

## 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* / <small>*plus pouches full of 200+d100 spare rifle rounds</small>	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 or alive, the outlaw-cannibal Appro-Morticia is dreamed 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)

## Arretos the Jaw

### DOA Magistrate of Banner Cove

The Mutant Epoch RPG Crossroads Region Gazetteer NPC

Type: **Mutant** EF: **912** Rank: **8**  
 Caste: **Magistrate** and **Cult Shaman** Faction: **DOA**  
 Gender: **Male** Age: **52**  
 Read/ Write?: **Yes** Do Math?: **Yes**  
 Personality: **Grouchy** and **Obsessive** Swim Ability: **Fair**  
 Sexual Orientation: **Heterosexual** Height: **210cm**  
 Handed: **Right** Religion: **Stitcher** (see text) Weight: **115kg** (253 lbs)  
 Languages Spoken: **English, some Spanish**

Endurance: **121** /  
 Strength: **98** (+14 dmg/+70% throw range)  
 Agility: **69** (-8 DV/+1 meters movement)  
 Accuracy: **95** (+14 SV)  
 Intelligence: **58**  
 Willpower: **74**  
 Perception: **62** (+1 initiative)  
 Appearance: **12**

**Defense Value: -42** Armor worn: Dodge skill 4 pts -14/Ballistic Vest -4/-20vs bullets under Scrap Relic -20 / Agility -4  
**Movement: 7m unarmored/ 6m armored**

**Initiative: +1** Base Strike Value: **01-85**



Attack Mode	Strike Value	Rate	Range	Damage	Ammo/Uses	Skill Points
Fangs	01-91	2	melee	d20+14 etc	-	-
Throwing knives	01-85 melee/ 01-94 thrown	2 melee 2 thrown	13.6m	d8+14 melee/ d8+19 thrown	12/	3pt
Brawling	01-98	2	melee	2d6+20	-	6pt
Electrical Pulse from hand	01-105	1	592m	d20 or 3d20 to cyborgs and machines	three times per day per rank 24/	-
Assault Rifle	01-107	3	900m	d20+8 each	30*/ *plus spare 30 md mag and pouch of 20+d100 rounds	4pt

**Mutations:** Fangs, huge (no.36)/ Electrical Pulse (no.31) (see attack mode above)/ Fangs Regularized (no.36)/ Image Projection (no.48) / Limb Regeneration (no.52) / Radiation Absorption (no.66) /

**Skills:** Stealth 2pts/ Climb 2pts/ Grapple 4pts/ Brawling 6pts/ Dodge 4pts (-14 DV)/ Knife Thrower 3pts (+9 SV/+5 DMG)/ Weapon Expert Rifles 4pts/ Driver 3pts/ Negotiating 5pts/ Riding 3pts/ Tracking 4pts / Wilderness Survival

**Valuables:** 100+d100gp, 100+d100sp, baggy of 3d6 random gems (pg. TME 209), necklace worth 1350sp, but opens and filled with 2d6 dried leaves of the Remission Fern (pg. CR 368).

**Clothing and Equipment:** 3d6 frag grenades, night vision headgear, advanced binoculars, anti-toxin injector, fur cape.

**Description:** As this mutant officer's name implies, he has an elongated, broad jaw and mouth filled with the fangs and bone crushing teeth. Beady eyes, tiny pink ears, pale yellowish skin, a clump of bright blue hair on his peaked head, and a dry, leathery complexion are also features of this grim DOA magistrate. He is massively built,

towers over most men, and wears a suit of scrap armor whenever outside of his manor house.

Although his newly assigned Major, Julius, is beginning to suspect that Arretos leads a double life, the rulers of DOA in Newburg have no idea of the big jawed deviant's cult affiliation. In Banner Cove, where Arretos rules, there is an evil, human sacrificing cult called 'The Stitchers', of which he is the head shaman. Having grown up in Banner Cove, Arretos is intimately acquainted with the populace, the side streets, root cellars, and interconnected maze of cult tunnels and shrines beneath the sleepy fishing village.

Arretos only uses the mutant supremacist DOA as a convenient tool to allow his cult to exist in a part of the region where pure stocks are slaves, permitting his devotees to acquire a ready supply of victims for their diabolical, blood splashed rituals.

The Magistrate has no special hatred for pure stocks, cyborgs or synthetic humans as he is expected to, however, he will pretend to harbor such malice in order to steal the pure stock slaves off of visitors to offer to his God. His sole goal in life is to expand his cult, either by making it the dominant faith of the Dominion, or else, establish a new cult fortress in another nearby region.

Arretos is also mentioned on page 118.

## Carmen the Clean Roaming Healer

The Mutant Epoch RPG Crossroads Region Gazetteer NPC

Type: **Ghost Mutant**      **EF: 1130**      **Rank: 9**  
 Caste: **Nomadic Healer** and **Philanthropist**      Faction: **No affiliation**  
 Gender: **Female**      Age: **32**  
 Read/ Write?: **Yes**      Do Math?: **Yes**  
 Personality: **Humane, Angelic** and **Aloof**      Swim Ability: **Strong**  
 Sexual Orientation: **Heterosexual**      Height: **186cm**  
 Handed: **Ambidextrous**      Weight: **56kg**  
 Religion: **New Age Spiritualism**  
 Languages Spoken: **English, Spanish, Korean, Mandarin, Japanese,**  
**and passably in two dozen other wold and new world languages**  
 Endurance: **84** /  
 Strength: **46** (+4 dmg/+20% throw range)  
 Agility: **106** (-16 DV/+2 meters movement)  
 Accuracy: **112** (+18 SV)  
 Intelligence: **138**  
 Willpower: **144**  
 Perception: **97** (+3 initiative)  
 Appearance: **116**

**Defense Value: -39 (or -49\*)**      **Armor worn:** Dodge skill 7 pts -23/  
 Agility -16      \*Aura of protection gives -10 DV and 10pt force field, (see mutations below)  
**Movement: 8m**

**Initiative: +3**      **Base Strike Value: 01-91**



Attack Mode	Strike Value	Rate	Range	Damage	Ammo/Uses	Skill Points
<b>Stun Pistol</b>	<b>01-106</b> thrown	<b>1</b>	<b>200m</b>	<b>d20+12</b> thrown	<b>40/</b>	-
<b>Mind Crush</b>	<b>Type B INT based HC</b>	<b>1</b>	<b>432m</b>	<b>d20 END + d6 INT</b>	three times per day per rank <b>27/</b>	-

**Mutations:** **Advanced Mind** (no.3) / **Aura of Protection** (no.10) -10 DV and 10 pt force field for 144 rounds per use, with 18 uses per day allowed. Due to her advanced mind, Carmen can do any other action while engaging this mutation/ **Night vision** (no.61) / **Telepathy** (no.85) / **Mind Crush** (no.56) / **Heal Touch** (no.43) Advanced NPC version which besides healing d20+40 trait damage, also has a 88% chance of ridding the body of any disease, poison, radiation or other imperfection, removal of parasites, and the repair of the following flaw mutations: chronic acne, dermatitis, ingrown hairs, ulcers, coronary thrombosis, warts, halitosis, migraine headaches, rhinitis, hiccups, psoriasis, tapeworms, tooth decay, visual disorders, weeping, and whistle croup. Other flaws are not treatable. / **Body Regeneration** (no.18) 10 trait points healed per hour. / **Reserve Heart** (no.69) / **Empathy** (no.33)  
**Skills:** **Medic** 6pts/ **Stealth** 3pts/ **Climb** 4pts/ **Disguise Artist** 4pts/ **Erotic Arts/ Dodge** 7pts (-23 DV)/ **Navigate by Stars/ Negotiating** 5pts/ **Pilot** 3pts/ **Grapple** 3pts/ **Relic Knowledge/Technician, Bio** 4pts/  
**Valuables:** 3 power cells, locket of dead mother's hair, unknown father's ring.  
**Clothing and Equipment:** Hooded cloak made of silvery-white laser-deflecting fiber ( -60 DV vs light beams), field medical kit, 3d6 anti-toxin injectors, 2d6 sleep gas grenades ( as smoke grenade but type C sleep poison), substance reader, advanced communicator, and has access to a suit of heavy combat armor with helmet and a heavy pulse rifle with 3 full power cells if needed... but hates to gear up in such 'negative' equipment. Items stored on her airship.

**Description:** As extensively described on page 317, Carmen the Clean is a travelling healer of incredible power, benevolence, beauty and well deserved respect. She has no home base, although her unmarked flotilla of between four and seven airships are known to resupply at Memory, Galespit, Overpass and occasionally as far North as Pitford

and Safe Port. These resupply operations are normally conducted by one vessel, and only rarely is it a zeppelin with Carmen aboard.

Her sense of timing and knowledge of the urgency in a situation is uncanny, and attributed to the mutations she possesses. For example, wounded excavators have reported that as they fled ruins suffering severe injuries, bearing unconscious, poisoned or otherwise debilitated comrades that the Angel of God came to them. The angel of course is Carmen the Clean and her adoring body guards and assistant healers. Carmen and her team would drop out of the sky and by way of a lowering basket, set down the divine healer and her assistants to perform medical miracles on the casualties.

Carmen is a ghost mutant with incredible gifts. She doesn't restrict her healing merely to heroes, but has even cured a skullock chieftain of leprosy within a single night, mended a Purist officer in his youth who now holds high rank and covertly aids her from the heart of the Purist Empire, and so too, cures bandit leaders, wild animals and numerous greedy treasure hunting diggers.

This woman, who remains unmarried and avoids all romantic relations, devotes her life to healing. She believes that those she saves thereafter take on an aspect of compassion, and go out into the world less savage, less heartless and more likely to help rather than harm. Often, after setting a broken bone, performing miraculous tissue mending on a gunshot victim, or ridding a person of terrible disease with a touch, her assistant will whisper to the patient to pass on the kindness.

Carmen was adopted by an accomplished ex-digger and his wife after being bought in the slave markets of Overpass. It is known she was abducted from a powerful faction in the Shallow Sea Region to the north. Some say she is post-apocalyptic royalty, others, that she is merely the unwanted product of a prostitute's couplings.

