Feline, Large / Medium / Small / Tiny (revised)

Lion, Tiger / Cheetah, Cougar, Jaguar, Leopard / Bobcat, Caracal, Lynx, Ocelot, Serval, Snow Leopard / Black-Footed Cat, Domestic Cat, Fishing Cat, Geoffroy's Cat, Kodkod, Marbled Cat, Margay, Sand Cat

Attribute Points: 17 (Cheetah, Lion, and all Tiny felines) / 16 (all others)

Customization Skill Points: None

Abilities: Climber (all except Cheetah and Lion), Enhanced Sense (Hearing), Enhanced Sense (Smell), Natural Weapon (Bite), Natural Weapons (Claws), Night Vision or Swift (Cheetah only), Stealthy

Flaws: Color Blind, Fragile (Tiny felines only), Mutie, Selective Diet (Carnivore)

Giraffe

Masai Giraffe, Somali Giraffe

Attribute Points: 19

Abilities: Enduring, Enhanced Sense (Hearing), Enhanced Sense (Vision)

Flaws: Color Blind, Crude Hands, Mutie, Selective Diet (Herbivore)

Great Ape (revised)

Bonobo, Chimpanzee, Gorilla, Orangutan

Attribute Points: 17

Abilities: Climber, Prehensile Feet

Flaws: Mutie

Ground Squirrel

Antelope Squirrel, Ground Squirrel, Marmot, Prairie Dog, Woodchuck

Attribute Points: 18

Abilities: Burrow, Enhanced Sense (Hearing), Enhanced Sense (Smell)

Flaws: Color Blind, Fragile, Mutie

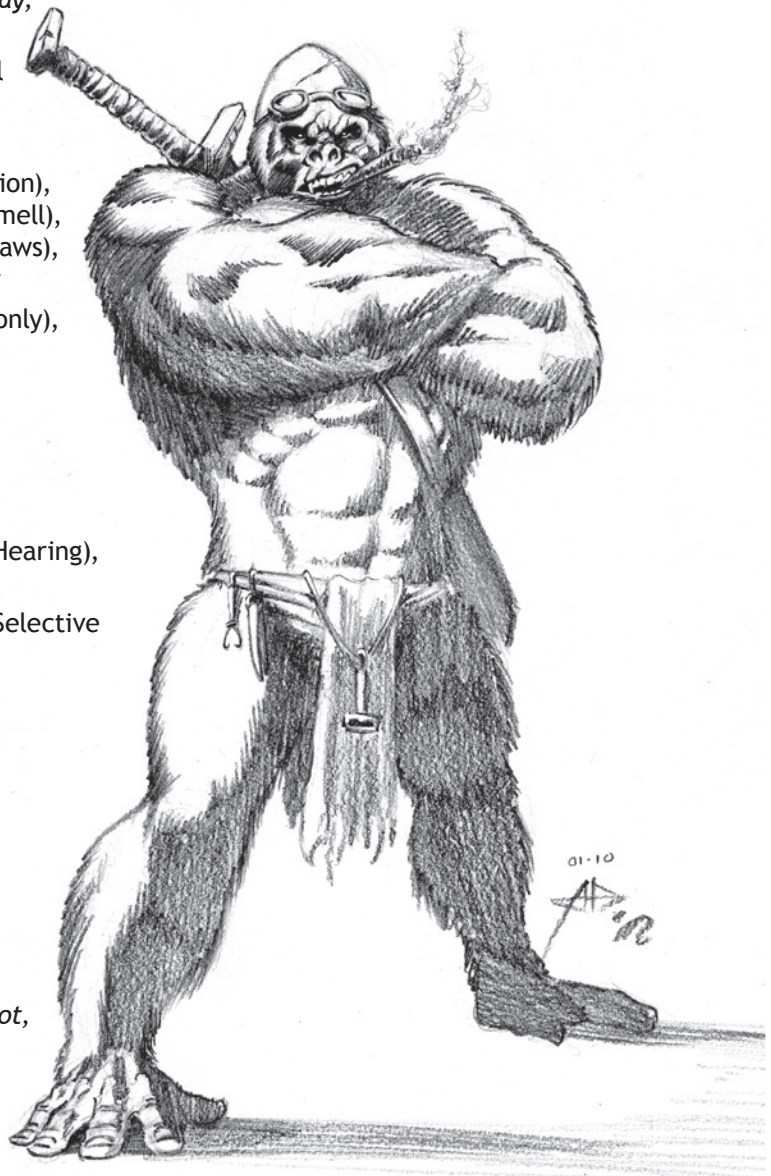
Hedgehog

African Hedgehog, Desert Hedgehog, European Hedgehog, Four-Toed Hedgehog, Long-Eared Hedgehog

Attribute Points: 18

Abilities: Enhanced Sense (Hearing), Enhanced Sense (Smell), Spines, Toxin Resistance

Flaws: Color Blind, Dull Sense (Vision), Fragile, Mutie



Humanoid Ape

Each Little Bird That Sings

Hippopotamus

Hippopotamus, Pygmy Hippopotamus

Attribute Points: 17

Abilities: Amphibious, Armored, Enduring, Enhanced Sense (Hearing), Enhanced Sense (Smell), Natural Weapon (Teeth)

Flaws: Color Blind, Crude Hands, Dull Sense (Vision), Mutie, Selective Diet (Herbivore)

Hyena

Brown Hyena, Spotted Hyena, Striped Hyena

Attribute Points: 17

Abilities: Enhanced Sense (Hearing), Enhanced Sense (Smell), Natural Weapon (Teeth), Night Vision

Flaws: Color Blind, Mutie, Selective Diet (Carnivore)

Kangaroo / Wallaby / Wallaroo

Grey Kangaroo, Red Kangaroo, Red-Necked Wallaby, Tasmanian Pademelon, Wallaroo

Attribute Points: 17

Customization Skill Points: 2

Abilities: Enhanced Sense (Hearing), Enhanced Sense (Smell), Leaping, Natural Weapon (Claws)

Flaws: Mutie, Selective Diet (Herbivore)

Koala

New South Wales Koala, Queensland Koala, Victoria Koala

Attribute Points: 17

Customization Skill Points: 2

Abilities: Climber, Enhanced Sense (Hearing), Enhanced Sense (Smell), Natural Weapon (Claws), Toxin Resistance

Flaws: Dull Sense (Vision), Mutie, Selective Diet (Herbivore)

Meerkat / Mongoose

Banded Mongoose, Egyptian Mongoose, Indian Mongoose, Meerkat, Yellow Mongoose

Attribute Points: 18

Abilities: Enhanced Sense (Hearing), Enhanced Sense (Smell), Natural Weapon (Claws), Natural Weapon (Teeth)

Flaws: Color Blind, Fragile, Mutie, Selective Diet (Carnivore)

Mink / Polecat / Stoat / Weasel

African Striped Weasel, European Polecat, Fisher, Least Weasel, Mink, Pine Marten, Sable, Stoat, Zorilla

Attribute Points: 19 (Fisher, Least Weasel, Sable, and Stoat) / 18 (African Striped Weasel, European Polecat, Mink, Pine Marten, and Zorilla)

Abilities: Amphibious (Mink only), Climber (Pine Marten only), Enhanced Sense (Hearing), Enhanced Sense (Smell), Natural Weapon (Teeth), Night Vision, Stench (African Striped Weasel, European Polecat, and Zorilla only)

Flaws: Color Blind, Dull Sense (Vision), Fragile, Mutie, Selective Diet (Carnivore)

Monkey, Large / Medium / Small

Colobus, Howler Monkey, Langur, Macaque, Patas Monkey, Spider Monkey / Capuchin, Saki / Marmoset, Night Monkey, Squirrel Monkey, Tamarin

Attribute Points: 17 (Large and Medium monkeys) / 18 (Small monkeys)

Customization Skill Points: 2 (Large and Medium monkeys only)

Abilities: Climber, Night Vision (Night Monkey only) or Prehensile Appendage (Tail), Prehensile Feet

Flaws: Fragile (Small monkeys only), Mutie

Opossum / Possum

Brush-Tailed Possum, Common Spotted Cuscus, Mouse Opossum, Pygmy Opossum/Possum, Ringtail Possum, Sugar Glider, Squirrel Glider, Virginia Opossum, Yapok

Attribute Points: 16 (Brush-Tailed Possum, Common Spotted Cuscus, Mouse Opossum, Pygmy Opossum/Possum, and Ringtail Possum) / 15 (Sugar Glider, Squirrel Glider, Virginia Opossum, and Yapok)

Customization Skill Points: None

Abilities: Amphibious (Yapok only), Climber, Enhanced Sense (Hearing), Enhanced Sense (Smell), Night Vision, Patagia (Sugar and Squirrel Gliders only), Prehensile Appendage (Tail), Prehensile Feet, Toxin Resistance (Virginia Opossum only)

Flaws: Fragile, Mutie

Pangolin

Chinese Pangolin, Giant Pangolin, Indian Pangolin, Tree Pangolin

Attribute Points: 17

Customization Skill Points: 2 / None (Tree Pangolin only)

Abilities: Armored, Burrow, Climber (Tree Pangolin only), Enhanced Sense (Smell), Natural Weapon (Claws), Prehensile Tail, Stench

Flaws: Color Blind, Dull Sense (Vision), Mutie, Selective Diet (Insectivore)



Chapter 2

Platypus

Attribute Points: 17

Customization Skill Points: 2

Abilities: Amphibious, Burrow, Electroreception, Natural Weapon (Foot Spurs), Toxic Saliva (actually toxic foot spurs)

Flaws: Fragile, Mutie, Selective Diet (Carnivore)

Porcupine

Cape Porcupine, Crested Porcupine, Hairy Dwarf Porcupine, North American Porcupine

Attribute Points: 18 (Cape and Crested Porcupines) / 17 (Hairy Dwarf and North American Porcupines)

Abilities: Climber (Hairy Dwarf and North American Porcupines only), Enhanced Sense (Hearing), Enhanced Sense (Smell), Prehensile Appendage (Tail; Hairy Dwarf Porcupine only), Spines

Flaws: Color Blind, Dull Sense (Vision), Fragile (Hairy Dwarf Porcupine only), Mutie

Rabbit / Hare (revised)

Black-Tailed Jackrabbit, Cottontail Rabbit, European Rabbit, Snowshoe Hare

Attribute Points: 19

Mutations/Abilities: Burrow, Enhanced Sense (Hearing), Enhanced Sense (Smell), Leaping

Flaws: Color Blind, Dull Sense (Vision), Fragile, Mutie, Selective Diet (Herbivore)

Raccoon / Red Panda

Common Raccoon, Red Panda

Attribute Points: 17

Customization Skill Points: 2

Mutations/Abilities: Climber, Enhanced Sense (Hearing), Natural Weapon (Claws), Night Vision

Flaws: Color Blind, Mutie

Rhinoceros

Black Rhinoceros, Indian Rhinoceros, Javan Rhinoceros, Sumatran Rhinoceros, White Rhinoceros

Attribute Points: 18

Abilities: Armored, Enduring, Enhanced Sense (Hearing), Enhanced Sense (Smell), Natural Weapon (Horns)

Flaws: Color Blind, Crude Hands, Dull Sense (Vision), Mutie, Selective Diet (Herbivore)

Shrew

Eurasian Shrew, Short-Tailed Shrew, Water Shrew

Attribute Points: 17

Customization Skill Points: 2 (Eurasian Shrew) / None (Short-Tailed and Water Shrews)

Abilities: Amphibious (Water Shrew only), Burrow, Echolocation (Eurasian and Short-Tailed Shrews only), Enhanced Sense (Hearing), Enhanced Sense (Smell), Leaping, Night Vision, Stealthy, Toxic Saliva (Short-Tailed Shrew and Water Shrew only)

Flaws: Color Blind, Dull Sense (Vision), Fragile, Mutie, Selective Diet (Carnivore)

