

## Appro-Morticia

### Outlaw Cannibal

The Mutant Epoch RPG Crossroads Region Gazetteer NPC

Type: **Mutant**  
 Caste: **Engineered Bio-Weapon**  
 Gender: **Dual**  
 Read/ Write?: **No**  
 Personality: **Solitary & vicious**  
 Sexual Orientation: **Heterosexual**  
 Handed: **Ambidextrous**  
 Religion: **None**  
 Languages Spoken: **English, poorly**

EF: **411** Rank: **5**  
 Faction: **No affiliation**  
 Age: **92 (doesn't age)**  
 Do Math?: **No**  
 Swim Ability: **fair**  
 Height: **270cm**  
 Weight: **306kg**

Endurance: **284\*** /  
 Strength: **hooks 127**(+24 dmg) **arms 76** (+10 dmg)  
 Agility: **77** (-10 DV/+1.25 meters movement)  
 Accuracy: **88** (+12 SV)  
 Intelligence: **16**  
 Willpower: **128**  
 Perception: **99** (+3 initiative)  
 Appearance: **4**

\*Regenerates 2 END per round

Defense Value: **-45 or 61 vs bullets** Armor worn: Dodge skill 4 pts -14/  
 Heavy Junk armor -17 (-1.5m MV) / Agility -10 / Ballistic Hide -4/-20

Movement: **12m** Initiative: **+3** Base Strike Value: **01-77**



Attack Mode	Strike Value	Rate	Range	Damage	Ammo/Uses	Skill Points
Hook Arms	01-94	2	melee	d20+27 each	-	3pt
Assault Rifle	01-97	3	900m	d20+6 each	30* / *plus pouches full of 200+d100 spare rifle rounds	3pt
Fists	01-84	2	melee	d6+27 each	-	3pt

**Mutations:** **Body Regeneration** (no. Unique) *helas* 2 END per round/  
**Ballistic Hide** (no.11) -4 DV/ -20 Dv vs bullets/ **Dog Legs** +7m  
 MV / **Reserve Heart** (3 total) (no.69)/ **Night Vision** (no.61)/ **Longevity**  
 (unique)/ **Immunity** (no.61) to poison and radiation

**Skills:** **Stealth** 4pts/ **Climb** 4pts/ **Brawling (hook arms and normal fists)** 3pts/ **Dodge** 4pts (-14 DV)/ **Weapon Expert Rifles** 3pts

**Description:** Wanted dead of alive, the outlaw-cannibal Appro-Morticia is dreading from Sandbarra in the south, the entirety of Twisted Wood, up to the edges of Overpass and as far east as Galespit. This dual gendered, solitary eater of organ meat has only ever been seen and described by one Northern Freeholds posse, who managed to take a single, heavily pixilated photo\* before losing the humanoid demon in the woods. Others have met Appro-Morticia, but none have survived the encounter.

This mutant human is the product of ancient genetic engineers who inhabited a vast facility beneath Twisted Wood. Being just one of hundreds of experiments, Appro-Morticia and similar creations were placed in cryofreeze for later study and dissection in an attempt to make a perfect military monster. During a series of Mecha attacks, followed by earthquakes and tsunamis, the facility was abandoned. The surviving personnel either locked themselves away in cryo or escaped to ships in earth's orbit for the migration to off world colonies. Left behind, their nightmarish creations were kept alive by sophisticated computers, medical robotics and a nuclear reactor. Decades ago, a dig team came across one wing of the facility and inadvertently opened several of the cryo tubes. Appro-Morticia, and its siblings, were unleashed. Only Appro-Morticia made it to the surface, the others either devoured each other or wandered off through the countless kilometers of underground ancient passages.

On the surface, having no idea of its own creation or relationship to the humans it so loves to feed upon, Appro-Morticia thrives in a barbaric world. He-she is intelligent enough to master the use of simple relic weapons, such as the assault rifle it relies on when up against superior numbers or engaging meals at long range, but ignorant to the workings of computers, electrical devices, explosives and vehicles. It lives as a primitive hunter, sleeping in tents made of human skin, moving from camp to camp nightly and occasionally returning to the weed choked cave mouth which leads down to the place of its long ago creation. It considers the cave a taboo shrine, never entering, but loathes letting any other humanoids profane the site.

Appro-Morticia was designed for battle. It was to protect its human creators and destroy robots, and although it has turned its murderous, voracious talents against humankind, it would have made its creator's proud in its field performance. Appro does not age, possess three hearts, two heads, both male and female genitalia and in theory would mate with others of its own product line if encountering them. It has ballistic skin, astounding tissue regeneration ability, as well as incredible reflexes, speed, endurance and strength. The thing is dull witted and slow thinking as far as technology and society goes but clever in a fight, able to appraise a target and discern weakness, wounds or risk from hundred of meters away. It will not engage any foe or armed group that it isn't certain it can defeat and eat.

Read more about this walking terror on page 319

\*Download the pixilated image as a player handout at [www.outlandarts/crloot.htm](http://www.outlandarts/crloot.htm)