## Mujwok the Heart Eater Clan Chieftain of Rusta

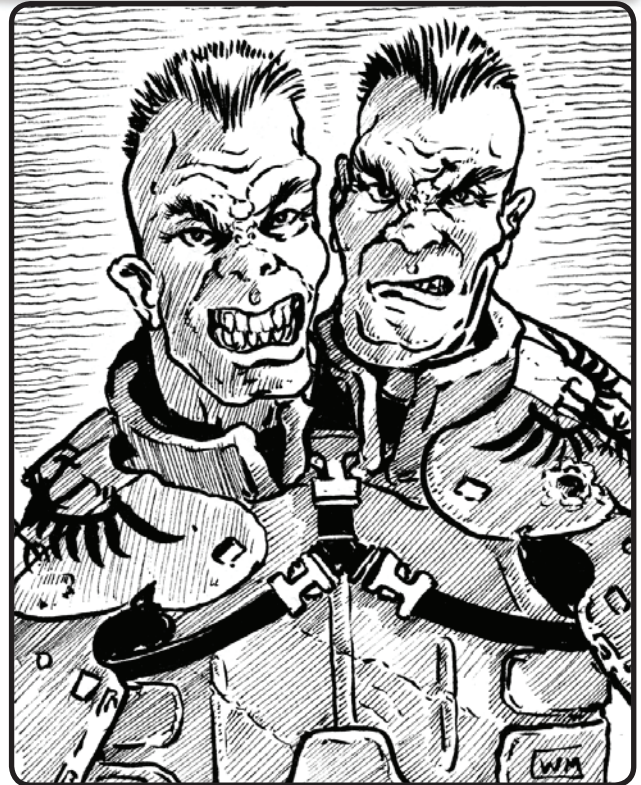
The Mutant Epoch RPG Crossroads Region Gazetteer NPC

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

\*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.

## Estella Brandun

### Countess of Steel Hill

The Mutant Epoch RPG Crossroads Region Gazetteer NPC

Type: **Mutant**  
 Caste: **Ruler of The Lower Freehold**  
 Gender: **Female**  
 Personality: **Ambitious and Unshakable**  
 Sexual Orientation: **Heterosexual**  
 Handed: **Right**  
 Religion: **Believes in reincarnation**  
 Languages Spoken: **English and Spanish**  
 Endurance: **92 /**  
 Strength: **59** (+6 dmg/+30% throw range)  
 Agility: **87** (-12 DV/+1.5 meters movement)  
 Accuracy: **109** (+16 SV)  
 Intelligence: **83**  
 Willpower: **69**  
 Perception: **122** (+4 initiative)  
 Appearance: **98**

EF: **948** Rank: **8**  
 Faction: **Lower Freehold**  
 Age: **31**  
 Do Math?: **Yes**  
 Read/ Write?: **Yes**  
 Swim Ability: **Excellent**  
 Height: **182cm**  
 Weight: **83kg**



**Defense Value: -77\*** **Armor worn:** Dodge skill 7 pts -23/combat armor -35+combat helmet -7/ Agility -12  
*\*Estella has a -14 DMG per round force field*

**Movement: 7.5m or 6.25m armored**

**Initiative: +4 Base Strike Value: 01-87**

Attack Mode	Strike Value	Rate	Range	Damage	Ammo/Uses	Skill Points
<b>Martial Arts</b>	<b>01-100</b>	<b>2</b>	<b>melee</b>	<b>2d6+11 ea.</b>	<b>-</b>	<b>5pt</b>
<b>Assault Rifle</b>	<b>01-109</b>	<b>3</b>	<b>900m</b>	<b>d20+8</b> each	<b>30*/</b> <i>*plus d3 spare 30 md mags</i>	<b>4pt</b>
<b>Mind Crush</b>	<b>Type B INT based HC</b>	<b>1</b>	<b>207m</b>	<b>d20 END + d6 INT</b>	three times per day per rank <b>24/</b>	<b>-</b>
<b>Devastator Pulse</b> from hand	<b>01-178</b>	<b>1</b> but takes 4 rounds to charge up	<b>69m</b>	<b>3d20</b> or d100+40 to cyborgs and machines	Once per day per rank <b>8/</b>	<b>-</b>

**Mutations:** **Advanced Mind** (no.3)/ **Body Regeneration** (no.18) 6 trait points healed per hour./ **Mind Crush** (no.56)/**Force Field** (no.38) -14 DMG per round, 16 uses per day, lasts 69 rounds per use./**Devastator Pulse** (no.25)/**Reserve Mind** (no.70)/**Heal Touch** (no.43)/**Image Projection** (no.48)/**Time-Space Portal Generation** (unique, see text)

**Skills:** **Weapon Expert rifles** 5pts/ **Stealth** 6pts/ **Climb** 4pts/ **Martial Arts** 5pts/ **Dodge** 7pts (-23 DV)/**Disguise Artist** 3pts/**Erotic Arts/Negotiate** 7pts/**Relic Knowledge/Medic** 3pts/**Stealth** 6pts/**Computer technician** 3pts

**Valuables:** Royal Jewels of Steel Hill, worn 4000+4d1000sp

**Clothing and Equipment:** d3 spare full 30 round magazines for assault rifle, d6 advanced frag grenades, anti toxin injectors (4), advanced communicator, d6 cure tabs, switchblade in boot, fur and jewel embroidered royal robes worth 2000+d1000sp.

**Description:** The beautiful, ink black skinned deviant Countess of Steel Hill, Estella Brandun, fourth in her family line to rule the swamp city, is said to be a demon. Of course, the neighboring purists of the Holy Purist Empire are the only ones who proclaim the young woman as a hell spawned succubus. To her people, however, she is a much loved, almost worshipped goddess-queen. Estella, like her forbearers, is a mutant of impressive gifts, both physical and mental. It is said that one of her mutations is the ability to open portals in time and space, allowing her to go back to earlier times in history. It is this potent mutational power, so claim the purists, that allow Steel Hill and the Lower Freehold to acquire so many excellent relic weapons with which to fend off the HPE.

In truth, the rumors are not far off, in that she can open portals in time, and travel to other worlds. The cost to her health, regrettably, limits this activity (one portal can be opened per 48 hours, but she suffers 3d6 damage to each trait per use, healing normally). As for the relics, her government's warm welcome to all excavators and relic dealers is what brings Steel Hill the firepower of the oldsters.

Estella is a private, passionate and imaginative person. While proud of her family name, aware of her responsibilities to her small city, and devoted to the cause of maintaining the The Lower Freehold's territorial integrity, in her heart, she craves to be an excavator. Whenever possible, she will covertly invite well-known and well favored dig teams to her palace. Herein, she will coax them to feast, drink, and enjoy the concubines and luxurious facilities so long as they tell her of their adventurous exploits among the ruins. She has resisted marriage, frustrated her personal advisors who play matchmaker, and snubbed the eligible sons of Overpass' premier families. She embraces her independence and amble libido, choosing her lovers from among the finest diggers to visit her citadel, the race and gender of her mates of little matter so long as they are heroic and easy on the eye.

If able, Estella would gladly join an expedition to any regional ruin site, so long as the team she accompanied were very powerful, would protect her, and keep the adventure secret. Given her martial arts and mutational gifts, relics and armor, Estella would be a remarkable digger, if only she were given the opportunity. Among her many day dreams of daring-do, is the idea of using her special dimensional portal mutation to undertake an expedition to the age of dinosaurs, to a world of sword and sorcery, far off planet, or pre-devastation LA. Learn More on page 95

## David Carlburg

### Heroic Mercenary Leader

The Mutant Epoch RPG Crossroads Region Gazetteer NPC

Type: **Pure Stock Human** EF: **936** Rank: **8**  
 Caste: **Non-Profit Commander** Faction: **Pro NF and LF**  
 Gender: **Male** Age: **48**  
 Read/ Write?: **Yes** Do Math?: **Yes**  
 Personality: **Idealistic and Noble** Swim Ability: **Strong**  
 Sexual Orientation: **Heterosexual** Height: **198cm**  
 Handed: **Left** Weight: **94kg**  
 Religion: **Cultural Christian, but lacks faith**  
 Languages Spoken: **English, some Spanish**

Endurance: **116 /**  
 Strength: **84** (+10 dmg/+50% throw range)  
 Agility: **79** (-10 DV/+1.25 meters movement)  
 Accuracy: **121** (+22 SV)  
 Intelligence: **88**  
 Willpower: **84**  
 Perception: **96** (+3 initiative)  
 Appearance: **48**

**Defense Value: -71** **Armor worn:** Dodge skill 4 pts -14/ Heavy  
 Combat armor + helmet -47 / Agility -10  
**Movement: 7.25m or 5.5m armored**

**Initiative: +3** **Base Strike Value: 01-93**



Attack Mode	Strike Value	Rate	Range	Damage	Ammo/Uses	Skill Points
Martial Arts	01-108	2	Melee	2d6+17	-	6pt
Auto-Pistol	01-113	2	250m	d20+6	20/	3pt
Pulse Rifle	01-123	4	800m	d12+8	25 bursts/	4pt
Razor Sword	01-113	2	Melee	d20+31	-	5pt

**Skills:** Dodge 4pts (-14 DV)/Stealth 4pts/ Climb 4pts/ Grapple 2pts/ Martial Arts 6pts/ Weapon Expert: Rifles 4pts, Swords 5pts, Pistols 3pts/ Barter/ Driver 4pts/ Pilot 2pts/ Junk Crafter 3pts/ Medic 2pts/ Negotiating 4pts/Navigate by Stars / Wilderness Survival

**Valuables:** Gold relic watch worth 600+3d100sp/ 200+d100gp, d100sp, diamond ring worth 1000+d1000sp/ relic baseball card collection worth 500+2d100sp.

**Clothing and Equipment:** 2 full spare auto-pistol magazines, 4 full power cells, d6 drained power cells, silk boxer shorts, fur cloak made from a two headed wolf, relic cowboy boots, advanced communicator, d6 advanced frag grenades, d6 anti-toxin injectors, advanced binoculars, laser scalpel hidden in leg seam of trousers.

**Description:** Clad in dark gray heavy combat armor, brandishing his pulse rifle and calling out orders to his chosen men and women, David Carlburg looks every bit the heroic leader. This middle aged, yet remarkably fit, pure stock leader is everything he seems and stands for. Truly, in an age of selfish looters, ruthless warlords, clashing factions and brutal daily survival, a man like Carlburg is rare, memorable, and in great need.