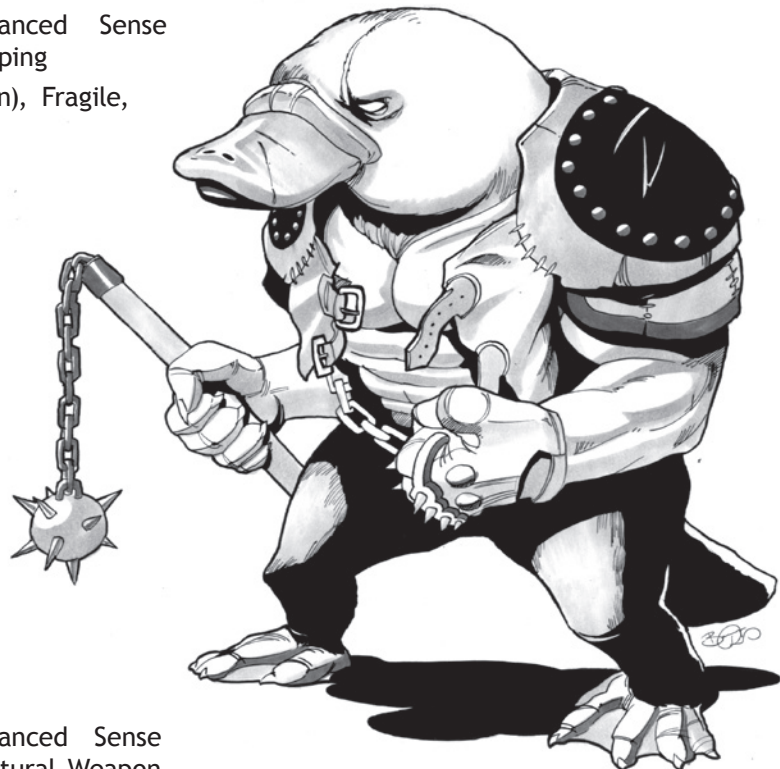
Skunk

Hog-Nosed Skunk, Spotted Skunk, Striped Skunk

Attribute Points: 17

Abilities: Burrow, Enhanced Sense (Hearing), Enhanced Sense (Smell), Natural Weapon (Claws), Stench

Flaws: Color Blind, Dull Sense (Vision), Fragile, Mutie



Humanoid Platypus

Squirrel

Brazilian Squirrel, Fox Squirrel, Grey Squirrel, Indian Giant Squirrel, Northern Flying Squirrel, Prevost's Squirrel, Red Squirrel, Siberian Flying Squirrel

Attribute Points: 17 (all except Flying Squirrel) / 16 (Flying Squirrel only)

Customization Skill Points: 2 (all except Flying Squirrel) / None (Flying Squirrel)

Abilities: Climber, Enhanced Sense (Hearing), Enhanced Sense (Smell), Natural Weapon (Claws), Leaping, Night Vision (Flying Squirrel only), Patagia (Flying Squirrel only)

Flaws: Color Blind, Fragile, Mutie

Tasmanian Devil

Attribute Points: 16

Customization Skill Points: None

Abilities: Burrow, Enhanced Sense (Hearing), Enhanced Sense (Smell), Natural Weapon (Teeth), Night Vision, Stench

Flaws: Mutie, Selective Diet (Carnivore)

Wolverine

Attribute Points: 18

Abilities: Enhanced Sense (Hearing), Enhanced Sense (Smell), Natural Weapon (Claws), Natural Weapon (Teeth)

Flaws: Color Blind, Dull Sense (Vision), Mutie, Selective Diet (Carnivore)

Wombat

Common Wombat, Hairy-Nosed Wombat

Attribute Points: 17

Customization Skill Points: 2

Abilities: Armored, Burrow, Enhanced Sense (Hearing), Enhanced Sense (Smell), Natural Weapon (Claws)

Flaws: Dull Sense (Vision), Mutie, Selective Diet (Herbivore)

Reptiles

Alligator / Crocodile

American Alligator, American Crocodile, Gharial, Nile Crocodile, Saltwater Crocodile

Attribute Points: 17

Customization Skill Points: None

Abilities: Armored, Amphibious, Enduring, Enhanced Sense (Smell), Natural Weapon (Bite), Natural Weapon (Claws), Night Vision

Flaws: Ectothermic, Color Blind, Mutie, Selective Diet (Carnivore)

Anaconda / Boa / Python

Anaconda, Common Boa, Burmese Python, Emerald Tree Boa, Reticulated Python

Attribute Points: 17

Abilities: Amphibious, Climber, Enhanced Sense (Smell), Natural Weapon (Bite), Night Vision (actually Infrared), Prehensile Appendage (Tail), Stealthy

Flaws: Ectothermic, Color Blind, Crude Hands, Dull Sense (Hearing), Mutie, Selective Diet (Carnivore)

Chameleon

Fischer's Chameleon, Jackson's Chameleon, Namaqua Chameleon, Veiled Chameleon

Attribute Points: 19 (Namaqua Chameleon only) / 17 (all other chameleons)

Abilities: Chameleon, Climber, Independent Eyes, Natural Weapon (Claws), Natural Weapon (Horns; Fischer's and Jackson's Chameleon only), Prehensile Appendage (Tail; all except Namaqua Chameleon), Prehensile Appendage (Tongue)

Flaws: Ectothermic, Dull Sense (Hearing), Dull Sense (Smell), Fragile, Mutie, Selective Diet (Insectivore; all except Veiled Chameleons which are omnivorous)



Humanoid Python



Gecko

Common Wall Gecko, Crested Gecko, Gargoyle Gecko, Golden Gecko, Kuhl's Flying Gecko, Mediterranean House Gecko, Tokay Gecko

Attribute Points: 18 (all except Kuhl's Flying Gecko) / 17 (Kuhl's Flying Gecko only)

Abilities: Enhanced Sense (Smell), Night Vision, Patagia (actually a flattened tail and webbed feet; Kuhl's Flying Gecko only), Regenerative, Wall Crawler

Flaws: Ectothermic, Fragile, Mutie, Selective Diet (Insectivore)

Gila Monster / Beaded Lizard

Banded Gila Monster, Black Beaded Lizard, Mexican Beaded Lizard, Reticulate Gila Monster

Attribute Points: 17

Customization Skill Points: 2

Abilities: Armored, Climber, Enhanced Sense (Smell), Food Reservoir, Natural Weapon (Claws), Natural Weapon (Teeth), Venom

Flaws: Ectothermic, Dull Sense (Vision), Fragile, Mutie, Selective Diet (Carnivore)

Horned Lizard / Thorny Devil

Coast Horned Lizard, Regal Horned Lizard, Texas Horned Lizard, Thorny Devil

Attribute Points: 17

Customization Skill Points: 2

Abilities: Armored, Draw Water (Thorny Devil only), Enhanced Sense (Smell), Natural Weapon (Claws), Natural Weapon (Horns), Spines, Stench (actually a spray of foul-smelling blood; Horned Lizard only)

Flaws: Ectothermic, Fragile, Mutie, Selective Diet (Insectivore)

Lizard, Medium / Small

Green Iguana / Bearded Dragon, Common Collared Lizard, Common Lizard, Flying Dragon, Frill-Necked Lizard, Marine Iguana, Oriental Garden Lizard, Plumed Basilisk, Sand Lizard

Attribute Points: 19 (Common Collared Lizard, Common Lizard, Frill-Necked Lizard, Oriental Garden Lizard, and Sand Lizard) / 18 (Bearded Dragon, Flying Dragon, and Marine Iguana) / 17 (Green Iguana and Plumed Basilisk)

Abilities: Amphibious (Marine Iguana only), Climber, Enhanced Sense (Smell), Natural Weapon (Claws), Natural Weapon (Teeth; Green Iguana only), Patagia (Flying Dragon only), Water Runner (Plumed Basilisk only)

Flaws: Ectothermic, Fragile (Small lizards only),

Mutie, Selective Diet (Insectivore; all except Marine Iguana, Green Iguana, Bearded Dragon and Plumed Basilisk, the latter two being omnivorous) or Selective Diet (Herbivore; Green and Marine Iguanas)

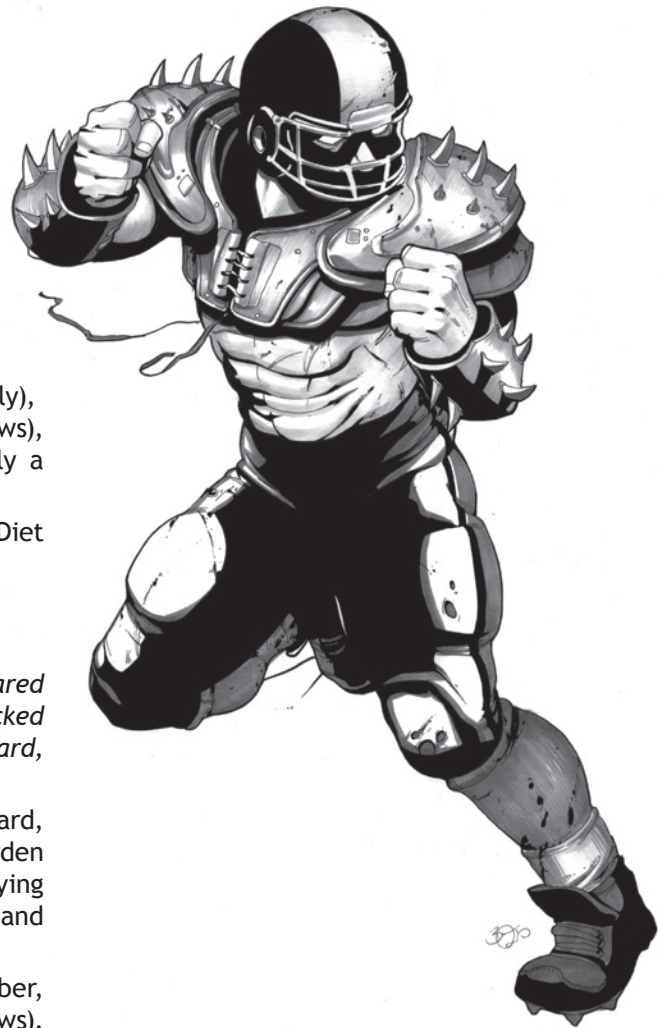
Monitor Lizard, Large / Small

Crocodile Monitor, Komodo Dragon, Lace Goanna, Nile Monitor, Perentie, Rock Monitor, Water Monitor / Emerald Tree Monitor, Sand Goanna

Attribute Points: 19 (Sand Goanna) / 18 (Komodo Dragon, Perentie, and Rock Monitor) / 17 (all others)

Customization Skill Points: 2 (Crocodile Monitor only)

Abilities: Amphibious (Nile and Water Monitors only), Climber (Crocodile Monitor, Emerald Tree Monitor, and Lace Goanna only), Enhanced Sense (Smell), Natural Weapon (Claws), Natural Weapon (Teeth),



Prehensile Appendage (Tail; Crocodile and Emerald Tree Monitors only), Venom

Flaws: Ectothermic, Dull Sense (Hearing), Fragile (Small monitors only), Mutie, Selective Diet (Carnivore)

Snake, Non-Venomous

Aesculapian Snake, Brown House Snake, Common Kingsnake, Corn Snake, Golden Flying Snake

Attribute Points: 19 (all except Golden Flying Snake) / 18 (Golden Flying Snake only)

Abilities: Climber, Enhanced Sense (Smell), Natural Weapon (Bite), Night Vision (actually Infrared), Patagia (Golden Flying Snake only), Prehensile Appendage (Tail), Stealthy

Flaws: Ectothermic, Color Blind, Crude Hands, Dull Sense (Hearing), Fragile, Mutie, Selective Diet (Carnivore)

Snake, Venomous

Adder, Australian Tiger Snake, Black Mamba, Boomslang, Bushmaster, Diamondback Rattlesnake, King Cobra, Puff Adder, Sidewinder, Spitting Cobra

Attribute Points: 19 (all except Boomslang and Spitting Cobra) / 18 (Boomslang and Spitting Cobra only)

Abilities: Climber (Boomslang only), Enhanced Sense (Smell), Natural Weapon (Bite), Night Vision (actually Infrared), Prehensile Appendage (Tail), Spit Venom (Spitting Cobra only), Stealthy, Venom

Flaws: Ectothermic, Color Blind, Crude Hands, Dull Sense (Hearing), Fragile, Mutie, Selective Diet (Carnivore)

Turtle, Aquatic, Large / Medium / Small

Green Sea Turtle, Hawksbill Sea Turtle, Loggerhead Sea Turtle / Alligator Snapping Turtle, Mata Mata, Mesoamerican River Turtle / African Side-Necked Turtle, Asian Pond Turtle, Diamondback Terrapin

Attribute Points: 19 (Small turtles) / 18 (Medium turtles) / 17 (Large turtles)

Abilities: Amphibious, Armored, Enduring (Large turtles only), Natural Weapon (Beak), Natural Weapon (Claws; Medium and Small turtles only), Night Vision, Shell, Toxin Resistance (Large turtles only)

Flaws: Ectothermic, Crude Hands, Dull Sense (Hearing), Fragile (Small turtles only), Mutie, Selective Diet (Carnivore; all except those listed as Herbivores) or Selective Diet (Herbivore; Asian Pond Turtle, and Green Turtle), Slow

Turtle / Tortoise, Terrestrial, Large / Medium / Small

Galapagos Tortoise / African Spurred Tortoise, Brazilian Giant Tortoise, Leopard Tortoise / Chinese Box Turtle, Desert Tortoise, Gopher Tortoise, North American Box Turtle

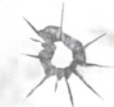
Attribute Points: 19 (all except Galapagos Tortoise) / 18 (Galapagos Tortoise only)

Abilities: Armored, Burrow (Desert and Gopher Tortoises only), Enduring (Galapagos Tortoise only), Natural Weapon (Beak), Natural Weapon (Claws), Night Vision, Shell

Flaws: Ectothermic, Crude Hands, Dull Sense (Hearing), Fragile (Small turtles/tortoises only), Mutie, Selective Diet (Herbivore; tortoises only), Slow



A Humanoid Turtle faces off against the deadly raider, The Cutter!



