

Mujwok the Heart Eater Clan Chieftain of Rusta

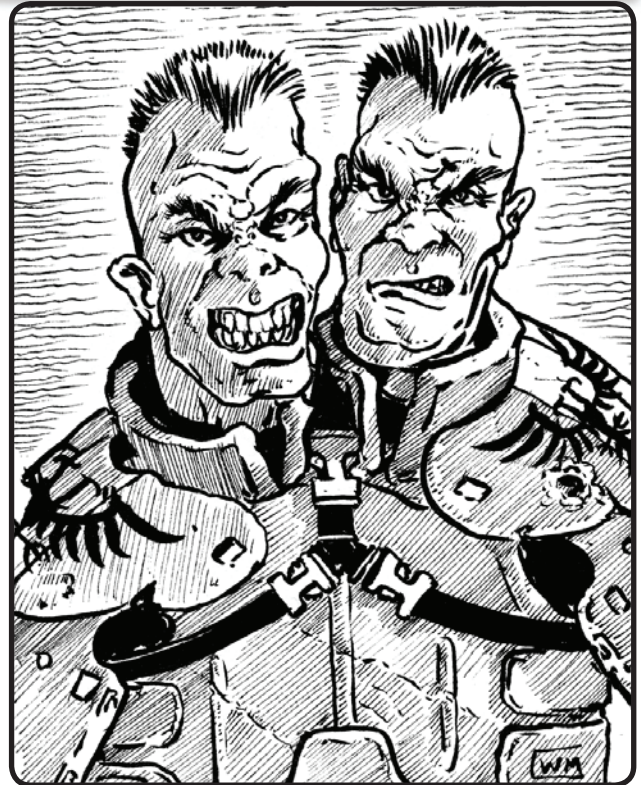
The Mutant Epoch RPG Crossroads Region Gazetteer NPC

Type: **Mutant** Caste: **Warlord** EF: **641** Rank: **6**
 Gender: **Male** Faction: **Rusta**
 Read/ Write?: **Poorly** Age: **38**
 Personality: **Moody and Ambitious** Do Math?: **Poorly**
 Sexual Orientation: **Heterosexual** Swim Ability: **excellent**
 Handed: **Right** Religion: **None** Height: **225cm**
 Languages Spoken: **English and some Spanish** Weight: **112kg**

Endurance: **128** /
 Strength: **94** (+12 dmg/+60% throw range)
 Agility: **68** (-8 DV/+1 meters movement)
 Accuracy: **91** (+12 SV)
 Intelligence: **56**
 Willpower: **75**
 Perception: **97** (+3 initiative)
 Appearance: **24**

Defense Value: **-57** Armor Worn: Dodge skill 4 pts -14/Combat
 Armor -35/ Agility -8
 Movement: **7m or 6m armored**

Initiative: **+3** Base Strike Value: **01-79**



Attack Mode	Strike Value	Rate	Range	Damage	Ammo/Uses	Skill Points
2 Razor Swords*	01-95	1 each	melee	d20+29	-	3pt
Brawling*	01-88	2	melee	2d6+14	-	4pt
Mind Crush	Type B INT based HC	1	225m	d20 END + d6 INT	three times per day per rank 18/	-
Chain gun	01-89	10	220m	d20	200/ Also has a spare drum mag with 200 rnds, in pack	-
Laser Pistol	01-105	1	500m	d20+18	30/	4pt

*Mujwok has three arms

Mutations: Multi-Arm 1 extra on right side (no.59) / Multi-head 2 (no.60) / **Heightened Attributes:** Olfactory (no.45) / **Immunity:** to poison (no.49) / **Empathy** (no.33) / **Telepathy** (no. 85) / **Mental Screen** (no.55) / **Night vision** (no.61) / **Mind Crush** (no. 56)

Skills: Brawling 4pts / Stealth 2pts / Dodge 4pts (-14 DV) / Climb 2pts / Grapple 3pts / Negotiating 3pts / Lying 4pts / Gambling 5pts / Relic Knowledge / Weapon Expert pistols 4pts & swords 3pts / Barter 3pts / Wilderness Survival / Navigate by Stars

Valuables: Wears jewelry and rare plastic baubles worth 3000+3d1000sp

Clothing and Equipment: 3 full power cells, 200 round ammo drum for chain gun, 2d4 frag grenades, night vision headgear, communicator, flame proof fabric cloak, advanced binoculars.

Description: As noted on page 291, Rusted Hulk, this two headed, three armed, red skinned hulking mutant is the clan chieftain of Rusta. The aft superstructure of Rusted Hulk is the only community on the once great hybrid cargo ship Starpacifica12, and home to about 460 people. Ruling them is Mujwok the Heart Eater, who commands a band of rough men and women called the Oilers. Although an open trade community, and welcoming to small bands of excavators, traders and migrants, Rusta is known to be a bit on the barbaric side. This sentiment is aided by the gruesome reputation of Mujwok himself, who while often good natured, affectionate and clearly fond of his people, allows his temper get the better of him. This

is where his nickname 'Heart Eater' comes in. When displeased, either with a citizen, Oiler or visitor, he is known to fly into a murderous rage. Once set off, he is prone to beat the offender into semi-consciousness and then with his bare hands, Mujwok will tear open the subject's chest cavity, snap the rib cage, rip out the still beating heart and eat it raw.

So feared is this huge mutant that his own people are said to be indifferent to the notion of being taken over by Port Folly Pirates. However, other invaders are absolutely dreaded because the citizens of Rusta are a blend of pure stocks, mutants, cyborgs and other non-generics, they suffer great anxiety at the idea of either the Purists or nearby Aberrationists conquering their strongly held metal home.

Mujwok is primarily motivated by strengthening his hold on power, and the survival of an independent Rusta. While eager to have excavators explore the wild and more or less unlooted decks of Rusted Hulk, he is always watchful for ploys by Aberrationists, Pirates or Purists, disguising themselves as a dig team. Likewise, if an adventure squad does show up and they are armed with relics that his people can't live without, he might consider seeing to it that something bad happens to the strangers. Weighing his decision to bushwhack diggers are several factors to consider. If they are arrogant, cruel to his people, cheap or not yet famous in the Crossroads Region, then he is likely to order a confiscation raid. His usual tactic to deal with a target dig team is to have his best Oilers mount an ambush after weakening the party with a series of traps, but always away from the prying eyes of the community and deep in the dark, monster infested lower decks.