As mentioned on page 316, Carlburg leads a group of hand picked or chosen warriors who he and his assistants

have observed and approved of. Excavators who turn to heroes and earn a name for themselves, and are consistently to be on the side of right, plus have skills in bringing about good outcomes to bad situations, are all eligible to join his ranks by invitation only. This invitation comes by way of a senior Carlburg chosen agents, or the man himself, usually in a saloon or slop house location. To be asked to join is a great honor. Once signed up, the heroes will travel the region, and sometimes beyond, to defeat wickedness and injustice, bring aid and comfort to the downtrodden and needy, and spread the message of unity for all the strains of humanity.

David Carlburg was once a Scout in the Northern Freehold forces, but grew frustrated with the slow pace of daring-do and so turned to freelance heroism. He and his small squads work only for food, shelter and the chance to teach the youths of a community right from wrong. He has a wife and three children living secretly in Overpass, although due to threats on his life, and those of all who follow or love him, he rarely gets to see them in person and instead uses a set of advanced communicators with vid links to chat with his family nightly.

Carlburg is aware of his growing age, the white in his beard and long mustache, and keen to find a successor to his noble organization.

## Ejexa Owens 'The Spider'

DOA Magistrate of Dawn Cove

The Mutant Epoch RPG Crossroads Region Gazetteer NPC

Type: **Mutant**  
 Caste: **Wild-man, Raider and Cannibal**  
 Gender: **Feale**  
 Read/ Write?: **Yes**  
 Personality: **Narcissistic and Cruel**  
 Sexual Orientation: **Bisexual**  
 Handed: **Left side**  
 Religion: **Order of Rask**  
 Languages Spoken: **English, Spanish, Chinese**

EF: **428** Rank: **5**  
 Faction: **DOA**  
 Age: **38**  
 Do Math?: **Yes**  
 Swim Ability: **Excellent**  
 Height: **188cm**  
 Weight: **76kg**

Endurance: **84** /  
 Strength: **76** (+10 dmg/+50% throw range)  
 Agility: **113** (-18 DV/+2.25 meters movement)  
 Accuracy: **92** (+12 SV)  
 Intelligence: **14**  
 Willpower: **74**  
 Perception: **133** (+4 initiative)  
 Appearance: **68**

Defense Value: **-65** Armor worn: Dodge skill 3 pts -11/Tactical armor -30 helmet -6 / Agility -18

Movement: **8.25m** or **7.25** armored

Initiative: **+4** Base Strike Value: **01-77**



Attack Mode	Strike Value	Rate	Range	Damage	Ammo/Uses	Skill Points
4 Great Swords	01-91	4	Melee	d20+20 ea.	-	4pt
4 Submachine Guns	01-93	5 each x4 guns	250m	d20+4 ea.	50/ 50/	2pts
Coma Inducement	Willpower type B HC	1	74m	Coma see page 63 hub rules for table	twice per day per rank 10/	-
Fangs+poison	01-79	1	melee	d6+10 + paralysis poison	4 uses per hour/	-

**Mutations:** Multi-Arm 8 arms (no.59)/ Coma Inducement (no.22) (see attack mode above)/ Fangs small sized (no.36)/ Poison Bite (no.63) / Night vision (no.36)/ Climbing Suckers (no.21) / Poison Blood (no.64) Insanity, type B/ Image Projection (no.48)

**Skills:** Weapon Expert: swords 4pts & Pistols 2pts/Stealth 6pts/ Climb 6pts/ Grapple 5pts/ Brawling 3pts/ Dodge 3pts (-11 DV)/ Erotic Arts / Negotiate 3pts / Lying 4pts

**Valuables:** DOA inscribed jewels worth 2000+2d1000sp

**Clothing and Equipment:** Rocket Launcher with 2d6 battle rockets, satchel containing 2d6 frag grenades. Hip pouch containing d3 spare full SMG magazines and a bag of d100 spare rnds, Box of 12 condoms. 8 daggers and a black ninja style suit.

**Description:** As described on page 123 of the Crossroads Region, Ejexa Owens is an eight armed mutant. Although tall, lean limbed, busty and exquisitely alluring, those who must live under her tyranny only see her as a demon in the flesh. Although her hand picked warrior-lovers adore her, and most will die for her without a second thought, the people of Dawn

Cove have other ideas. Known to be rebellious and yearn for independence, the common folk seek her demise. Local rebels, who have suffered immensely under the Spider's rule, actively search for either relic weapons, noble mercenaries, or excavators, to kill the Magistrate-devil.

Ejexa is hedonistic, and although she relishes her dominance in Dawn Cove, she yearns for the decadence and variety of Newburg. When not leading combat brigades beyond the town walls or putting down revolts, she likes to lock herself away in the lavish, well defended quarters. Herein, she enjoys the company of a menagerie of slaves, concubines, and curiosities. Detesting the feel of clothing, Ejexa prefers to go nude and immerses herself in rare drugs, fine alcohol, the caress of an ancient spa-android, saunas, baths and bizarre carnal acts.

When outside her private, fortified suite, Ejexa reluctantly wears clothing and protects herself with a customized suit of tactical armor. Heavily armed, she can engage enemies with either 4 two handed swords, or 4 submachine guns. Additionally, she is known to pack a rocket launcher on her back supplied with 2d6 battle rockets, while in a hip satchel, 2d6 frag grenades are kept handy.

## Fakmal the Obese DOA Certified Slaver

The Mutant Epoch RPG Crossroads Region Gazetteer NPC

Type: **Mutant** EF: **1268** Rank: **9**  
 Caste: **Slaver certified to operate in the Dominion of Aberratia** Faction: **No affiliation**  
 Gender: **Male** Age: **41**  
 Read/ Write?: **poorly** Do Math?: **poorly**  
 Personality: **Inhumane, Sadistic and relentless** Swim Ability: **strong**  
 Sexual Orientation: **Heterosexual** Height: **268cm**  
 Handed: **Ambidextrous** Weight: **260kg**  
 Religion: **None**  
 Languages Spoken: **English, Spanish, Mandarin & Skullock**  
 Endurance: **198** /  
 Strength: **124** (+22 dmg/+110% throw range)  
 Agility: **67** (-8 DV/+1 meter movement)  
 Accuracy: **98** (+14 SV)  
 Intelligence: **39**  
 Willpower: **111**  
 Perception: **66** (+2 initiative)  
 Appearance: **5**

Defense Value: **-41** Armor worn: Dodge skill 7 pts -23/Thick skin -10 / Agility -8  
 Movement: **7m**

Initiative: **+2** Base Strike Value: **01-87**



Attack Mode	Strike Value	Rate	Range	Damage	Ammo/Uses	Skill Points
Auto-pistol	01-105	2	250m	d20+8 thrown	20/	3pt
Gaping Maw+poison	01-91	1	melee	d12+22+Type C paralysis poison	-	-
Mind Crush	Type B INT based HC	1	333m	d20 END + d6 INT	three times per day per rank 27/	-
Brawling* <small>*Ambidextrous</small>	01-100	2	melee	d6+28 each	-	6pt

**Mutations:** Thick Skin -10 DV/ Gaping Maw (no.42) (large, see attack mode above)/ Poison Bite (no.63) paralysis type C/ Mind Crush (no.56)

**Skills:** Brawling 6pts/Stealth 1pts/ Climb 1pts/ Grapple 4pts/ Dodge 7pts (-20 DV)/ Weapon Expert: Pistols 3pts/Barter 1pts /Wilderness survival 1pts/Negotiate 5pts/Gambler 5pts/Stealth 1pts/Tracking 14pts/Lying 5pts/Junk Crafter 3pts

**Valuables:** 3d100gp, 4d100sp, plastic trinkets worth 4d100sp, gems and jewelry worth 1000+2d1000sp

**Clothing and Equipment:** oiled pouch containing 40+3d20 spare pistol rounds, d3 advanced frag grenades, d3 sleep gas grenades (see smoke grenade, but type C sleep poison), advanced communicator, cold weather cloak, 40m rope and 3d6 slave collars and iron tools for locking them.

**Description:** Weighing in at 260 kilograms, and standing 268 centimeters tall, Fakmal is a giant, stone gray skinned mutant. While able to wear modified suits of ancient armor, he prefers to go shirtless, relying on his thick hide, massive build and surprisingly quick reflexes. His stature, toothy mouth, intense beady eyes and cruel reputation are often enough to keep even the most surly, viscous slave in line.

Fakmal spends most of his time within the bounds of the Dominion of Aberratia, although will make slave hunting forays into Twisted Wood to wait in ambush along Forest Road. Although tough enough to tackle

groups of travelers on his own, he works with a gang of all mutant raiders on riding dogs. This gang, simply called 'Fakmal's Henchmen', number between nine and sixteen (8+d8) and are armed with clubs, blowguns with sleep poison tipped darts (SV 01-55, Range 12m, DMG 1pt + type C sleep poison, Rate 1/2)

The great slaver grew up as a slave himself, survived as a gladiatorial pit fighter for two dozen matches, was freed and then adopted by his own master. Some years ago, he killed and ate his former owner, and inherited the slaver business and several dozen pure stock prisoners. Heartless, sadistic, cannibalistic and utterly without empathy for the suffering of others, Fakmal is one of the most feared individuals in the region. So hated is this man, that the government of The Northern Freehold has placed a 5000 silver coin bounty on his head.

He occasionally works with both Hynro and Travalis, who are also well known and much hated slavers of the region. Using communicators, they have set up their own network to trade specialty slaves throughout the region, or join forces to deal with members of the anti slavery league or troublesome excavators who stick their nose in their business.

In combat, Fakmal will use his whip to take prisoners alive, but when hard pressed, resorts to his high caliber automatic pistol, as well as the mutations of mind crush, earth thump, gaping maw and its poison bite.