CHAPTER 3

EACH LITTLE FLOWER THAT OPENS HUMANOID PLANTS

Groups with a penchant for the truly odd have the option of including not only sapient humanoid animals, but sapient humanoid plants as well. Although they are not plants, we have included humanoid fungi in this category for ease of use.

Humanoid plants lack the obvious facial features of their animal-like counterparts, their mouths and sensory organs being distinctly non-animal and often difficult to discern or strangely located. They are usually hard of hearing, and while they may act or react swiftly, are otherwise slow in their movement.

Now mobile and aware, humanoid plants no longer rely solely on external means of pollination. They are evergreen given appropriate sources of food, and may produce fruits or flowers year-round if well nourished.

Bramble, Large / Small

Blackberry, Raspberry / Dewberry

Attribute Points: 18 (Dewberry) / 17 (Blackberry and Raspberry)

Customization Skill Points: 4 (Dewberry) / 2 (Blackberry and Raspberry)

Abilities: Edible Growths (Nutritious), Enduring (Blackberry and Raspberry), Photosynthetic, Rooting, Spines

Flaws: Dull Sense (Hearing), Fragile (Dewberry), Mutie, Slow

Cactus, Large / Medium / Small

Indian Fig Opuntia, Organ Pipe Cactus, Saguaro, San Pedro Cactus / Fishhook Barrel Cactus, Golden Barrel

Cactus, Golden Torch Cereus / Common Fishhook Cactus, Easter Lily Cactus, Strawberry Cactus

Attribute Points: 17 (Medium and Small cacti) / 16 (Large cacti)

Customization Skill Points: 4 (Common Fishhook and Easter Lily Cacti) / 2 (Golden Torch Cereus and Strawberry Cactus) / None (all Large and Barrel cacti)

Abilities: Edible Growths (Nutritious; all Large, Barrel, and Strawberry cacti), Enduring (Large cacti only), Food Reservoir (actually water), Photosynthetic, Rooting, Scented, Spines

Flaws: Dull Sense (Hearing), Fragile (Small cacti only), Mutie, Slow

Eggplant / Pepper / Tomato

Bell Pepper, Campari Tomato, Cherry Tomato, Eggplant, Jalapeño Pepper, Plum Tomato

Attribute Points: 18

Abilities: Edible Growths (Nutritious), Photosynthetic, Rooting

Flaws: Dull Sense (Hearing), Mutie, Slow

Fern, Large / Medium / Small

Giant Salvinia, Gully Tree Fern, Soft Tree Fern / Common Bracken, King Fern, Royal Fern, Sword Fern / Mosquito Fern, Ostrich Fern

Attribute Points: 19 (Mosquito and Ostrich Ferns) / 18 (all Medium ferns) / 17 (Giant Salvinia and Tree Ferns)

Abilities: Buoyant (Giant Salvinia and Mosquito Fern only), Edible Growths (Nutritious; fiddleheads),

Each Little Flower That Opens

Enduring (Large ferns only), Photosynthesis, Rooting (all except Giant Salvinia and Mosquito Fern)

Flaws: Dull Sense (Hearing), Fragile (Small ferns only), Mutie, Slow

Fungus

Beefsteak Fungus, Common Mushroom, Common Stinkhorn, Death Cap, Destroying Angel, European Blusher, Fly Agaric, Giant Puffball, Oyster Mushroom, Panther Cap, Shiitake, Springtime Amanita, Tawny Grisette, Vermilion Grisette

Attribute Points: 20 (Beefsteak Fungus, Common Mushroom, European Blusher, Giant Puffball, Oyster Mushroom, Shiitake, Springtime Amanita, and Tawny Grisette) / 19 (all others)

Abilities: Rooting, Spore Cloud, Stench (Common Stinkhorn only), Toxic Sap (Death Cap, Destroying Angel, Fly Agaric, Panther Cap, and Vermilion Grisette only)

Flaws: Dull Sense (Hearing), Fragile, Mutie, Slow

Seaweed, Large / Medium / Small

Bull-Head Kelp, Feather Boa Kelp, Giant Kelp / Knotted Kelp, Oarweed / Bladder Wrack, Spiral Wrack, Sea Lettuce

Attribute Points: 18 (Small seaweeds) / 17 (Large and Medium seaweeds)

Customization Skill Points: 4 (Medium and Small seaweeds) / 2 (Large seaweeds)

Abilities: Aquatic, Buoyancy, Enduring (Large seaweeds only), Photosynthetic, Rooting

Flaws: Dull Sense (Hearing), Fragile (Small seaweeds only), Mutie, Slow

Shrub, Spiny, Medium / Small

Arctic Rose, California Wild Rose, Carolina Rose, China Rose, Common Gorse, Damask Rose, Gooseberry, Sweet Briar Rose / Cupcake Rose, Dwarf Gorse, Petite de Hollande Rose, Western Gorse

Attribute Points: 18 (Dwarf Gorse and Western Gorse) / 17 (all others)

Customization Skill Points: 4 (Common Gorse, Gooseberry and Small shrubs) / 2 (Medium Roses)

Abilities: Edible Growth (Nutritious; Gooseberry and Roses only), Photosynthetic, Rooting, Scented (Gorse and Roses only), Spines

Flaws: Dull Sense (Hearing), Fragile (Small shrubs only), Mutie, Slow

Stinging Nettle, Large / Medium / Small

Ongaonga / Common Nettle / Dwarf Nettle

Attribute Points: 18 (Dwarf Nettle) / 17 (Common Nettle and Ongaonga)

Customization Skill Points: 4 (Common and Dwarf Nettle) / 2 (Ongaonga)

Abilities: Edible Growth (Nutritious; young leaves), Enduring (Ongaonga only), Irritant Bristles, Photosynthetic, Rooting

Flaws: Dull Sense (Hearing), Fragile (Dwarf Nettle only), Mutie, Slow

Sundew

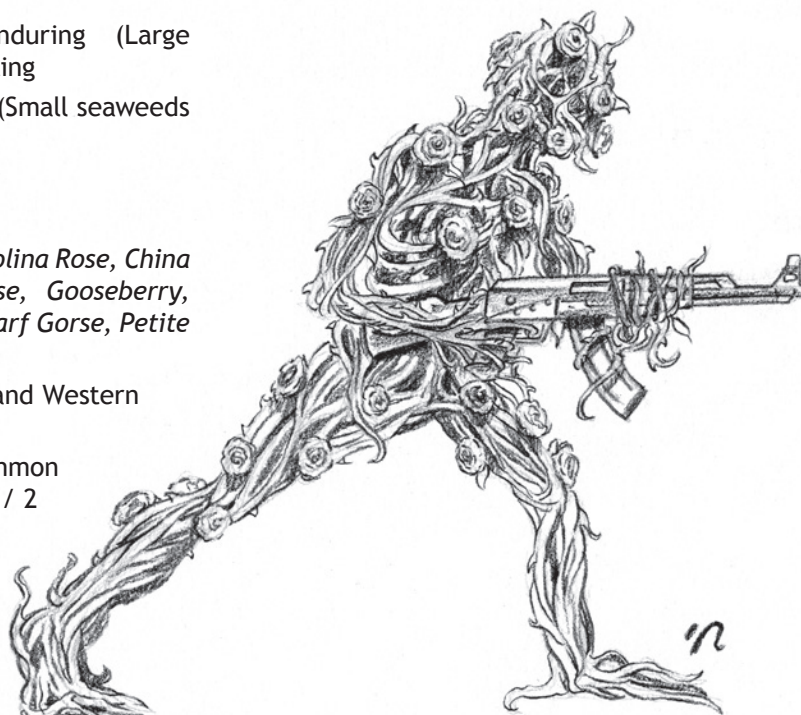
Alice Sundew, Common Sundew, English Sundew, Giant Sundew, Indian Sundew, Oblong-Leaved Sundew, Sturdy Sundew, Thread-Leaved Sundew, Tropical Sundew

Attribute Points: 17

Customization Skill Points: 2

Abilities: Acid Grip, Carnivorous, Photosynthetic, Prehensile Appendage (extra tentacular arm), Scented, Sticky Globules

Flaws: Dull Sense (Hearing), Fragile, Mutie, Slow



Humanoid Rosebush

Chapter 3

Tree

American Willow, Common Ash, Common Aspen, Fraser Fir, Lawson's Cypress, Norway Maple, Scots Pine, Silver Birch, Sycamore

Attribute Points: 17

Abilities: Armored, Enduring, Photosynthetic, Rooting

Flaws: Dull Sense (Hearing), Mutie, Slow

Tree, Baobab

African Baobab, Australian Baobab, Madagascar Baobab

Attribute Points: 17

Customization Skill Points: None

Abilities: Armored, Edible Growth (Nutritious), Enduring, Food Reservoir (actually water), Photosynthetic, Rooting

Flaws: Dull Sense (Hearing), Mutie, Slow

Tree, Edible Fruit/Nut

Apple, Beech, Cherry, Grapefruit, Hawthorn, Hazel, Mango, New Zealand Fuchsia, Olive, Orange, Peach, Persimmon, Pinyon Pine, Plum, Pomegranate, Stone Pine, Walnut

Attribute Points: 17

Customization Skill Points: 2 (all except Hawthorn and some citrus trees) / None (Hawthorn and some citrus trees)

Abilities: Armored, Edible Growth (Nutritious), Enduring, Photosynthetic, Rooting, Spines (Hawthorn and some citrus trees only)

Flaws: Dull Sense (Hearing), Mutie, Slow

Venus Flytrap

Attribute Points: 17

Abilities: Acid Bite, Carnivorous, Natural Weapon (Bite), Photosynthetic, Scented

Flaws: Dull Sense (Hearing), Fragile, Mutie, Slow

Vine, Climbing

Common Ivy, Grape, Japanese Honeysuckle, Kudzu, Passionfruit, Poison Ivy, Virginia Creeper, Wisteria

Attribute Points: 17 (Common Ivy and Kudzu) / 16 (Grape, Japanese Honeysuckle, and Poison Ivy) / 15 (Passionfruit, Virginia Creeper, Wisteria)

Customization Skill Points: None

Abilities: Edible Growths (Nutritious: Grape and Passionfruit; Toxic: Virginia Creeper, Wisteria), Enduring, Photosynthetic, Prehensile Appendage

(extra "arm" vine), Prehensile Feet (the legs are actually just more arm vines), Rooting, Scented (Japanese Honeysuckle, Passionfruit, Wisteria), Toxic Sap (Poison Ivy, Virginia Creeper), Wall Crawler

Flaws: Dull Sense (Hearing), Mutie, Slow

Water Lily, Large / Medium / Small

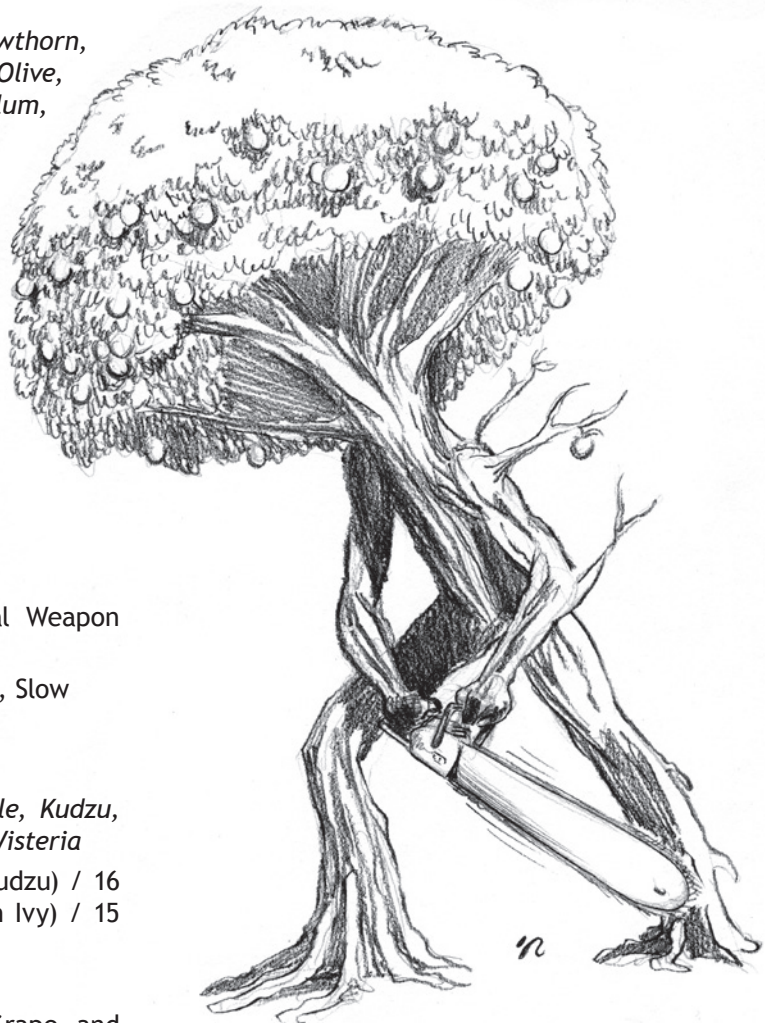
Victoria Waterlily / European White Waterlily, Euryale Ferox, Fragrant Waterlily / Dwarf Waterlily, Star Lotus

Attribute Points: 18 (Small water lilies) / 17 (all others)

Customization Skill Points: 4 (European White Waterlily) / 2 (Euryale Ferox, Fragrant Waterlily) / None (all others)

Abilities: Aquatic, Buoyancy, Enduring (Victoria Waterlily only), Photosynthetic, Rooting, Scented (Fragrant Waterlily only), Spines (Euryale Ferox only)

Flaws: Dull Sense (Hearing), Fragile (Dwarf Waterlily and Star Lotus), Mutie, Slow



Humanoid Appletree

CHAPTER 4:

ALL CREATURES GREAT & SMALL. MUTANT HORRORS

Angel

Angels are mutant bats that, while amazingly cute, are predators that specialize in eating humans. Fortunately for the human population, angels only need to eat once a week. They are intelligent, using Appeal/Persuade to convince targets not only to not hurt them, but to also accept a small nip - which delivers a paralytic toxin. Angels hunt in packs of 3-18 and as each weighs about 30 pounds, an adult human will feed around a dozen.

Muscle	1
Understanding	1
Tenacity	1
Appeal	6
Nimbleness	5
Toughness	1
Senses	2/6

Skills: Athletics 1/6 (flying), Brawl 1, Notice 2, Persuade 5

Attacks: Bite 1L (plus toxic saliva)

Armor: none

Health: 6

Mutations/Abilities: Agile Flight, Enhanced Sense (Smell), Night Vision, Slow Metabolism (unique; only need to eat once per week), Toxic Saliva, Wall Crawler, Winged

Flaws: Selective Diet (Humanivore)

Armo

Massive mutant armadillos, armos are used as mounts and pack animals by some people. Though slower than horses, they are larger and can carry more. Wild armos have long digging claws, which are cut in domesticated individuals to prevent them from escaping. As armos are insectivores, they can forage just about anywhere, but they don't have much of a defense in terms of a bite. Because of this, armos are skittish, easily spooked by nearly any odd sight, smell, or sound, and must be tied to a tree or boulder when not being ridden.

Muscle	6
Understanding	0
Tenacity	1
Appeal	0
Nimbleness	2
Toughness	5
Senses	2/6/1

Skills: Athletics 2, Brawl 1, Notice 3

Attacks: Bite 4N, Claw 8L (Wild only)

Armor: 2

Health: 36

Mutations/Abilities: Armored, Burrow (Wild only), Enduring, Enhanced Sense (Smell), Natural Weapon (Claws, wild only)

Flaws: Dull Sense (Vision), Selective Diet (Insectivore)



Black Moth

Found in ruins and forests, these giant moths are 2½ feet long and have a wingspan of 5 feet. They are often hunted in the spring as their newly formed and undamaged wings are still covered with scales that contain a toxin which is used to tip arrows used to kill wild game or predators. During the new moon of the first month of spring, hunters use bonfires to attract the moths, which are then brought down by blowguns or bows; those hunters who hit only the body are accorded greater status than those who hit the wings. The wings are stripped and the bodies are burned or fed to livestock. In general, the moths gather in ruins or wooded hollows when resting at night, and these places are dangerous as their scales add a poisonous element to the dust or soil found therein.

Muscle	1
Understanding	0
Tenacity	1
Appeal	0
Nimbleness	4
Toughness	1
Senses	3

Skills: Athletics 2 (flying only), Notice 2, Stealth 2/6

Attacks: none

Armor: none

Health: 3

Mutations/Abilities: Stealthy, Toxic Skin (Wings only), Winged

Flaws: Fragile

Burn Worm

These massive earthworms are a serious danger to ruin scavengers. A typical burn worm is 6 feet long and several inches in diameter. They use a strong acid to break down stone and concrete and can spray this acid if endangered. Fortunately, the signs of a burn worm infestation are very obvious - collapsed buildings with acid burns along the bases and anything else in contact with the ground. The worms don't generally leave the subsurface and avoid bright light, but aren't harmed by it if exposed. Mutants hunt them as a fairly easy to collect source of food and acid.

Muscle	1
Understanding	0
Tenacity	0
Appeal	0
Nimbleness	2
Toughness	3
Senses	3/0/1



Angel

Skills: Notice 4, Stealth 4

Attacks: Acid spray 4L (continuing, 1-6 rounds)

Armor: none

Health: 8

Mutations/Abilities: Burrow, Drill, Spray Acid (upgraded)

Flaws: Blind, Dull Sense (Smell), Slow

Giant Rat

These rodents are the size of a small dog. The danger they pose is their ability to chew through most materials and the plagues they may carry. An individual giant rat will typically avoid a human adult, but they usually travel in packs of 4-24.

Muscle	1
Understanding	0
Tenacity	3
Appeal	0
Nimbleness	3
Toughness	2
Senses	2/6/6/1

Skills: Athletics 3/6 (leaping), Brawl 1, Notice 3, Stealth 2/6

Attacks: Bite 3L

Armor: none

Health: 6

Mutations/Abilities: Drill, Enhanced Sense (Hearing), Enhanced Sense (Smell), Leaping, Natural Weapon (Bite), Night Vision, Stealthy, Steel Mandibles

Flaws: Fragile, Dull Sense (Vision)

Giant Sundew

Giant sundews are carnivorous plants that grow up to ten feet tall. They have a shallow root system, which allows them to uproot themselves to be blown about in strong storms. Their glue is stronger than most other plant-based adhesives and people do collect it from live plants. In fact sundews are only dangerous to those who aren't paying attention. If someone is captured by a giant sundew, the plant's acid is powerful enough to eat through leather quickly, and the unfortunate person might lose a foot or leg even if he or she is extricated quickly.

Muscle 3
Understanding 0
Tenacity 0
Appeal 0
Nimbleness 0
Toughness 8
Senses 3/0/0

Skills: Notice 1

Attacks: Acid 4L/round

Armor: none

Health 22

Mutations/Abilities: Acid Grip (upgraded), Scented, Sticky Globules (upgraded; Muscle 5 for grappling), Wind Catcher

Flaws: Blind, Deaf, Immobile

Hawk Squirrel

These winged rodents are the size of small dogs. Unlike their fox squirrel ancestors, they are carnivores, feeding on birds and other rodents. They have a predilection for collecting shiny objects, often those belonging to the unwary traveler—getting said objects back can be difficult as hawk squirrels protect their nests and can easily bite fingers off.

Muscle 1
Understanding 0
Tenacity 3
Appeal 0
Nimbleness 5
Toughness 1
Senses 2/6/6

Skills: Athletics 2/6 (climbing/flying), Brawl 1, Notice 2, Stealth 2

Attacks: Bite 3L

Armor: none

Health: 5

Mutations/Abilities: Enhanced Sense (Hearing), Enhanced Sense (Vision), Natural Weapon (Bite), Winged

Flaws: Fragile, Selective Diet (Carnivore)

Ice Rat

This giant rodent is found near water in temperate and arctic regions. It is 2-3ft long with a tail of similar length. Unlike most of the rats found after the apocalypse, ice rats are considered a resource. They hibernate in ice by burrowing into it and letting the ice reform around them. Other than this behavior, they appear to be normal rats in every other way. Communities in regions where ice rats live will cut into the ice to collect the rats, or more specifically their blood, as it possesses an "antifreeze" property useful for vehicles and other machinery. It is toxic



Hawk Squirrel



Chapter 4

but that doesn't keep some people from drinking it, hoping to gain the rat's ability to survive in the cold.

Muscle	1
Understanding	0
Tenacity	3
Appeal	0
Nimbleness	3
Toughness	1
Senses	2/6/6/1

Skills: Athletics 3/6 (leaping), Brawl 1, Notice 3, Stealth 2/6

Attacks: Bite 3L

Armor: none

Health: 5

Mutations/Abilities: Burrow, Drill, Enhanced Sense (Hearing), Enhanced Sense (Smell), Leaping, Natural Weapon (Bite), Night Vision, Stealthy, Survivor (unique; can survive freezing)

Flaws: Dull Sense (Vision), Fragile

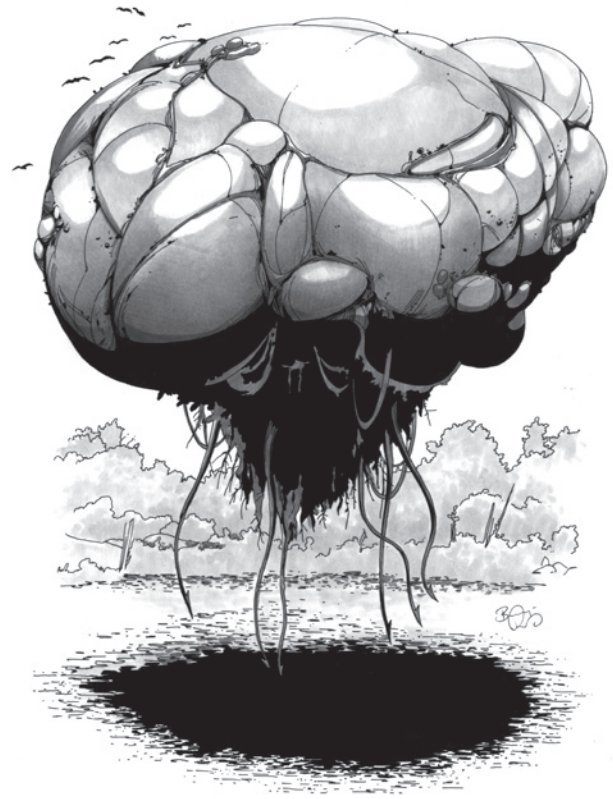
Lake Blimp

This monstrous plant lives in the air above freshwater. It has a gasbag, a body, and 6 root-like harpoons it uses to capture food. On average, a lake blimp is 60ft long, although some can be as large as 100ft, and its harpoons can attack up to Short Range. It hunts fish and other creatures both above and just below the water's surface. For its size a blimp is very fast and makes little sound while moving. It accomplishes this with small gas jets along the bag. Because of its ability to move silently, people in boats are occasionally speared and taken before anyone else notices. If a harpoon hits, the target can make a Competing roll using Muscle to avoid being drawn up to the blimp. Blimps are hard to kill, as small firearms and most melee weapons are useless against them. Rockets, grenades, and other explosives will, at the least, drive a blimp away if not outright kill it.