Read more about Fakmal on page 175

## Noxtoth the Spirited General of the Overpass Military

The Mutant Epoch RPG Crossroads Region Gazetteer NPC

Type: **Mutant** EF: **2258** Rank: **11**  
 Caste: **Elite soldier and hero** Faction: **Northern Freehold**  
 Gender: **Male** Age: **55**  
 Read/ Write?: **Yes** Do Math?: **Yes**  
 Personality: **Energetic, Proud and steadfast** Swim Ability: **Strong**  
 Sexual Orientation: **Heterosexual** Height: **208cm**  
 Handed: **Ambidextrous** Weight: **106kg**  
 Religion: **Neo-Christian with hints of Buddhism**  
 Languages Spoken: **English, some Spanish and Russian**

Endurance: **131** /  
 Strength: **119** (+20 dmg/+100% throw range)  
 Agility: **97** (-14 DV/+1.75 meters movement)  
 Accuracy: **106** (+16 SV)  
 Intelligence: **74**  
 Willpower: **86**  
 Perception: **91** (+3 initiative)  
 Appearance: **32**

Defense Value: **-71** Armor worn: Dodge skill 5 pts -17/Heavy  
 Combat Armor -40 and Combat Helmet -7 / Agility -14

Movement: **7.75m** or **6m armored**

Initiative: **+3** Base Strike Value: **01-92**



Attack Mode	Strike Value	Rate	Range	Damage	Ammo/Uses	Skill Points
<b>2 Bladed Limbs</b>	<b>01-107</b>	<b>4</b>	<b>melee</b>	<b>d12+22 ea.</b>	-	<b>4pts</b>
<b>2 Razorswords</b>	<b>01-110</b>	<b>4</b>	<b>melee</b>	<b>d20+31 ea.</b>	-	<b>4pts</b>
<b>Doom Sphere</b>	<b>01-95</b>	<b>1</b> 3 rounds to generate	<b>860m</b>	<b>3d20+40</b> organics or <b>6d20+40</b> to electronics	once every 10 days <b>1/</b>	-
<b>Electromagnetic Pulse</b>	<b>01-122</b>	<b>1</b>	<b>86m</b>	<b>d10</b> or <b>d100</b> to cyborgs and machines	twice per day per rank <b>22/</b>	-
<b>Assault Shotgun</b>	<b>110</b>	<b>2</b>	<b>30m</b>	<b>3d10+6</b>	<b>40/</b>	<b>3pts</b>

**Mutations:** **Electromagnetic Pulse** (no.32)/ **Arid Adaptation** (no.8)/  
**Bladed Limbs (2)** (no.15)/ **Heal Touch** (no.43)/ **Doom Sphere** (no.27)/ **Night vision** (no.61)/ **Radiation Absorption** (no.66)/ **Reserve Heart** (no.69)/

**Skills:** **Climb** 3pts/ **Grapple** 3pts/ **Dodge** 5pts (-17 DV)/ **Weapon Expert: shotguns** 3pts & **swords** 4pts (including bladed limbs)/ **Stealth** 3pts/ **Negotiate** 2pts/ **Pilot** 2pts/ **Driver** 4pts

**Valuables:** Bejewelled medals, rings, necklaces worth 3000+2d1000sp

**Clothing and Equipment:** Spare 40 round drum for assault shotgun, advanced binoculars, digital spotting scope, d6 anti-toxin injectors, 2d6 adv. frag grenades, blue cloak, rad suit, gasmask, adv. communicator, and sniper rifle with bipod and 3d6 HCR rounds.

**Description:** The heroic champion of The Northern Freehold, Noxtoth the Spirited, is a fifty something year old brute of a mutant. He exhibits an incredibly well muscled frame, a pair of bladed limbs growing from his sides just below his regular massive arms, an elongated torso filled with several spare and highly useful organs, a crew cut of white hair, and bluish-gray skin. Whenever seen outside his private quarters he dons a customized suit

of heavy combat armor, combat helmet, and load of impressive relic weapons.

Noxtoth was born north of the Crossroads Region in a city called Ventura. As a youth, he migrated south with his mother, the slave of a fierce raider chieftain, his father. The chieftain, having fallen in love with his mother after Noxtoth was born, became fond of the boy and declared Noxtoth his legitimate heir. A dispute with other children of the raider led to a bloody inter-family feud, which after a few months, Noxtoth, age seven, survived and reigned supreme. His Father, wishing to settle down, moved the gang to Overpass's growing Undercity slum and had his followers give up crime and join the Northern Freehold militia. Upon reaching adulthood, Noxtoth joined the Overpass military and sped through the ranks after a series of daring battles with both the Purists and Aberrationists. On a dozen occasions, Noxtoth's quick thinking, strategic and tactical smarts and raw combat prowess seemed to save the day for the struggling city. Declared General of the Army at the age of 37, Noxtoth has since guided Overpass to glory a hundred times.

Noxtoth the Spirited is always on the look out for rare talent, such as often seen among excavators. He is eager to recruit them for single missions or permanent roles in the forces of the Northern Freehold.

## Geshrod

**Commander of Geshrod's Marauders**  
The Mutant Epoch RPG Crossroads Region Gazetteer NPC

Type: **Cyborg** EF: **1298** Rank: **9**  
Caste: **Raider Chieftain** Faction: **No affiliation**  
Gender: **Male** Age: **36**  
Read/ Write?: **Yes** Do Math?: **Yes**  
Personality: **Ambitious, Ruthless and Cunning** Swim Ability: **Fair**  
Sexual Orientation: **Heterosexual** Height: **202cm**  
Handed: **Right** Religion: **None** Weight: **115kg**  
Languages Spoken: **English, Spanish, some Skullock**

Endurance: **122\*** /

\*Force Field Generator -10 DMG per round not per strike)

Strength: **97** (+14 dmg/+70% throw range)

Agility: **86** (-12 DV/+1.5 meters movement)

Accuracy: **117** (+20 SV)

Intelligence: **78**

Willpower: **93**

Perception: **85** (+3 initiative)

Appearance: **37**

**Defense Value: -94** **Armor Worn:** Dodge skill 6 pts -20/Heavy  
Combat -40 & Combat helmet -7 / Alloy Skeleton -10/ power arm  
-5/ Agility -12

**Movement: 7m or 5.5 armored**



Attack Mode	Strike Value	Rate	Range	Damage	Ammo/Uses	Skill Points
Power Arm (Right)	01-103	2**	melee	2d10+16	4 months per power cell	-
Heavy Machine Gun (Left)	01-108	5	950m	d20+10	30/ Plus d3 spare full 30 round magazines in pouches	4pt
Pulse Laser (left eye)	01-113	4 per burst	400m	d12	40 bursts/	-

\*\* Because at ranks 7+ characters get 2 melee attacks per round

**Implants:** Alloy Enhanced Skeleton (No.3) -10 DV, kick 2d10+14 DMG/  
Force Field Generator (No.15) -10 DMG per round, 200 rounds use per power  
cell / Optical Enhancement with Pulse Laser and Night Vision (No.30) / Power  
Arm on right side (No.35) / Detachable Lower Arm (No.10) / or Heavy Machine Gun  
Weapon Arm on left side (No.50)

**Skills:** Pilot 4pts/Driver 5pts/Riding 5pts/Gambler 3pts/Wilderness  
Survival/ Barter 4pts/ Negotiating 3pts/Medic 1pts/ Tracking 4pts/ Stealth  
2pts/ Grapple 2pts/ Brawling 5pts/ Dodge 6pts (-20 DV)/ Weapon Expert  
Machine Guns 4pts/ Climb 3pts/ Technician Skills: Mechanical 4pts, Robotics  
2pts, Computer 2pts, Electrical 2pts

**Valuables:** 3d100gp, d100sp, gems and jewels worth 2000+d1000sp,  
old world military metal collection worth 1000+2d1000sp, Golden relic  
pen worth 400+2d100sp

**Clothing and Equipment:** d3 spare 30 round mags for machine gun arm,  
2d6 spare full and d6 drained power cells. He also carries relic revolver with  
a pearl handle, supposedly one of General George Patton's, loaded with 6  
high caliber pistol rounds (has 3d20 spares). He has a gasmask, d6 anti  
toxin injectors and advanced binoculars as well as cold weather clothing.

**Description:** The organization, tactics and outfitting of Geshrod's Marauders  
are described on page 321, here instead, are details about Geshrod himself.

Being the descendant of previous men going by the Geshrod name,  
Andre Geshrod is the first born son of his Father Martin Geshrod and one  
of his slave-brides. Growing up amongst the dust, oil and whine of en-  
gines, the life of a road warrior is all Andre has ever known or ever loved.  
He has been in more combat engagements than most senior officers in  
any factional army, and suffered grievous wounds to show for it. So bad

were his injuries after one engagement with a powerful dig team, that he  
had to be rebuilt as a cyborg in the Purehold Republic in the Shattered  
Region. The fee for the surgery was high, plus Geshrod's promise never to  
raid a Purehold convoy or detachment in any region, and make no moves  
to cross into Purehold territory except under trade circumstances.

Geshrod, now a well constructed cyborg, has become emboldened  
and when not commanding his scrap built tank 'Augusts' will engage tar-  
gets in a dune buggy, dirt bike or aboard one of his motorized force's ultra  
light aircraft. Having an alloy enhanced skeleton, force field generator,  
pulse laser and night vision optics eyepiece combo, and other impressive  
implants, he feels indestructible. Leading from the front, he inspires his  
marauders to tackle ever larger trade caravans, ever more well equipped  
bands of Freehold Scouts or excavation teams, and in so doing, attracts  
like minded recruits, fosters alliances with other outlaws, and comes closer  
to fulfilling his dreams of regional conquest. Of late, Geshrod has been  
reading about Genghis Khan and the Mongolian Empire of the ancient  
world, and seeks to emulate the Khan as the next steppe emperor.

Of course, Geshrod has made many enemies from among every faction,  
cult, trade association and humanoid tribe. Galespit, the Northern Freehold  
and several other independent groups have posted a massive 12,000 sp  
bounty on Geshrod's destruction. Anyone who can kill the man and defeat his  
mighty raider band, are also allowed to keep everything the marauder owned,  
except for a few slaves claimed by their respective loved ones.

Geshrod and his marauders haunt the Inter-State, the Ramps, Broken  
Highway, as far south as the Caprician Plain, west as far as Fever Lake, and  
north to the lip of the Rip Canyon. The raiders live on the road and encamp  
among tumbled ruins, ravines and mounds of ancient vehicles.