There is a sea blimp but it is much larger and never hunts humans (they are too small to be worth consuming). Both species hunt near the surface of the water and rest several hundred feet up to avoid aquatic predators.

Muscle	8
Understanding	0
Tenacity	1
Appeal	0
Nimbleness	1
Toughness	5
Senses	2/6/1/1

Skills: Athletics 4, Notice 5, Shoot 4, Stealth 1



Lake Blimp

Attacks: Harpoon 10L

Armor: 15 (vehicle scale)

Health: 42

Mutations/Abilities: Armored (special), Enduring, Enhanced Sense (Vision), Natural Weapon (special; Harpoon x 6), Swift

Flaws: Dull Sense (Hearing), Dull Sense (Smell), Selective Diet (Carnivore)

Rapscallion

Mutant bivalves, rapscallions are strange little mutants that come ashore to have fun on moonless nights. Fun tends to involved stealing and/or breaking things, but it can sometimes include taking small animals or children as food. The weapons they use are clubs, pointed sticks, or other improvised weapons they find during their raids. They stand just over 4ft tall and have 2 tentacles, a snail-like foot, and a large, brittle shell. They find bright light to be painful, and have a difficult time hearing in air. When in water or under it, they can flee from most predators easily, but move much more slowly than humans when on land. Communities that are targets of frequent raids set up bonfires along the water to ward them off, killing those who are found. Because of this, rapscallion



Rapsallion

populations boom where there is little defense and perish where there is a strong reaction.

Muscle	2
Understanding	1
Tenacity	3
Appeal	0
Nimbleness	4
Toughness	2
Senses	2/1

Skills: Athletics 2/6 (swimming), Brawl 1, Melee 1, Notice 1, Scavenge 2, Stealth 2, Survive 1

Attacks: as weapon

Armor: 2

Health: 14

Mutations/Abilities: Armored, Amphibious (breathing reversed), Night Vision, Swift (swimming only)

Flaws: Crude Hands, Dull Sense (Hearing), Light Sensitive, Slow (land only)

Snak

Among the non-sapient mutant humans, snaks are well known for their ability to strip areas bare of all animal life (including other humans). Snak packs are typically large, in the common range of 10-60 individual adults plus 2-12 younglings, but much larger groups have been encountered. A snak has hooves with vestigial fingers that can be used to open doors or use tools like an ape as well as provide a decent running speed. Though they can not chew through armor very quickly, snaks can overbear or grapple just about anything in number (*AH* pages 69-70 for grappling, page 64 for teamwork). They use fear to drive prey into an ambush, with five to ten of them showing themselves and chasing whatever they are hunting into the rest of the pack.

Muscle	3
Understanding	0
Tenacity	2
Appeal	0
Nimbleness	3
Toughness	3
Senses	3



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Skills: Athletics 2, Brawl 3, Intimidate 4, Notice 2, Stealth 1/6

Attacks: Bite 3L, grapple

Armor: none

Health: 16

Mutations/Abilities: Stealthy

Flaws: Crude Hands, Partial Biped, Selective Diet (Carnivore)

Stench Roach

At 25ft long, stench roaches are among the largest mutant cockroaches. They also have a "horn" like some beetles; it isn't sharp and can't impale but it can be used to batter potential prey and shatter walls. Stench roaches are so named because they produce a distinctive pungent odor that most other insects (and some plants) find highly attractive. They are chase predators that hide under piles of debris and then burst out to run down anything half the size of a human or larger. They use their ability to burrow and their horn to break apart just about any barrier between them and food. This leaves huge holes in barriers throughout their territory. That and the large number of other insects about make it possible for even the not very observant to deduce their presence

There is a mutation which has given a few stench roaches intelligence (Understanding 1) and they are just starting to learn how to use their followers (Zoofinity 1) as lures, builders or even livestock. This mutant strain is slowly replacing the non-sapient species.

Muscle 7
Understanding 0
Tenacity 5
Appeal 0
Nimbleness 3
Toughness 4
Senses 3/6

Skills: Athletics 2, Brawl 2, Intimidate 4, Notice 3, Stealth 1

Attacks: Ram 9N

Armor: 8

Health: 48

Mutations/Abilities: Burrow, Enduring, Enhanced Sense (Smell), Exoskeleton (upgraded), Natural Weapon (Horn), Winged (no Prehensile Feet)

Flaws: Blind, Selective Diet (Carnivore)

Thief (other names not fit for publication)

Thieves are intelligent crows, despised because of their desire to obtain bits and pieces of vehicles and other gear. If left alone with a car, a murder of a hundred thieves will make it useless in about an hour. Thief nests are goldmines to mechanics, but finding them is not easy - they are smart enough to lose followers and hide the nests in out of the way places. There are strange tales circulating that some thieves have demonstrated psychic abilities but few folks lend these tales any credence.

Muscle 0
Understanding 2
Tenacity 3
Appeal 0
Nimbleness 6
Toughness 0
Senses 2/6/6/1

Skills: Athletics 1, Criminal 2, Notice 3, Scavenge 4,



Snak

Tech 1

Attacks: none

Armor: none

Health: 3

Mutations/Abilities: Enhanced Sense (Hearing), Enhanced Sense (Vision), Winged

Flaws: Dull Sense (Smell), Fragile

Tree Chomper

Tree chompers are sheep that act like beavers. After consuming edible ground vegetation, they chew through tree trunks to bring the leaves down to ground level. A roving flock reduces the land it passes through to naught but shattered tree trunks, denuded soil and toxic weeds. Unlike beavers, they do not have teeth that are constantly growing and many die from starvation after their teeth have worn down. This doesn't matter to the species because they reproduce like rabbits. Each litter consists of twelve to twenty lambs, though typically only four or five survive to adulthood. Tree chompers aren't that much of a problem in human-controlled areas because they are easy to drive off or kill, but when a forest is devoured and a herd reaches tens of thousands, towns can be overrun and the buildings damaged as the sheep mistake lumber for trees.

Muscle	2
Understanding	0
Tenacity	1
Appeal	0
Nimbleness	2
Toughness	2
Senses	2/6/6

Skills: Brawl 1, Notice 2

Attacks: Bite 6L

Armor: none

Health: 10

Mutations/Abilities: Drill, Enhanced Sense (Hearing), Enhanced Sense (Smell), Natural Weapon (Bite, upgraded), Night Vision

Flaws: Selective Diet (Herbivore)

Tunnel Hound

Usually found in subway tunnels and basements, tunnel hounds are medium canines with large digging paws. They can dig through just about anything short of steel, and have been known to burrow so deeply under a city as to bring down ruined skyscrapers. They are blind but have highly developed senses of hearing and smell, enabling them to track prey for miles. Barriers are mostly useless against them, due to their ability to dig and rend.

Muscle 2

Understanding 0

Tenacity 4

Appeal 0

Nimbleness 2

Toughness 2

Senses 2/6/6/0

Skills: Athletics 3, Brawl 3, Intimidate 4, Notice 1, Stealth 4

Attacks: Bite 6L

Armor: 2

Health: 16

Mutations/Abilities: Armored, Burrow, Drill (Paws only), Enhanced Sense (Hearing), Enhanced Sense (Smell), Natural Weapon (Bite, upgraded), Steel Mandibles (Paws)

Flaws: Blind

Unidentified Floating Object

UFOs are giant Spanish Dancers, a species of sea slug, measuring 6ft in length. Unlike normal dancers, UFOs are dull and look like pieces of floating trash. This draws fish that lay eggs on trash as well as the occasional boat looking for floating junk. When something comes within five feet of the UFO, it uses its foot to grasp it and draw it to the UFO's mouth. Unlike rapsallions, a UFO's radula is not strong enough to chew through wood or anything stronger. If they bite into flesh, UFOs will continue to gnaw unless stopped. Those who know of UFOs use sticks or pipes to check floating trash for any UFOs that might be present.

Muscle 4

Understanding 0

Tenacity 5

Appeal 0

Nimbleness 3

Toughness 5

Senses 2

Skills: Athletics 1/5 (swimming), Brawl 2, Notice 2

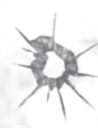
Attacks: Grapples, then Bite 6L

Armor: none

Health 28

Mutations/Abilities: Natural Weapon (Bite), Toxic Skin

Flaws: Marine, Selective Diet (Carnivore)



Vampire

Vampires are 50ft long snakes with scales that look like black rubber. They are known as vampires, not because they drink blood, but because they attack vehicles to drain gasoline from them. They use the gas to power a flame-based breath weapon which is used to kill prey, a potent almost dragon-like flame. They are known for hiding in ruins and waiting until someone leaves a vehicle unattended. If a vampire attacks an immobile or otherwise stationary vehicle, it coils around it, constricting like a python and potentially causing significant damage to lighter vehicles. Their fangs, daggerlike affairs capable of piercing gas tanks and even light vehicular armor, allow them to drain a gas tank dry in 2-12 rounds, gaining an equal number of "shots" of flame in the process. If the snake is driven off before draining is complete, the tank is still damaged and needs to be repaired or most of the gas will leak out anyway. When attacking prey, such as humans, the vampire uses its fiery breath. Depending on how much gas it

has consumed and used, a vampire has 0-12 shots of gasoline stored in its gut. If the snake is slain before using all of its stored gas, the fuel can be recovered. If done in the field, only half of the shots will be useful (a shot being roughly half a gallon in volume). Some communities have stills that can be used to collect all of the gasoline.

Muscle	8
Understanding	0
Tenacity	4
Appeal	0
Nimbleness	2
Toughness	5
Senses	2/6/1

Skills: Athletics 2, Brawl 3, Intimidate 4, Notice 3, Stealth 1

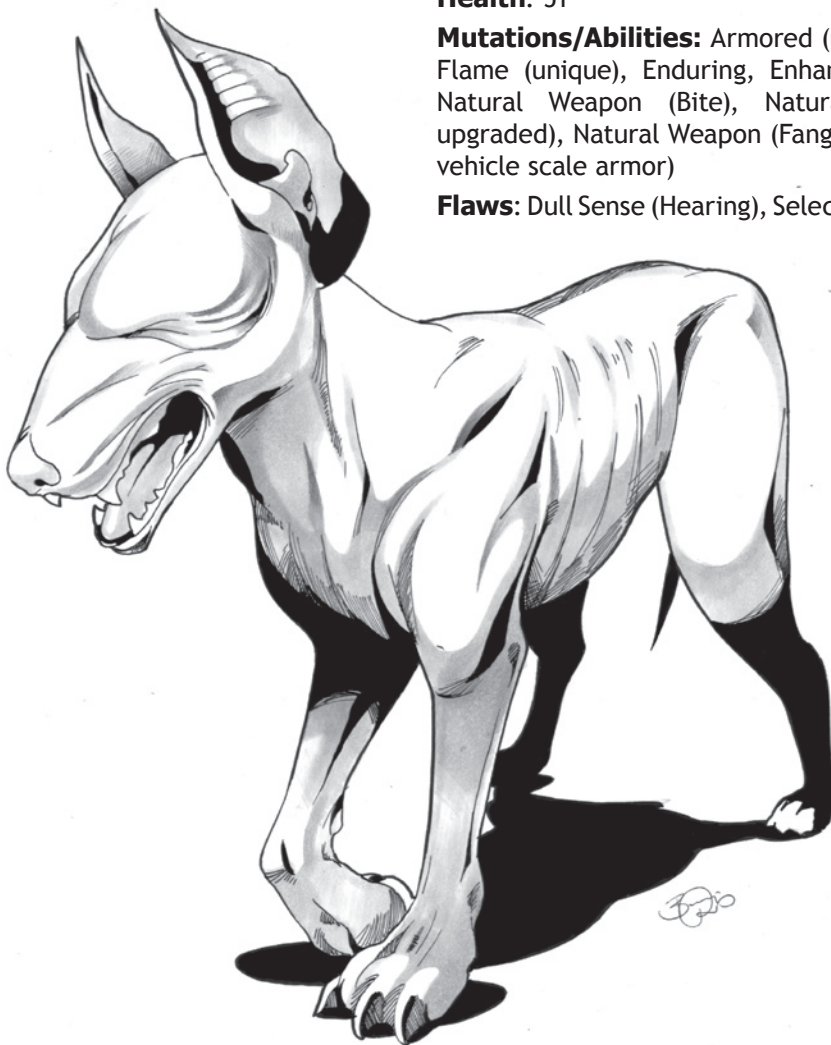
Attacks: Fangs 10L (armor piercing); Coils 15L; Fire 12L, continuous 3L

Armor: 8

Health: 51

Mutations/Abilities: Armored (upgraded), Draconic Flame (unique), Enduring, Enhanced Sense (Smell), Natural Weapon (Bite), Natural Weapon (Coils, upgraded), Natural Weapon (Fangs; ignore 8 points of vehicle scale armor)

Flaws: Dull Sense (Hearing), Selective Diet (Carnivore)



Tunnel Hound

Giant Arthropods

The likes of giant scorpions, cockroaches, and other arthropods are staples of the post-apocalyptic genre, and this section of the bestiary provides you with ample out-sized beasties of various sizes.