## Hynro the Slaver

The Mutant Epoch RPG Crossroads Region Gazetteer NPC

Type: **Mutant**  
 Caste: **Kidnapper, Bounty Hunter, and Slaver**  
 Gender: **Male**  
 Read/ Write?: **Yes**  
 Personality: **Calculating, cold and remorseless**  
 Sexual Orientation: **Heterosexual**  
 Handed: **Right**  
 Religion: **None**  
 Languages Spoken: **English, Spanish, Skullock, some Chinese**

EF: **897** Rank: **8**  
 Faction: **No affiliation**  
 Age: **31**  
 Do Math?: **Yes**  
 Swim Ability: **Strong**  
 Height: **224cm**  
 Weight: **118kg**

Endurance: **137 /**  
 Strength: **98** (+14 dmg/+70% throw range)  
 Agility: **112** (-18 DV/+2.25 meters movement)  
 Accuracy: **93** (+8 SV)  
 Intelligence: **44**  
 Willpower: **86**  
 Perception: **76** (+2 initiative)  
 Appearance: **21**

Defense Value: **-64 or -80 vs bullets** Armor Worn: Scales -8/  
 Dodge -14/Ballistic hide -4 or -20 vs bullets/ Scrap Relic -20/ Agility -18  
 Movement: **8.25m or 7.5m armored**

Initiative: **+2** Base Strike Value: **01-79**



Attack Mode	Strike Value	Rate	Range	Damage	Ammo/Uses	Skill Points
Brawling	01-92	2	melee	2d6+20 stun	-	6pt
Great Sword	01-96	2	melee	d20+29	-	5pt
Peeling Radius	Automatic Harm	Up to 24 rounds, per use	10m Radius	d6	twice per day per rank 16 uses/	-
Stun Rifle*	01-112	1	2 km	2d20+16 stun	20/	3pt

\* Specialized relic variant that only inflicts stun damage, otherwise same as Laser Carbine

**Mutations:** Peeling Radius (no.62)/ Scaled Skin (no.71)/ Fangs Regular sized (no.36)/ Arid Adaptation (no.8)/ Ballistic Hide (11)/ Increased Cellular Activity (no.50) heals 3x faster: thus heals 48 END per day

**Skills:** Wilderness Survival/Negotiate 6pts/Barter 5pts/Medic 2pts/Driver 3pts/Climb 3pts/Pilot 3pts/ Brawling 6pts/ Dodge 4pts (-14 DV)/ Stealth 5pts/ Grapple 5pts/Weapon Expert: Axes rifles 3pts, swords 5pts/ Disguise Artist 2pts

**Valuables:** 100+3d100gp, d1000sp, gems and plastic worth 2d1000sp, jewelled relic dagger worth 600+d1000sp

**Clothing and Equipment:** Communicator headset, 3d6 full power cells and 2d6 drained power cells. 2d6 frag grenades, d6 tear gas grenades, d3 pairs of relic handcuffs, and a fully loaded pocket pistol hidden in his left boot. Drab everyday farmer's clothing, wig, and disguise kit.

**Description:** Hynro is a tall, powerfully built, scale covered mutant. Being entirely hairless and tan colored, he looks more reptilian than human; a cold appearance that matches his personality. He wears bits of scrap relic armor, carries stun rifle, great sword and pouch of assorted grenades and gear. When on the hunt for new merchandise, he commands his henchmen with a communicator headset.

Like his competitor, Fakmal the Obese, Hynro runs his slave trade business out of the Dominion of Aberratia, with his head office underground someplace in Newburg.

Where Fakmal actively hunts anybody he can catch and convert to merchandise, Hynro is more selective. In fact, as mentioned in the Heroes, Outlaws and Organizations portion of this book on page 320, Hynro is more of a for hire kidnapper than a true slaver. He operates by taking orders and coin deposits from collectors throughout the region, then, with his request forms in hand, calls up his network of minor slavers to be on the look out for either a specific person, or a person matching the desired qualities of one on

the list. Once the target is located, local agents will plan and conduct their slave acquisition exercise. If the slave is particularly valued, hard to get at, or exceedingly tough, Hynro himself will grab his stun rifle and other gear and take an unmarked airship to the target location to handle the capture himself. He has even been known to work with both Fakmal and Travails of Steel Hill in harvesting large numbers of slaves at one time. The three heartless men frequently contact each other via video linked communicators to deal among themselves, trading stock region wide.

Hynro was as slave as a child, but so too, watched as Purists impaled his mother and father alive. He has a special hatred for Purists, thus his preferential status among the higher ups in the Aberrationist hierarchy. Unlike many other slavers, except for Fakmal, he understands what it is to be property, to suffer constant fear and abuse. He is matter of fact about it all, however, and says: "It's not personal. Just business. Everybody has to make their way in the world. Some serve, others obey, and really we are all slaves to murderous mother nature."

Although few can give him credit for anything, he has freed dozens of slaves and turned around and employed them as agents, likewise, he has a harem of over twenty women, from which he has fathered thirty two offspring. Any child born to him he automatically makes a free person, and in the years ahead, when they grow to adulthood, he plans to employ them all in his growing organization.

In recent years, he has petitioned the Arch Magistrate of the DOA to give him land near Red Field on which to build a new town, a slave dealership the likes no one has ever seen before.

In spite of his better than usual treatment of slaves, he is ruthless to those who are disobedient or try to escape, and will personally beat and sometimes kill any who don't submissively grovel at his feet and avert their eyes when he is nearby.

The authorities of Steel Hill offer a 3000sp for his head, while Overpass offers 5600sp. Learn more on page 320.

## Margaret O'Finny

### Sadist and Raider Boss

The Mutant Epoch RPG Crossroads Region Gazetteer NPC

Type: **Ghost Mutant**      **EF: 655**      **Rank: 6**  
 Caste: **Exiled Murderess**      Faction: **No affiliation**  
 Gender: **Female**      Age: **44**  
 Read/ Write?: **Yes**      Do Math?: **Yes**  
 Personality: **Sadistic Megalomaniac**      Swim Ability: **poor**  
 Sexual Orientation: **bisexual**      Height: **182cm**  
 Handed: **Right**      Weight: **72kg**  
 Religion: **None**  
 Languages Spoken: **English, Spanish, Skullock**

Endurance: **73** /  
 Strength: **57** (+6 dmg/+30% throw range)  
 Agility: **61** (-6 DV/+0.75 meters movement)  
 Accuracy: **83** (+10 SV)  
 Intelligence: **61**  
 Willpower: **83**  
 Perception: **58** (+1 initiative)  
 Appearance: **42**

**Defense Value: -54/-70 vs bullets**      **Armor worn:** Dodge skill 4 pts -14/ballistic vest under scrap relic -24 or -40 vs. bullets / Agility -10  
**Movement: 6.75m** unarmored **5.75m** armored

**Initiative: +1**      **Base Strike Value: 01-77**



Attack Mode	Strike Value	Rate	Range	Damage	Ammo/Uses	Skill Points
HC Auto-Pistol	01-103	2	250m	d20+22	20*/ <small>*Spare mag contains d20 more HCP rounds</small>	6pt
Heat Pulse	01-86	1	249m	d20+20	two times per day per rank 12 day/	-
Stun Ray <small>from hand</small>	01-87	1	166m	2d20 or x2 to cyborgs and machines	three times per day per rank 18 day/	-
Telekinetic Rock Throw	01-166	1	83m	d20+3	four times per day per rank 24 day/	-

**Mutations:** Telekinesis no.84/ Agony Sphere no.4/ Stun Ray no.82/ Heat Pulse no.44

**Skills:** Climb 2pts/ Grapple 2pts/ Negotiating 4pts/ Dodge 4pts (-14 DV)/ Weapon Expert Pistols 6pts/ Stealth 4pts/ Wilderness Survival

**Valuables:** 3d100gp, 2d100sp, jewelry worth 1000+2d1000sp

**Clothing and Equipment:** Dagger, torture tools, field medical kit, substance reader, common warm weather gear, fur coat, emergency survival pack with 20 days dried rations for quick evacuation of camp.

**Description:** The younger sister of Albrads O'Finny, ruler of Galespit, Margaret is a not unpleasing looking middle aged women with long blonde hair, full build and confident, malicious air. A ghost mutant, she exhibits the mutations of telekinesis, agony sphere, heat pulse and stun ray.

She was banished a half decade ago after being accused of capturing, torturing and ultimately murdering twelve people. Her victims were mostly visitors to Galespit, but four of them were the loved ones of locales. When she was banished instead of executed, the people of Galespit lost much of their respect for Albrads 'Old Man' O'Finny and civil strife occurred for some months afterward, and simmers to this day. Warned never to return to Galespit, Margaret fell in with a gang of psychopathic raiders and ultimately became their leader. This nameless mob established several well hidden, well defended woodland camps in nearby forest areas.

Her band of rapists, sadists and joy killers consist of 4d6 raiders, 3d6 warmorts, 5d6 renegade skullocks, d3 garnocks, and a dozen other weird

humanoids and intelligent but thoroughly deranged life forms. They are only moderately loyal to Margaret and come and go as they please, robbing and murdering across the countryside for many kilometers around their main camp. If confronted by superior forces, especially those seeking the bounty on Margaret's head, her outlaws will be just as likely to flee as stand beside her in a battle.

Margaret keeps a collection of 2d6+2 captives, held in small scrap metal and bone cages. These she toys with in elaborate humiliation, torture and occasional kill shows for her assembled mad men and marauders. Although evil and thoroughly deranged, Margaret O'Finny tries to restrain herself from killing her prisoners, and some, who serve as her terrified lovers, last for up to a year before something goes wrong and the concubine turns up dead in the morning.

While brave enough when accompanied by plenty of her henchmen, she will hesitate to order the attack on a powerful band of relic armed or extensively mutated excavators, or worse, face off against such enemies as Geshrod's Marauders, Bosworth's Clan or the skullocks of the Grotha-Patteraks nation. Furthermore, certain townfolk of Galespit have organized a reward for anyone who can bring Margaret to justice, dead or alive, and will pay 2473 silvers for her elimination. Being the sister of the ruler of Galespit, however, any attempts to hunt down and kill Margaret must be kept secret from Albrads and other O'Finny clan members.

Read more about Margaret O'Finny the Flyer on page 264

## Optimorra the Magnificent Merchant Dictator of Safe Port

The Mutant Epoch RPG Crossroads Region Gazetteer NPC

Type: **Mutant** EF: **761** Rank: **7**  
 Caste: **Warlord and Merchant Tycoon** Faction: **Safe Port**  
 Gender: **Male** Age: **43**  
 Read/ Write?: **Yes** Do Math?: **Yes**  
 Personality: **Cunning, Wicked and Greedy** Swim Ability: **Fair**  
 Sexual Orientation: **Heterosexual** Height: **202cm**  
 Handed: **center arm** Religion: **None** Weight: **136kg**  
 Languages Spoken: **English, Spanish, Skullock, and a few trade phrases in dozens of old world tongues**

Endurance: **144** /  
 Strength: **89** (+12 dmg/+60% throw range)  
 Agility: **73** (-8 DV/+1 meter movement)  
 Accuracy: **84** (+10 SV)  
 Intelligence: **92**  
 Willpower: **89**  
 Perception: **63** (+1 initiative)  
 Appearance: **14**

Defense Value: **-60** Armor worn: Dodge skill 3 pts -11/Combat armor -35 / Agility -8/ bone studs -6  
 Movement: **7m or 6m armored**

Initiative: **+1** Base Strike Value: **01-79**



Attack Mode	Strike Value	Rate	Range	Damage	Ammo/Uses	Skill Points
Razor Sword	01-95	2	melee	d20+29	-	3pts
Brawling	01-88	2	melee	2d6+14	-	4pts
Electrical Pulse from hand	01-99	1	623m	d20 or 3d20 to cyborgs and machines	three times per day per rank <b>21/</b>	-
Assault Rifle	01-88	3	900m	d20+6 each	<b>30/</b> plus d3 spare 30 round magazines	3pt

**Mutations:** Acid Blood (no.1)/ Electrical Pulse (no.31) (see attack mode above)/ Foul Flesh (no.39)/ Body Regeneration (no.18) 3 trait points healed per hour/ Immunity to radiation (no.49)/ Bone studs -6 DV

**Skills:** Barter 5pts/ Climb 2pts/ Negotiate 7pts/Lying 5pts/ Grapple 1pt/ Brawling 4pts/ Dodge 3pts (-11 DV)/ Weapon Expert: Swords 3pts Rifles 3pts

**Valuables:** 3d100gp, d100sp, and assorted jewelry and plastic baubles worth 4000+d1000sp

**Clothing and Equipment:** d3 extra 30 round magazines for assault rifle, silk tie, modified suit jacket and dress shirt, advanced communicator, binoculars, fully loaded auto-pistol in hidden ankle holster, switchblade knife, anti-toxin injector, baggy of 3d6 Remission Fern leaves (see page 368), stop watch, gasmask, d6 advanced frag grenades and a box of cigars.

**Description:** As mentioned on page 301, Optimorra is the second ruler of the Jensen Clan to rule the independent barter town of Safe Port. Employing elite mercenaries called 'The Immortals', along with a large band of raiders called Foster's Freebooters. Optimorra the Merchant has established himself as a cunning, resourceful and brutal dictator. He is a rust red colored, bald, bone studded hulk of a man, prone to wearing odd getups involving ancient business attire intertwined with combat armor and excessive jewelry and plastic baubles.

His rule is characterized by cruel excess, over taxation, surveillance, distrust and more akin to an occupation rather than anything resembling legitimate governance by a locally chosen leader. To stay in power, he uses the taxes taken from citizens and trade to pay his mercenaries. On account of the occasional desertion or killing of his hired troops, Optimorra is always on the lookout to recruit fresh mercs, so long as they are able to pass his tests and look like they can handle themselves in a fight. Hiring strangers in a post-apocalyptic world isn't so easy, however, as references are hard to come by and one must be an excellent judge of character. Being a mutant, he is suspicious of all-pure stock groups of visitors, so too, bands of mutant-only travelers also unnerve this big overlord. Only mixed race groups of brigands, mercenaries, and morally corrupt diggers appeal to the merchant, whom he will have approached and a job offer presented, often after observing the newcomers for a day or two.

Optimorra is ambitious beyond the mere control of one smallish town. If he could only put down the local rebellion, deal with hostile humanoids and fend off the recurrent attacks by sea borne raiders, he believes he could muster a sizable army and spread his control. Hiring the crew and Captain of the Naga, a freelance battle barge, has been his most recent move in strengthening his armed forces. His next goal, besides raising his son Amodka to become the next ruler of Safe Port, is to establish trading post-garrisons at the old town sites of True Home and Newton Point.

## Metago the Harvester

### Serial Killer and Cult Leader

The Mutant Epoch RPG Crossroads Region Gazetteer NPC

Type: **Infiltration Bioreplicant**  
 Caste: **Deranged Murderer**  
 Gender: **Male**  
 Read/ Write?: **Yes**  
 Personality: **Calculating, Heartless and Evil**  
 Sexual Orientation: **No sex drive/ sterile**  
 Handed: **Ambidextrous** Religion: **None**  
 Languages Spoken: **English and Spanish**

EF: **612** Rank: **6**  
 Faction: **Mecha/Purehold**  
 Age: **9**  
 Do Math?: **Yes**  
 Swim Ability: **Excellent**  
 Height: **196cm**  
 Weight: **122kg**

Endurance: **102 /**  
 Strength: **85** (+12 dmg/+60% throw range)  
 Agility: **110** (-16 DV/+2 meters movement)  
 Accuracy: **105** (+14 SV)  
 Intelligence: **70**  
 Willpower: **85**  
 Perception: **90** (+3 initiative)  
 Appearance: **50**

Defense Value: **-69**  
 Armor worn: Dodge skill 7 pts -23/ Tactical armor -30 / Agility -16  
 Movement: **8m or 7.25m armored**

Initiative: **+3** Base Strike Value: **01-81**



Attack Mode	Strike Value	Rate	Range	Damage	Ammo/Uses	Skill Points
Martial Arts	01-96	2	melee	2d6+19	1/	6pts
Assault Rifle	01-105	3	900m	d20+6	30/ <i>Plus extra magazine with 3d10 rifle rounds remaining</i>	5pts
Automatic Pistol	01-105	2	250m	d20+10	30/ <i>Plus extra magazine with 4d10 pistol rounds remaining</i>	5pts
Knives	01-91	4	4.8m	d8+19		5pts

**Skills:** Martial Arts 6pts/Stealth 5pts/ Disguise Artist 4pts/ Climb 5pts/  
 Pick Locks 3pts/ Pick Pockets 2pts/ tracking 4pts/Grapple 4pts/ Knife  
 Fighter 5pts/ Dodge 7pts (-23 DV)/ Weapon Expert: Pistols 5pts Rifles 5pts

**Valuables:** d100sp, old world butcher's Handbook worth 90+d100sp  
**Clothing and Equipment:** Rope, cable, wires, 3 relic handcuffs, , meat hooks, 12 knives for throwing, and a relic butcher's blade collection worth 500+d100sp. Metago wears dirty rags, an assortment of cloaks and footwear and makeup to better allow him to hide in a crowd of regular folk.

**Description:** See page 319 for an overall perspective on this serial killer from the viewpoint of Crossroads Region citizenry.

The truth about Metago is that he is an infiltration bioreplicant from the neighboring Shattered Region. He was decanted in the Pure Hold Republic by genetic engineers looking to make a few elite, independent and adaptive skirmishers. Armed to the teeth in the best relic arms and armor, and accompanied by a squad of sixteen twins, Metago was unleashed upon the Androids and robot trenches in the east. He alone survived the otherwise successful engagement, yet knocked unconscious and captured by the machines.

The Mecha of Cal-64 saw an opportunity to retaliate against the Corporate Secularists of Purehold. After years of trial and error, they managed to insert a chip into Metago's brain with which they could guide the bioreplicant as they did with their cyborg soldiers. Like a Trojan horse, Metago was sent back to the trenches clad as he was when he went to war, and left to be discovered by Purehold personnel. Once inside the corporate capital of Henderson, and after a few months of careful observation, he was released into the general public and given time to recuperate. Instead, he went on a bloody rampage

and murdered several dozen people of all ages and genders, selecting targets that he could get alone, hang by their feet and bleed out. The so called assassination programming of the Mecha was actually abattoir software from an automated butchery. In short, Metago kills as if he is preparing hogs, and unless forced to fight like the soldier he was made to be, always uses slaughterhouse practices.

Metago has embraced his serial killer-butcher identity and gathered a small retinue of junior psychopathic killers to his side. These followers see Metago's strength, speed and devotion to slaughter as a religious sign, and worship the bio-replicant at the blood splashed ceremonies he performs. Seeing the value for underling cannon fodder, Metago welcomes new recruits and even trains them on how to kill, and consume the blood of their victims. For his part, Metago is brain damaged and not entirely in his own control. He never really was, as he was created and sent into battle within months of his gaining consciousness. If hit with an electromagnetic pulse that does more than 30 damage to him, the Mecha chip in his head will be fried and he will wake from his murderous insanity, and immediately make every effort to either kill androids and robots, even inactive or unthreatening ones, and return to Henderson to report to duty, having no memory of his prior gory dealings.

Metago is a master with rifles and pistols, daggers, as well as a skilled martial artist, stealth practitioner and disguise artist. He makes his main blood cult shrine and home in Overpass, but travels throughout the region butchering anyone he can abduct in relative seclusion. When met, he will usually be accompanied by 4+d6 blood worshippers. Treat these cultists as assassins on the Typical Humans Table, page 137 of the hub rules.

## Lamonto the Exorcist

### Battle Priest of Witch Burn

The Mutant Epoch RPG Crossroads Region Gazetteer NPC

Type: **Pure Stock**  
 Caste: **Warrior-Executioner-Priest**  
 Gender: **Male**  
 Read/ Write?: **Yes**  
 Personality: **Dedicated and Sadistic**  
 Sexual Orientation: **Heterosexual**  
 Handed: **Left**  
 Religion: **Puristalism**  
 Languages Spoken: **English, some Spanish and Chinese**

EF: **2090** Rank: **11**  
 Faction: **Holy Purist Empire**  
 Age: **39**  
 Do Math?: **Poorly**  
 Swim Ability: **Can't Swim**  
 Height: **194cm**  
 Weight: **92kg**

Endurance: **117** /  
 Strength: **105** (+14 dmg/+70% throw range)  
 Agility: **96** (-14 DV/+1.75 meters movement)  
 Accuracy: **99** (+14 SV)  
 Intelligence: **45**  
 Willpower: **87**  
 Perception: **69** (+2 initiative)  
 Appearance: **31**

Defense Value: **-58**  
 Armor worn: Dodge skill 4 pts -14/Tactical Armor -30 / Agility -14  
 Movement: **7.75m or 7m armored**

Initiative: **+2** Base Strike Value: **01-90**



Attack Mode	Strike Value	Rate	Range	Damage	Ammo/Uses	Skill Points
Brawling	01-101	2	melee	2d6+18 <small>stun</small>	-	5pt
Stun Stick	97	2	melee	2sd20 <small>stun</small>	40/	1pt
Assault Rifle	01-106	3	900m	d20+4	30/ <small>Plus d3 extra full magazines</small>	2pts
Razor Sword	01-114	2	melee	d20+39	-	7pt

**Skills:** Grapple 3pts/ Brawling 5pts/ Stealth 4pts/ Climb 5pts/Dodge 4pts (-20 DV)/ **Weapon Expert:** Rifles 2pts, swords 7pts/ **Forgery/ Junk crafter** 5pts/ **Lying** 3pts/ **Negotiating** 4pts/**Pick Locks** 3pts/**Pick Pockets** 2pts/**Riding** 5pts/**Tracking** 4pts/**Wilderness Survival/Navigate by Stars**

**Valuables:** Purist bejewelled insignia, medals 3000+d1000sp, 2d100gp, d100sp

**Clothing and Equipment:** 2d6 spare mini power cells, Fur lined cape, bag containing dozens of dried ears from assorted mutants, relic BBQ lighter, relic handcuffs, communicator, d6 frag grenades, and in his quarters, a fully powered, and loaded suit of Interceptor Shell class armor.