Ant, Huge (3ft long)

Muscle	2
Understanding	0
Tenacity	4
Appeal	0
Nimbleness	3
Toughness	2
Senses	5/6/1

Skills: Athletics 1/6 (climbing), Brawl 3, Intimidate 2, Notice 3

Attacks: Bite 6L

Armor: 4

Health: 8

Mutations/Abilities: Climber, Drill, Enhanced Sense (Smell), Exoskeleton, Natural Weapon (Bite), Steel Mandibles, Super Strength

Flaws: Fragile, Dull Sense (Vision)

Ant, Giant (8ft long)

Muscle	6
Understanding	0
Tenacity	4
Appeal	0
Nimbleness	3
Toughness	5
Senses	5/6/1

Skills: Athletics 1/6 (climbing), Brawl 3, Intimidate 3, Notice 3

Attacks: Bite 8L

Armor: 8

Health: 30

Mutations/Abilities: Climber, Drill, Enhanced Sense (Smell), Exoskeleton (upgraded), Natural Weapon (Bite), Steel Mandibles, Super Strength

Flaws: Dull Sense (Vision)

Bee / Hornet / Wasp, Huge (3ft long)

Muscle	2
Understanding	0
Tenacity	3
Appeal	0

Nimbleness 3

Toughness 2

Senses 2/6/1

Skills: Athletics 1/5 (flying), Brawl 3, Intimidate 2, Notice 5

Attacks: Sting 4L (plus 3L venom) **Armor:** 4
Health: 7

Mutations/Abilities: Enhanced Sense (Vision), Exoskeleton, Natural Weapon (Sting), Venom (Sting), Winged (no Prehensile Feet)

Flaws: Fragile, Dull Sense (Hearing), Selective Diet (varies by species)

Bee / Hornet / Wasp, Giant (8ft long)

Muscle	7
Understanding	0
Tenacity	5
Appeal	0
Nimbleness	3
Toughness	5
Senses	6/1

Skills: Athletics 1/5 (flying), Brawl 3, Intimidate 5, Notice 5

Attacks: Sting 9L (plus 5L venom)

Armor: 4

Health: 34

Mutations/Abilities: Enhanced Sense (Smell), Exoskeleton, Natural Weapon (Sting), Venom (upgraded), Winged (no Prehensile Feet)

Flaws: Dull Sense (Hearing), Selective Diet (varies by species)

Butterfly / Moth / Skipper, Giant (10ft long)

Giant lepidoptera are found in many regions. Skippers are an intermediate form between moths and butterflies and fly much faster than either. In all cases they are poisonous, otherwise predators, such as hawks, would have wiped them out long ago. Because flowers are too small to provide enough sugar, in most cases giant lepidoptera have adapted to a different diet. Their proboscides have small holes that allow them to filter feed like flamingos. They are found near water because of this and only go inland to find hosts for their larvae.

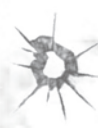
Muscle 1

Understanding 0

Tenacity 1

Appeal 0 or 3 (depending on beauty)

Nimbleness 5



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Toughness 2

Senses 2/6/6

Skills: Athletics 2 (flying)/ 5 (Skippers only, flying), Notice 2, Stealth 2 (some camouflaged species)

Attacks: none

Armor: 4

Health: 8

Mutations/Abilities: Exoskeleton, Swift (Skippers only), Toxic Skin, Winged (no Prehensile Feet)

Flaws: Selective Diet (varies by species; most feed on brine shrimp and algae), Slow (Some Moths and Butterflies)

Centipede, Huge (3ft long)

Centipedes are found underground or deep in ruins or forests. They do not like bright light and hunt in the dark.

Muscle 2

Understanding 0

Tenacity 4

Appeal 0

Nimbleness 5

Toughness 2

Senses 3/6/1

Skills: Athletics 3/6 (climbing), Brawl 3, Intimidate 1, Notice 1, Stealth 1

Attacks: Bite 4L (plus 4L toxin)

Armor: 4

Health: 8

Mutations/Abilities: Climber, Enhanced Sense (Hearing), Exoskeleton, Natural Weapon (Bite), Swift, Toxic Saliva (upgraded)

Flaws: Dull Sense (Vision), Fragile, Light Sensitive, Selective Diet (Carnivore)

Centipede, Giant (12ft long)

Muscle 5

Understanding 0

Tenacity 5

Appeal 0

Nimbleness 4

Toughness 4

Senses 3/6/1

Skills: Athletics 3/6 (climbing), Brawl 3, Intimidate 5, Notice 1, Stealth 1

Attacks: Bite 7L (plus 6L toxin)

Armor: 4

Health: 42

Mutations/Abilities: Climber, Enduring, Enhanced Sense (Hearing), Exoskeleton, Natural Weapon (Bite), Swift, Toxic Saliva (upgraded)

Flaws: Dull Sense (Vision), Light Sensitive, Selective Diet (Carnivore)

Cockroach, Huge (3ft long)

Muscle 2

Understanding 0

Tenacity 3

Appeal 0

Nimbleness 4

Toughness 4

Senses 3/6/1

Skills: Athletics 3, Brawl 2, Notice 3, Stealth 1

Attacks: Bite 5L

Armor: 4

Health: 9

Mutations/Abilities: Enhanced Sense (Smell), Exoskeleton, Natural Weapon (Bite)

Flaws: Fragile, Dull Sense (Vision)

Cockroach, Giant (10ft long)

Muscle 6

Understanding 0

Tenacity 4

Appeal 0

Nimbleness 3

Toughness 6

Senses 3/6/1

Skills: Athletics 3, Brawl 2, Intimidate 3, Notice 3, Stealth 1

Attacks: Bite 8L

Armor: 4

Health: 48

Mutations/Abilities: Enhanced Sense (Smell), Enduring, Exoskeleton, Natural Weapon (Bite)

Flaws: Dull Sense (Vision)

Crab, Huge (2ft wide body)

The bane of fishermen and coastal settlements, these crabs are large enough to take a finger off. They often come ashore and wreak havoc on fishing villages, killing pets and small children. A few giant crabs can be easily fended off, but a horde of hundreds or even thousands is a virtually unstoppable and terrifyingly destructive force.

Muscle 1

Understanding 0
Tenacity 2
Appeal 0
Nimbleness 2
Toughness 2
Senses 3/6

Skills: Athletics 1, Brawl 2, Notice 3, Stealth 1

Attacks: Claws 3L

Armor: 4

Health: 5

Mutations/Abilities: Enhanced Sense (Smell), Exoskeleton, Natural Weapon (Claws)

Flaws: Fragile, Slow

Crab, Giant (6ft wide body)

Giant crabs are known for sitting in shallow water and crushing small boats that come within reach. They aren't fast so the watchful boater may be able to avoid them. Killing a giant crab takes a lot of effort and some communities use this as an adulthood rite. Empty shells or claws adorn houses in these places.

Muscle 6
Understanding 0
Tenacity 4
Appeal 0
Nimbleness 2
Toughness 5
Senses 3/6

Skills: Athletics 1, Brawl 2, Intimidate 2, Notice 3, Stealth 1

Attacks: Claws 8L

Armor: 12

Health: 30

Mutations/Abilities: Enhanced Sense (Smell), Exoskeleton (upgraded), Natural Weapon (Claws)

Flaws: Slow

Crayfish / Scorpion, Huge (4ft long)

Scorpions and crayfish are similar in shape and mechanics. The major, and obvious, differences are the tail and sting of the scorpion and the aquatic nature of the crayfish. Both use large claws to capture and rend prey before shredding it with their mouth parts. Though they walk slowly, crayfish can jet backwards very fast to escape predators.

Muscle 3
Understanding 0
Tenacity 3

Appeal 0
Nimbleness 2
Toughness 3
Senses 3/6/1

Skills: Athletics 3 (climbing, scorpion only/ swimming, crayfish only), Brawl 3, Intimidate 1, Notice 2, Stealth 1

Attacks: Claws 5L, Sting 3L (plus 3L venom) for scorpions only

Armor: 4

Health: 9

Mutations/Abilities: Aquatic (Crayfish only; athletics 6 swimming), Climber (Scorpion only), Enhanced Sense (Hearing), Exoskeleton, Natural Weapon (Claws), Natural Weapon (Sting; Scorpion only), Swift, Venom (Scorpion sting only)

Flaws: Fragile, Dull Sense (Vision), Selective Diet (Carnivore)

Crayfish / Scorpion, Giant (10ft long)

Muscle 6
Understanding 0
Tenacity 5
Appeal 0
Nimbleness 2
Toughness 6
Senses 3/6/1

Skills: Athletics 3/6 (climbing, scorpion only/ swimming, crayfish only), Brawl 3, Intimidate 3, Notice 2, Stealth 1

Attacks: Claws 8L, Sting 6L (plus 5L venom)

Armor: 8

Health: 34

Mutations/Abilities: Aquatic (Crayfish only; athletics 6 swimming), Climber (Scorpion only), Enhanced Sense (Hearing), Exoskeleton (Upgraded), Natural Weapon (Claws), Natural Weapon (Sting; Scorpion only), Swift, Venom (Scorpion sting only, upgraded)

Flaws: Dull Sense (Vision), Selective Diet (Carnivore)

Cricket / Grasshopper / Katydid, Huge (4ft long)

Muscle 3
Understanding 0
Tenacity 2
Appeal 0
Nimbleness 3
Toughness 2



Chapter 4

Senses 3/6

Skills: Athletics 3/6 (leaping), Brawl 1, Notice 3, Stealth 1

Attacks: Kick 5L

Armor: 4

Health: 7

Mutations/Abilities: Enhanced Sense (Vision), Exoskeleton, Leaping, Natural Weapon (Kick), Winged (no Prehensile Feet)

Flaws: Fragile, Selective Diet (Herbivore)

Cricket / Grasshopper / Katydid, Giant (8ft long)

Muscle	6
Understanding	0
Tenacity	2
Appeal	0
Nimbleness	3
Toughness	4
Senses	3/6

Skills: Athletics 3/6 (leaping), Brawl 1, Intimidate 1, Notice 3, Stealth 1

Attacks: Kick 8L

Armor: 8

Health: 24

Mutations/Abilities: Enhanced Sense (Vision), Exoskeleton (upgraded), Leaping, Natural Weapon (Kick), Winged (no Prehensile Feet)

Flaws: Selective Diet (Herbivore)

Dragonfly, Adult, Giant (15ft long)

Adult giant dragonflies seldom bother humans and are considered good omens for fishermen and others who live near water. They hunt on the wing, consuming giant mosquitoes as well as other pests and predators. For those who know the life cycle of dragonflies, they are seen as a mixed blessing.