**Description:** Lamonto is a brutish pure stock with a shaved head, piercing blue eyes and seemingly boundless energy. He commands Witch Burn, the prison and execution fortress within sight of Steel Hill on the shores of Promise Bay. Chosen for his role over a decade ago, Lamonto applied the same fervor and dedication to the soul liberation ceremonies of Witch Burn that he enjoyed in the field as a Mutant Slayer. At first, he was content to merely observe most of the torture sessions and killings performed by other Priests. In time, he became unsatisfied with the methodical, chore-like manner in which cyborgs,

beastial humans, synthetics and mutants were 'soul freed'. He felt it was too humane, to merciful and did not please God.

He stepped in with a whole new repertoire of heinous torture and execution techniques. Having studied old world torture books, especially those of the Spanish Inquisition, Lamonto taught his executioner-priests both a renewed passion for their craft, and dozens of new and terrible methods of liberating the trapped souls caught within the monsters of impure men, machines and beasts. Now, his only real joy in life is knowing that he is freeing pure souls from their hellish imprisonment in flesh, plastic or metal. With the flame and smoke of their burned bodies, he can almost see the winged divine 'true self' of each victim rise up into the sky, smiling down at him in blessed gratitude.

This exorcist is one of the few warriors in the region to own an operational suit of shell class armor. He normally protects himself in a blood stained suit of tactical armor, preferring to only wear the precious relic suit when on an outwall mission or Witch Burn comes under attack. The intruder shell was once desert camo but purist technicians have painted it white and ornamented it with jewels, gold flaming dagger emblems and the teeth of particularly famous mutants or savages predators, all of which this merciless killer has himself dispatched. When not engaged in killing non-humans, Lamonto spends his time in prayer, body building, and teasing and tormenting captives in the lower dungeons of Witch Burn.

## Burgess Ballentine

*'The Hand of God'*

**Blessed Father of Righteousness**

The Mutant Epoch RPG Crossroads Region Gazetteer NPC

Type: **Pure Stock Human** EF: **3562** Rank: **13**  
 Caste: **Holy Warrior and Priest** Faction: **Holy Purist Empire**  
 Gender: **Male** Age: **47** Do Math?: **Yes**  
 Read/ Write?: **Yes** Swim Ability: **Fair**  
 Personality: **Impatient, Dogmatic and Cruel** Height: **207cm**  
 Sexual Orientation: **Heterosexual** Weight: **103kg**  
 Handed: **Right** Religion: **Puristalism**  
 Languages Spoken: **English and poor Spanish**

Endurance: **123** /  
 Strength: **106** (+16 dmg/+80% throw range)  
 Agility: **87** (-12 DV/+1.75 meters movement)  
 Accuracy: **104** (+14 SV)  
 Intelligence: **56**  
 Willpower: **108**  
 Perception: **79** (+2 initiative)  
 Appearance: **29**

**Defense Value: -76**  
**Armor Worn:** Dodge skill 5 pts -17/ Heavy Combat Armor -40 and  
 Combat Helmet -7 / Agility -12  
**Movement: 7.5m**

**Initiative: +2 Base Strike Value: 01-92**



Attack Mode	Strike Value	Rate	Range	Damage	Ammo/Uses	Skill Points
Martial Arts	01-109	4	melee	2d6+25 stun	-	7pts
Knife Throwing	01-105	2	18m	d20+23	16/	5pts
Heavy Machine Gun	01-105	5	950m	d20+18	30/ <i>Plus extra magazine with 10+d20 rifle rounds remaining</i>	4pts
Automatic Pistol	01-105	2	250m	d20+6	30/ <i>Plus extra magazine with 20+2d10 pistol rounds remaining</i>	3pts
Battle Axe	01-108	2	melee	d20+30	-	5pts

**Skills:** Knife Thrower 5pts/Stealth 4pts/ Climb 4pts/ Grapple 3pts/ Martial Arts 7pts/ Dodge 5pts (-17 DV)/ Weapon Expert: Machine Guns 4pts Pistols 3pts Axes 5pts

**Valuables:** Purist Religious Jewelry worth 4000+2d1000sp, 2d100gp.  
**Clothing and Equipment:** Sacred robes and head scarf worn over armor. Staff of the Purple Order, Fully loaded pocket pistol sewn into robe's collar. Dart pistol loaded with 6 type D paralysis poison darts, advanced communicator, advanced binoculars, night vision headgear, gasmask, 2d6 advanced frag grenades, substance reader, DNA scanner, Purist Bible, purist holy symbol made from mutant bones, bag of mutant scalps, ears and other body parts from his victims.

**Description:** Equal to the Sainted Mother in status, and having only the Vicar above him in status, Burgess is the head of the Hermilage and all Brothers of the Purple Order. He is also second in line to succeed Horace should anything unfortunate happen to the divine leader. While away at the Capital or front lines for many days each month, Burgess spends the remainder of his time in Hermilage attending to the Brotherhood, but spends little time directly subjecting unwilling converts to the Purist Faith.

As noted on page 190, Burgess is outwardly a devout follower of the current Vicar, Horace the First. Secretly, however, he has his doubts

about the old man and has directed his minions to look into the background and childhood of the Imperial head. The records prove to be scant and misleading. Attempts to learn more about Horace frustrated by the Vicar's own bureaucrats. Furthermore, Burgess is annoyed with his superior for the slow pace of the war against the infidels. The fact that God is on their side in all things should mean that a war on two or more fronts, against more numerous but divinely accursed inferiors, should be feasible, if not an outright show of faith. Worse, his superior is old and weak but still won't drop dead. Month after month the old man survives growing ever more isolated, unapproachable and weird.

Born in the sinner city of Overpass, Burgess has a special hatred for the current rulers of the Northern Freehold, and while the Mutant Supremacists of Aberratia are more feared and hated by the HPE, this man dwells overmuch on the conquest of Overpass, and sends his agents there on frequent missions, often against his superior's wishes.

When forced into battle, this large, fit man dons a white suit of heavy combat armor, straps a laser sword to his waist and totes a heavy machine gun into the fray.

Although Brothers of the Purple Order are sworn to celibacy, he covertly enjoys the company of several uninitiated Nuns of Purity who are brought to him at the insistence of Agathez Gabriella, Sainted Mother of the Convent, herself once his lover.

## Agathez Gabriella Remington

### Purist Sainted Mother

The Mutant Epoch RPG Crossroads Region Gazetteer NPC

Type: **Pure Stock Human** EF: **1269** Rank: **9**  
 Caste: **Purist Mother Superior Nun** Faction: **Holy Purist Empire**  
 Gender: **Female** Age: **48**  
 Read/ Write?: **Yes** Do Math?: **Yes**  
 Personality: **Controlling, Hypercritical and Vicious** Swim Ability: **Strong**  
 Sexual Orientation: **Homosexual** Height: **186cm**  
 Handed: **Right** Weight: **60kg**  
 Religion: **Puristalism**  
 Languages Spoken: **English, Spanish, and cuss words and insults from dozens of languages**

Endurance: **85** /  
 Strength: **77** (+10 dmg/+50% throw range)  
 Agility: **126** (-24 DV/+3 meters movement)  
 Accuracy: **132** (+26 SV)  
 Intelligence: **86**  
 Willpower: **109**  
 Perception: **98** (+2 initiative)  
 Appearance: **33**

**Defense Value: -73** Armor worn: Dodge skill 4 pts -14/Combat armor -35 / Agility -24  
**Movement: 9m or 8m armored**

**Initiative: +2** Base Strike Value: **01-99**



Attack Mode	Strike Value	Rate	Range	Damage	Ammo/Uses	Skill Points
Martial Arts	01-99	4	melee	2d6+15	-	5pt
Sniper Rifle	01-133 or 01-205*	1 or 1/2*	2km	2d20+12	20/ <i>Plus extra magazine with 2d10 HCR rounds remaining</i>	6pt
Razor Sword	01-117	2	melee	d20+29	-	4pt

\*For carefully aimed shots only. Agathez must be stationary, taking an extra round to aim using a scope (+20) and bipod( +10)

**Skills:** Negotiate 5pts/Stealth 6pts/ Disguise Artist 2pts/Climb 4pts/ Grapple 2pts/ Martial Arts 5pts/ Dodge 4pts (-14 DV)/ Weapon Expert: Pistols 3pts, Swords 4pts/ Forgery /Lying 5pts/Sniper 6pts/ Tracking 5pts/Wilderness Survival 6pts/Nav by Stars/ Riding 4pts  
**Valuables:** Sainted Mother's bejeweled crown, robes and sacred jewels worth 9000+d1000sp.

**Clothing and Equipment:** Traditional scope, bipod (+10 SV on carefully aimed shots) and spare magazine for sniper rifle. She conceals a fully loaded pocket pistol in her headdress, and running down inside each sleeve of her robes are wrist guns. When in battle or on a hunt, she will wear combat armor and carry 3d6 frag grenades and d4 nerve gas grenades. She also packs a gasmask, 6 anti-toxin injectors, advanced communicator, spotting scope and DNA scanner when afield.