Muscle	4
Understanding	0
Tenacity	4
Appeal	0
Nimbleness	6
Toughness	5
Senses	3/6

Skills: Athletics 3/6 (flying), Brawl 3, Intimidate 2, Notice 5

Attacks: Bite 4L

Armor: 4

Health: 26

Mutations/Abilities: Agile Flight, Bulging Eyes, Enhanced Sense (Vision), Exoskeleton, Natural Weapon (Bite, downgraded), Swift, Winged (no Prehensile Feet)

Flaws: Selective Diet (Carnivore)

Dragonfly, Naiad, Giant (12ft long)

Dragonfly naiads are the immature form. They are aquatic and some of the scariest known predators below the surface. Naiads capture prey with their lower lip which darts out like an additional leg, masking or covering the face below the eyes when not in use. It is a very powerful attack, known to break through wooden boat hulls. When the prey is grasped, the lip brings it to the mouth where it is then shredded (10L per round) and swallowed. As large as giant naiads are, they are very good at hiding and may be found in very shallow water. Like their smaller kin, they have an abdominal "jet" that allows them to move very fast (forward only), used to ambush prey or escape a predator.

Muscle	5
Understanding	0
Tenacity	6
Appeal	0
Nimbleness	5
Toughness	5
Senses	3/6

Skills: Athletics 2/6 (swimming), Brawl 3, Intimidate 4, Notice 5, Stealth 3

Attacks: Bite 9L

Armor: 4

Health: 32

Mutations/Abilities: Aquatic (Athletics 6 swimming), Bulging Eyes, Enhanced Sense (Vision), Exoskeleton, Natural Weapon (Bite, upgraded), Swift

Flaws: Selective Diet (Carnivore)

House Fly, Huge (2ft long)

While not possessing a very effective attack, these huge flies are well known for spreading disease.

Muscle	1
Understanding	0
Tenacity	5
Appeal	0
Nimbleness	5
Toughness	1
Senses	4/6

Skills: Athletics 4/6 (flying), Brawl 1, Notice 3

Attacks: Bite 1N (plus 1L acid, continuous)

Armor: 4

Health: 7

Mutations/Abilities: Acid Bite, Agile Flight, Diseased (may spread disease at GM's discretion), Enhanced Sense (Smell), Exoskeleton, Winged (no Prehensile Feet)

Flaws: Fragile, Selective Diet (moist decaying organic matter)

House Fly, Giant (8ft long)

Giant house flies are dangerous only because of their size. Like huge house flies, they are well known for spreading disease.

Muscle	5
Understanding	0
Tenacity	6
Appeal	0
Nimbleness	5
Toughness	5
Senses	4/6

Skills: Athletics 4/6 (flying), Brawl 1, Intimidate 2, Notice 3

Attacks: Bite 5N (plus 1L acid, continuous)

Armor: 4

Health: 32

Mutations/Abilities: Acid Bite, Agile Flight, Diseased (may spread disease at GM's discretion), Enhanced Sense (Smell), Exoskeleton, Winged (no Prehensile Feet)

Flaws: Selective Diet (moist decaying organic matter)

Mosquito, Giant (4ft long)

Giant mosquitoes are a major disease vector. Females are blood-feeders and inject a toxin that makes the target drowsy before taking a pint or two. This takes 1-6 rounds and may kill weaker victims. Fortunately, as individuals, mosquitoes are weak, easy to smash or dislodge. The real danger is their numbers: in warm, wet years swarms can reach a hundred or more.

Muscle	1
Understanding	0
Tenacity	5
Appeal	0
Nimbleness	4
Toughness	1
Senses	3/6/6

Skills: Athletics 1, Brawl 1, Intimidate 2, Notice 3, Stealth 1

Attacks: Bite 3L (plus 6N toxin, plus 2L/round drain)

Armor: 2

Health: 7

Mutations/Abilities: Blood Drain (special), Diseased (bite may spread disease at GM's discretion), Enhanced Sense (Smell), Enhanced Sense (Vision), Exoskeleton (Downgraded), Natural Weapon (Bite), Toxic Saliva (upgraded), Water Runner

Flaws: Fragile, Selective Diet (Hematophage)

Orb Weaver Spider, Huge (3ft body)

Spinning spiders of this size use trees or ruins as anchor points for their web. They do not attempt to block roads as a vehicle can break through a web easily, wasting a dozen hours of spinning. Some have developed a taste for humans, building denser webs and/or forming colonies that hunt in packs of 3-18.

Muscle	3
Understanding	0
Tenacity	2
Appeal	0
Nimbleness	3
Toughness	3
Senses	2/6

Skills: Athletics 2/6 (climbing), Brawl 2, Intimidate 1, Notice 3, Stealth 1

Attacks: Bite 5L (plus 3L toxin)

Armor: 4

Health: 8

Mutations/Abilities: Enhanced Sense (Vision), Exoskeleton, Natural Weapon (Bite), Silk Production, Sticky Silk, Toxic Saliva, Wall Crawler

Flaws: Fragile, Selective Diet (Carnivore)

Orb Weaver Spider, Giant (8ft body)

These spiders have silk strong enough to capture motorcycles and the smallest cars.

Muscle	8
Understanding	0
Tenacity	4
Appeal	0
Nimbleness	3
Toughness	5
Senses	4/6

Skills: Athletics 2/6 (climbing), Brawl 2, Intimidate 5, Notice 3, Stealth 1

Attacks: Bite 10L (plus 6L toxin)

Armor: 4



Chapter 4

Health: 34

Mutations/Abilities: Enhanced Sense (Vision), Exoskeleton, Natural Weapon (Bite), Silk Production, Sticky Silk, Toxic Saliva (upgraded), Wall Crawler

Flaws: Selective Diet (Carnivore)

Slug / Snail, Huge (5ft long)

Slugs and snails, regardless of size, are not a threat to humans directly. They are simply too slow to catch anyone ambulatory, and their slime and weight would wake any sleeping victim they might attempt to feed on. They are a huge threat nonetheless, due to famine conditions created by slug population explosions, eating through crops like scythes through wheat. Some giant snails are aquatic, and they have been known to sink boats or collapse docks by accident with their giant tongues, or “radula,” capable of weakening wood and concrete as they consume the barnacles and mussels found there. Killing the creatures is easy, but where one slug or snail is found there are ten others in hiding.

Muscle	3
Understanding	0
Tenacity	1
Appeal	0
Nimbleness	1
Toughness	2
Senses	1/6

Skills: Athletics 1/6 (climbing), Notice 1, Stealth 1

Attacks: Radula 1N (herbivorous species)/3L (carnivorous species)

Armor: none (Slug) / 10 (Snail)

Health: 12

Mutations/Abilities: Enhanced Sense (Smell), Natural Weapon (Radula), Shell (Snail only), Wall Crawler

Flaws: Selective Diet (varies by species), Slow

Slug / Snail, Giant (12ft long)

Muscle	7
Understanding	0
Tenacity	1
Appeal	0
Nimbleness	1
Toughness	3
Senses	1/6

Skills: Athletics 1/6 (climbing), Notice 1, Stealth 1

Attacks: Radula 3N (herbivorous species)/7L (carnivorous species)

Armor: none (Slug) / 10 (Snail)

Health: 33

Mutations/Abilities: Enduring, Enhanced Sense (Smell), Natural Weapon (Radula), Shell (Snail only), Wall Crawler

Flaws: Selective Diet (varies by species), Slow

Tiger Beetle, Huge (4ft long)

Tiger beetles are predators with large mandibles. They chase prey on the ground and only rarely take to the air. Some species are brightly colored and humans use their exoskeletons as shields or decorations.

Muscle	4
Understanding	0
Tenacity	4
Appeal	0
Nimbleness	4
Toughness	4
Senses	3/6

Skills: Athletics 3, Brawl 3, Intimidate 2, Notice 3

Attacks: Mandibles 6L

Armor: 4

Health: 24

Mutations/Abilities: Enhanced Sense (Vision), Exoskeleton, Natural Weapon (Mandibles), Super Strength, Swift, Winged (no Prehensile Feet)

Flaws: Selective Diet (Carnivore)

Tiger Beetle, Giant (10ft long)

Giant tiger beetles are known for their ability to chew through almost anything given enough time. Even hardened bunkers simply slow them down.

Muscle	8
Understanding	0
Tenacity	5
Appeal	0
Nimbleness	3
Toughness	6
Senses	3/6

Skills: Athletics 3, Brawl 3, Intimidate 5, Notice 3

Attacks: Mandibles 10L

Armor: 8

Health: 57

Mutations/Abilities: Drill, Enduring, Enhanced Sense (Vision), Exoskeleton (upgraded), Natural Weapon (Mandibles), Steel Mandibles, Super Strength, Swift, Winged (no Prehensile Feet)

Flaws: Selective Diet (Carnivore)

Wolf Spider, Huge (4ft body)

Muscle	4
Understanding	0
Tenacity	3
Appeal	0
Nimbleness	4
Toughness	4
Senses	3/6

Skills: Athletics 3/6 (climbing), Brawl 3, Intimidate 1, Notice 3, Stealth 3

Attacks: Bite 6L (plus 3L toxin)

Armor: 4

Health: 22

Mutations/Abilities: Enhanced Sense (Vision), Exoskeleton, Natural Weapon (Bite), Silk Production, Swift, Toxic Saliva, Wall Crawler

Flaws: Selective Diet (Carnivore)

Wolf Spider, Giant (10ft body)

Muscle	8
Understanding	0
Tenacity	5
Appeal	0
Nimbleness	3
Toughness	7
Senses	3/6

Skills: Athletics 3/6 (climbing), Brawl 3, Intimidate 5, Notice 3, Stealth 2

Attacks: Bite 10L (plus 6L toxin)

Armor: 8

Health: 40

Mutations/Abilities: Enhanced Sense (Vision), Exoskeleton (upgraded), Natural Weapon (Bite), Silk Production, Swift, Toxic Saliva (upgraded), Wall Crawler

Flaws: Selective Diet (Carnivore)

MUTANT MOUNTS AND PETS

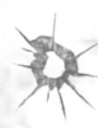
With the GM's permission, mutant beasts are available as mounts and pets for appropriate Pursuits such as Beastmasters and Braves.

The following choices are available for mounts:

Armo

The following choices are available for pets:

Giant Rat, Hawk Squirrel, Tunnel Hound



APPENDIX

Random Humanoids!

The sheer variety of possible humanoid animals and plants, not to mention mutant humans, can be daunting. To avoid the dilemma of choosing what you want to play, and because it's sometimes fun to

just leave it all to chance, you can use the following random charts to determine what sort of humanoid you'll be playing and to what extent they are or aren't mutated. Enjoy!

1a. Human or Humanoid	
1	Human (Table 2)
2	Human (Table 2)
3	Human (Table 2)
4	Human (Table 2)
5	Humanoid (Table 1b)
6	Humanoid (Table 1b)

1b. Type of Humanoid	
1	Humanoid Animal (Table 1c)
2	Humanoid Animal (Table 1c)
3	Humanoid Animal (Table 1c)
4	Humanoid Animal (Table 1c)
5	Humanoid Animal (Table 1c)
6	Humanoid Plant (Table 1d)

1c. Type of Humanoid Animal	
1	Amphibian (Table 1c-1)
2-3	Bird (Table 1c-2)
4-5	Mammal (Table 1c-3)
6	Reptile (Table 1c-4)

1c-1. Type of Amphibian	
1-5	Frog/Toad
6	Salamander/Newt

1c-2. Type of Bird			
Roll two dice, place the results in either order, and cross-reference			
	1	2	3
1	Albatross/Gull	Crow/Magpie	Duck
2	Albatross/Gull	Crow/Magpie	Duck
3	Albatross/Gull	Crow/Magpie	Eagle/Falcon/Hawk
4	Albatross/Gull	Crow/Magpie	Eagle/Falcon/Hawk
5	Albatross/Gull	Duck	Eagle/Falcon/Hawk
6	Booby/Cormorant/Grebe	Duck	Heron/Egret/Bittern
	4	5	6
1	Heron/Egret/Bittern	Parrot	Small Bird
2	Hummingbird	Penguin	Small Bird
3	Lyrebird	Penguin	Small Bird
4	Ostrich/Emu/Rhea	Small Bird	Vulture
5	Owl	Small Bird	Vulture
6	Owl	Small Bird	Woodpecker

1c-3. Type of Mammal	
Roll a die to determine which Mammal subtable to roll on, then roll two dice, place the results in either order, and cross-reference that subtable.	
Entries in <i>italics</i> are in the appendices in the core AH rules.	
1-2	Roll on Mammal A
3-4	Roll on Mammal B
5-6	Roll on Mammal C

Mammal A			
	1-2	3-4	5-6
1	Anteater	Bear (revised)	Canine
2	Armadillo	Badger/Coypu	Canine
3	Baboon/Mandrill	Boar	Deer/Antelope
4	Badger	Bovine	Deer/Antelope
5	Bat	Bovine	Echidna
6	Bat, Disk-Winged	Camel	Elephant

Mammal B			
	1-2	3-4	5-6
1	Feline (revised)	Hedgehog	Koala
2	Giraffe	Hippopotamus	Meerkat/Mongoose
3	Goat/Sheep	Horse	Mink/Polecat/Stoat/Weasel
4	Goat/Sheep	Horse	Monkey
5	Great Ape (rev)	Hyena	Opossum/Possum
6	Ground Squirrel	Kangaroo/Wallaby	Otter

Mammal C			
	1-2	3-4	5-6
1	Pangolin	Rhinoceros	Skunk
2	Platypus	Rodent	Squirrel
3	Porcupine	Rodent	Squirrel
4	Rabbit/Hare (revised)	Rodent	Tasmanian Devil
5	Rabbit/Hare (revised)	Seal/Sea Lion	Wolverine
6	Raccoon/R. Panda	Shrew	Wombat

1c-4. Type of Reptile			
	1-2	3-4	5-6
1	Alligator/Crocodile	Horned Liz./Thorn Dev	Lizard
2	Anaconda/Boa/Python	Lizard	Monitor Lizard
3	Chameleon	Lizard	Snake, Non-Venom

4	Gecko	Lizard	Snake, Venomous
5	Gecko	Lizard	Turtle/Tortoise, Ter.
6	Gila Monst./Bead Liz.	Lizard	Turtle, Aquatic

1d. Type of Plant	
Determine subtable, then roll two dice, place the results in either order, and cross-reference.	
1-3	Roll on Plant A
4-6	Roll on Plant B

Plant A		
	1-3	4-6
1	Bramble	Fungus
2	Cactus	Seaweed
3	Eggplant/Pepper/Tomato	Seaweed
4	Fern	Shrub, Spiny
5	Fern	Stinging Nettle
6	Fungus	Stinging Nettle

Plant B		
	1-3	4-6
1	Sundew	Tree, Edible Fruit
2	Tree	Venus Flytrap
3	Tree	Vine, Climbing
4	Tree	Vine, Climbing
5	Tree, Baobab	Vine, Climbing
6	Tree, Edible Fruit	Water Lily

2. Mutated?	
1-5	No (continue character creation as normal)
6	Yes (Table 3)

3. Number of Mutations?	
1-4	1 Mutation + Mutie Flaw
5-6	2 Mutations + Mutie Flaw + random Flaw
Roll any Mutations and Flaws on the appropriate tables in this book according to species, or on the Mondo Mutant Mayhem! tables if these are permitted in your campaign.	



APPENDIX

MAKING MONSTERS!

Creating monsters for *Atomic Highway* is more art than science, a matter of comparison, gut instinct, research where necessary, and the time-honored craft of eyeballing it.

There are two means of creating new monsters and beasts:

- 1) Taking an existing animal or monster and tweaking it, adding Mutations and Flaws to suit the concept as appropriate.
- 2) Creating a new beast out of whole cloth, whether randomly or to fit a concept.

Both approaches have their pros and cons. It's a lot easier to take an existing beast and tweak it than it is to create one out of whole cloth, but making one from the ground up does have the benefit of enabling the creation of creatures not yet really touched on in either the core *AH* rules or this supplement.

To give you some insight into the approaches we used when creating bestiary entries for *AH*, we'll run through the creation of two separate new beasts (and in the process give you a few extra critters for your games).

Step 1: Concept

Some of the best monsters you can create come about because you have a strong concept to work from. If you already have a vision of what you want and what its strengths and weaknesses are, the whole process of creation goes much more smoothly. It's certainly possible to roll a random mutant monster (see *Random Beasts*, page 52), but such creations are seldom as appropriate as something you know you want to include in a forthcoming session.

Example A: Dan is running an adventure near the ruins of an old zoo, and so wants a pride of mutant lions living in the area, beasts more impressive and daunting than even normal lions. He thinks that the image of the lions having manes of spines, and spines running along their spines, is one with a lot of possibilities.

Example B: Jeremy wants to run a creepy, atmospheric bughunt in the warrens of a giant ant nest and needs some kind of large queen ant for the Players to face. He wants a larger, more powerful ant, but decides to make it sapient and psychic as well! It will be cunning, capable of communication, and will direct its ant followers with thought and planning, sure to creep the Players out when they discover that the ants are acting with intelligence beyond anything they'd expect.

GENERAL GUIDELINES

These brief guidelines are useful as a benchmark when creating non-intelligent beasts:

Nearly all natural animals, and most mutant animals, have Understanding 0, Appeal 0, and Senses 2 (modified for appropriate Mutations/Abilities). Senses values are listed in the order they appear in the Mutations/Abilities/Flaws so a creature with Enhanced Sense (Smell), Dull Sense (Hearing), would have Senses 2/6/1 (its general Senses, its Smell, its Hearing).

Athletics, Brawl, Intimidate, Notice, and Stealth are the only common Skills among unintelligent animals, and few beasts possess other aptitudes. Athletics 2 and Notice 3 are typical for most animals save the deftest in the case of Athletics. Stealth also ranges from 1-5, again, depending on the creature in question and its means of hunting or evasion. Most herbivores have Brawl 2 and most predators Brawl 3. The more intimidating the beast, the greater its Intimidation Skill; only those animals apt to stand their ground and fight, or frightening on account of their power and ferocity, tend to have Intimidate ratings. A bobcat, for example, rates only Intimidate 1, whereas a bear has Intimidate 4, and a Great White Shark Intimidate 5.

Step 2: Statistics

The next step is to create the Attributes and Skills of the beast before applying any unnatural Mutations and Flaws. Apart from the General Guidelines, ask yourself questions such as, “Just how strong/tough/agile/stubborn is this animal?” With a clear idea of its relative abilities you can look at existing bestiary entries and use them as guidelines. If the creature has wolf-like strength, give it the same Muscle as the Large Canine entry. If it’s as agile as an ocelot, give it the same Nimbleness as the Small Feline entry, and so on. Apply the same thinking to Skills and Abilities/Flaws using the General Guidelines and following a little research if necessary.

Example A: AH doesn’t have rules for large felines such as tigers and lions, so Dan must make up his basic animal first. Fortunately, glancing at the Medium and Small Feline entries shows that a lot of the traits are shared across Felines regardless of size. He needs to up the Muscle and Toughness, and increase the Intimidation Skill, and make any needed adjustments to Attack values and Health. After a few moments of thought and some changes, he has the following:

Feline, Large

Lion, Tiger

Muscle	4
Understanding	0
Tenacity	3
Appeal	0
Nimbleness	4
Toughness	3
Senses	2/6/6

Skills: Athletics 4/6 (leaping and running), Brawl 3, Intimidate 4, Notice 3, Stealth 4/6

Attacks: Bite/Claws 6L

Armor: none

Health: 20

Mutations/Abilities: Enhanced Sense (Hearing), Enhanced Sense (Smell), Leaping, Natural Weapons (Bite/Claws), Night Vision, Stealthy, Swift

Flaws: Selective Diet (Carnivore)

Example B: Jeremy notes that the typical ants of the colony are of the 3ft. variety, with soldiers being 8-ft. He wants the queen to be as physically powerful as the mighty soldiers, but to also be intelligent and gifted with telepathy! He uses the 8ft. ant as his base, upping Understanding to 3 (the level of a bright

human!), Tenacity to 5 (unrelenting) ready to power the queen’s telepathic might, and Appeal to 2 (so the queen can bargain and communicate effectively). He increases Intimidate to 4, and adds Persuade 2.

Step 3: Mutations/Flaws

Once the base animal has been selected or created, it’s time to select and apply appropriate Mutations and Flaws, being sure to recalculate/modify Attack damage, Health, Senses ratings, and Skills where necessary.

Example A: The obvious Mutation for Dan to apply to his mutated lions is Spines. He doesn’t want to apply more than that, nor does he want to add any of the existing Flaws. He renames his mutated lion, Quillion, a cheesy name melding “quill and lion”, and makes the appropriate tweaks. His final entry looks like this:

Quillion

A mutated variety of lion found in the vicinity of the ruined zoo, the quillion lives in the same pride structure as normal lions and hunts in the same way. Where it differs is in its defensive armory, for the quillion has a mane of quills and a double row of quills running the length of its back, making it a painful prospective meal for any larger predators. Best not to think what might be large and powerful enough to consider a quillion a meal...

Muscle	4
Understanding	0
Tenacity	3
Appeal	0
Nimbleness	4
Toughness	3
Senses	2/6/6

Skills: Athletics 4/6 (leaping and running), Brawl 3, Intimidate 4, Notice 3, Stealth 4/6

Attacks: Bite/Claws 6L

Armor: 4 (attacks to neck/back; can roll into a ball for complete protection)

Health: 20

Mutations/Abilities: Enhanced Sense (Hearing), Enhanced Sense (Smell), Leaping, Natural Weapons (Bite/Claws), Night Vision, Spines (anyone attacking the quillion unarmed suffers their own Muscle + 2L damage), Stealthy, Swift

Flaws: Selective Diet (Carnivore)



Chapter Appendix

Example B: Jeremy already knows he's adding the Telepathy psychic power to his ant queen, and with the previous Attribute changes, his psychic queen looks like this:

Ant, Psychic Queen (8ft long)

Muscle	6
Understanding	3
Tenacity	5
Appeal	2
Nimbleness	3
Toughness	5
Senses	5/6/1

Skills: Athletics 1/6 (climbing), Brawl 3, Intimidate 4, Notice 3, Persuade 2.

Attacks: Bite 8L

Armor: 8

Health: 30

Mutations/Abilities: Climber, Drill, Enhanced Sense (Smell), Exoskeleton (upgraded), Natural Weapon (Bite), Steel Mandibles, Super Strength, Telepathy (Range: Distant)

Flaws: Dull Sense (Vision)

RANDOM BEASTS

A quick way to generate a new creature with which to populate your setting or terrorize your Players is to create a random beast. Simply select or roll for a random base animal and roll one or two Mutations and Flaws according to type or on the Mondo tables. Then, consider what the Mutations might indicate in terms of habitat and habits, give the new animal and name, and you're good to go.

Example: Running an off-shore adventure investigating the ruins atop an island, Derek decides to create some kind of mutant shark as a potential encounter for his Players. He opts for a Medium Shark, in this case noting that it's a mutated Hammerhead.

Because he's running a game heavy on weird mutants, he makes two rolls on the Mondo Mutant Mayhem tables, and one roll for a Flaw. He ends up with Toxin Resistance, Echolocation, and Light Sensitive. Pondering them for a moment he decides that maybe the shark has developed Toxin Resistance because the waters around the island are heavily polluted, maybe because of the continual seepage of some sunken chemical or oil canisters. Echolocation ties in nicely because perhaps the pollution is so bad the waters are incredibly murky and the only way the shark can "see" much of the time is via echolocation. Light Sensitivity makes sense in this case too, as perhaps these sharks are albino, spending time in

murky, unlit depths. The light near the surface is disorientating for these ghostly, silent predators. Derek thinks this creates a cool, creepy variety of shark, and also adds an extra factor to the adventure; going into the water unprotected may be perilous, and not just because of the sharks. It also means that he has a strong urge to run part of the adventure in the murky depths, claustrophobic, murky and toxic, replete with albino hammerheads.

Random Base Animal			
Roll two dice and cross-reference.			
	1-2	3-4	5-6
1	Bear	Crocodilian	Horse
2	Boar	Deer, Large	Shark, Large
3	Bird of Prey, Large	Deer, Medium	Shark, Medium
4	Bovine	Feline, Large (page 51)	Shark, Small
5	Canine, Large	Feline, Medium	Snake, Constrictor
6	Canine, Medium	Feline, Small	Snake, Venomous

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POST APOCALYPTIC
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ATOMIC HIGHWAY MUTANTS AND MONSTERS

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