**Description:** Rarely leaving the divine walls of The Convent, except to hunt big game and winged mutants with her beloved sniper rifle, this supreme woman of the Holy Purist Empire is a middle aged, pinch faced fundamentalist. Answering only to the Vicar, she enjoys almost unlimited power, especially over the nuns and female conquistadors of the scrap encased little world of the Convent. Herein, this twisted, sadistic and morally corrupt mistress spends her days issuing strict commands, observing the indoctrination of captives, and at times, personally seeing to the humiliations and torture of willful, heathenish or rebellious wards.

Agathez emerged as the dominant nun of the Purist order in her late thirties, after serving as a Sister of Purity in numerous engagements against Aberrationists, freeholders and other infidels and demonic scum. She is widely known to be one of the best marksmen in the region, and

has bagged at least a 130 mutant infidels to date. Working her way up the ranks through leadership, ruthlessness, an impressive deviant body count and an unmatched knowledge of the Purist Bible, this woman attained the rank of Sainted Mother in 2357 after the sudden death of her predecessor, Heather Estrada. Her former mistress was apparently killed by a spotted scorpion found in her quarters.

Since taking control of the nunnery and the entire order of the Sisters of Purity, she has enlarged the order's ranks, improved their combat training and ensured their involvement further afield to spread the word of the Holy Purist Faith to nearby regions.

Her duties in The Convent often bring her into contact with new converts who have been captured in far off lands. Left alone with the most troublesome of these reluctant devotees, the Sainted Mother is known to break the will of lesser women with savage beatings, cruel denigrations of the subject's former community and caste, and other obscene humiliations.

When forced to leave the Convent, or defend it from attackers, Agathez suits up in to heavy combat armor, arms herself with a razor sword, pouch of 3d6 frag grenades, and submachine gun. If killing mutants or cyborgs, human mockeries, or other freaks is involved, she will delight at the task and be hard pressed to restrain herself from executing even enemy pure stock prisoners.

Although once the lover of the current Blessed father of Righteousness, Burgess Ballentine, this woman has sworn off all heterosexual acts, but out of fondness for the man, chooses nuns in training to travel to Hermilage to satisfy the head monk, as a gift and as a bribe to show favor to her once he inherits the imperial throne. The use of convert-prisoners in this fashion is against all sacerdotal teachings, and continues under strict secrecy.

Learn more on page 190.

## Vicar Horace Truesight

### Leader of The Holy Purist Empire

The Mutant Epoch RPG Crossroads Region Gazetteer NPC

Type: **Ghost Mutant** who believes he is a Pure Stock  
 Caste: **Supreme Leader of Church and State**  
 Gender: **Male**  
 Read/ Write?: **Yes**  
 Personality: **Moody, Indecisive and Conflicted**  
 Sexual Orientation: **Heterosexual**  
 Handed: **Right** Religion: **Puristalism**  
 Languages Spoken: **English and Spanish**

**EF: 5980 Rank: 15**  
 Faction: **Holy Purist Empire**  
 Age: **Physically 34, Chronologically 144**  
 Do Math?: **No**  
 Swim Ability: **poor**  
 Height: **196cm**  
 Weight: **122kg**

Endurance: **128** /  
 Strength: **116** (+20 dmg/+100% throw range)  
 Agility: **97** (-14 DV/+1.75 meters movement)  
 Accuracy: **86** (+12 SV)  
 Intelligence: **79**  
 Willpower: **113**  
 Perception: **71** (+2 initiative)  
 Appearance: **26**

**Defense Value: -78**  
**Armor Worn:** Dodge skill 5 pts -17/Heavy Combat Armor -40 and combat helmet -7 / Agility -14  
**Movement: 7.75m or 6m armored**  
**Initiative: +2 Base Strike Value: 01-92**



Attack Mode	Strike Value	Rate	Range	Damage	Ammo/Uses	Skill Points
Assault Rifle	01-112	3	900m	d20+6	30/ Plus 4 full spare magazines of 30 rnds each	3pts
Martial Arts	01-105	4	melee	2d6+25 stun		5pts
HC Automatic Pistol	01-114	2	250m	d20+10	20/ Plus d6 full spare magazines of 20 high caliber rnds each	4pts
Razor Sword	01-110	2	melee	d20+31		4pts

**Mutations:** **Image Projection** (no.48) / **Mental Screen** (no.55) **Telepathy** (no.85) / **Reserve Heart** (no.69) / **Increased Cellular Activity** heals 45 END per day plus longevity (no.50)

**Skills:** **Negotiate** 7pts/ **Lying** 6pts/ **Disguise Artist** 5pts/ **Riding** 5pts/ **Stealth** 2pts/ **Climb** 2pts/ **Grapple** 2pts/ **Martial Arts** 5pts/ **Dodge** 5pts (-17 DV)/ **Weapon Expert Pistols** 4pts, **Rifles** 3pts, **Swords** 4pts

**Valuables:** Golden staff of Puristalism worth 5000+2d1000sp/ Theocratical robes and crown worth 8000+5d1000sp, jewels worn daily worth 4000+3d1000sp

**Clothing and Equipment:** He wears a spare fully loaded auto-pistol in the small of his back, next to a advanced frag grenade. In battle, he will also carries 6 other advanced frag grenades, a gas mask, 5 anti-toxin injectors, a DNA scanner and a pair of advanced binoculars.

**Description:** As mentioned on page 234 of The Crossroads gazetteer, the current Vicar of the Holy Purist Empire, who was elected to the position eight years ago, is reclusive and decrepit. Furthermore, to many beneath him, the Vicar lacks the ambition of younger men, and is failing to execute the war against the infidels as prescribed in the Purist Bible. His refusals to simultaneously attack the DOA, the Northern and Lower Freeholds, and engage the unbelievers of the Pure Hold Republic in the Shattered Region, are all strikes against him. They believe that, according to the Book, God has promised them victory if they will only have faith and march forth.

Horace Truesight the First is actually far older than he appears, being 144 years old and in remarkably good health. In fact, this fundamentalist, who has slain countless mutants, cyborgs, synthetics and deviant life forms, is himself starting to suspect the worse; unless cursed by the Devil, or blessed by God, then he himself must be a mutant.

Aghast at his continued long life, ever fearful of somebody in the archives of the Hermitage discovering his lineage and thus his true birth date, Horace has become reclusive and indecisive. To do what he has done, to go through the years of denial of his true nature, and gradually accept what he must be, all the while personally butchering fellow mutants, has led him to believe that not only is he a deviant, but so too, insane.

Now, he hears voices in his head. Whole conversations between personalities in his brain. They speak of worries at being discovered by mutant slayers. About illicit relationships, plots, deals, and mundane chores. The voices also discuss options on how to flee Pure Hub before they are discovered. Horace has never assumed that he is a telepath and picking up the mind-speak of ghost mutants. It is all too much for him. Daily, he approaches a psychological breaking point and believes that either he is one of three things. Either a damnable, thrice cursed mutant, or favored by God and thus given gifts to weed out the deviant filth, or else cursed and made the plaything of the Devil.

He surmises that the diabolical one is perhaps keeping him alive, and tormenting his thoughts with the voices of the damned in hell itself. At other times, when feeling more devout and steady, he believes God must be testing him, or gifting him with extra years to fulfill his glorious task of cleansing the earth of mutantkind. Suffering with inner conflict, he maintains his hunched posture, wobbles along with his golden staff like a cane, and plays the part of an elder. His body, in truth, is that of a fit thirty something year old.

While engaged in his own inner battle of self identity, he leaves much in the Empire to subordinates, yet keeps them in tight control lest they unleash all out war on too many fronts, especially Burgess, the eager successor-to-be of the Holy Purist Empire. More on page 190.

## Rantula Maxmorta

### Arch Magistrate of The Dominion of Aberratia

The Mutant Epoch RPG Crossroads Region Gazetteer NPC

Type: **Mutant**  
 Caste: **Elite Warrior and Overlord**  
 Gender: **Male**  
 Read/ Write?: **Yes**  
 Personality: **Scheming, Pompous, and Blood Thirsty**  
 Sexual Orientation: **Heterosexual**  
 Handed: **Right** Religion: **Order of Rask**  
 Languages Spoken: **English, some Spanish**

EF: **4658** Rank: **14**  
 Faction: **DOA**  
 Age: **46**  
 Do Math?: **Yes**  
 Swim Ability: **Strong**  
 Height: **206cm (6'9")**  
 Weight: **127kg (279 lbs)**

Endurance: **142 /**  
 Strength: **133** (+26 dmg/+130% throw range)  
 Agility: **97** (-14 DV/+1.75 meters movement)  
 Accuracy: **110** (+16 SV)  
 Intelligence: **88**  
 Willpower: **121**  
 Perception: **98** (+3 initiative)  
 Appearance: **33**

Defense Value: **-42**  
 Armor worn: Dodge skill 6 pts -20/leathery skin & spikes -18 /  
 Agility -14  
 Movement: **7.75m**

Initiative: **+3** Base Strike Value: **01-95**



Attack Mode	Strike Value	Rate	Range	Damage	Ammo/Uses	Skill Points
Horns	01-128	2	melee	7d10+36	-	5pts
Assault Shotgun	01-125	2	30m	3d10+8	40/	4pts
Mind Crush	Type B INT based HC	1	363m	d20 END + d6 INT	three times per day per rank 42/	-
Devastator Pulse <small>shot from forehead</small>	01-231	1/5 <small>Takes 4 rounds to charge up</small>	121m	3d20 to organics and cyborgs or d100+40 to robots and machines	once per day per rank 14/	-
Laser Pistol	01-119	1	500m	d20+16	30/	3pts

**Mutations:** Horns (7) Regular sized (no.46) / Reserve Heart (no.69) / Mind Crush (no.56) / Advanced Mind (no.3) / Breath Holding (no.19) / Deviant Skin Structure: Fireproof, no damage from flames for 10 rounds, thereafter half. Explosions only do half damage (no.24) / Devastator Pulse (no.25) / Limb Regeneration (no.52) / Hibernation (no.94) / Telpathy (no.85) / **FLAW:** Intense Allergy Perfume if inhaled or via skin contact, END type A haz check or choke to death (no.126)

**Skills:** Weapon Expert: Shotguns 4pts, Pistols 3pts, Axes 4pt,s Horns 5pts/ Stealth 3pts/ Dodge 6pts -20 DV/Climb 3pts/ Grapple 4pts/ Pilot 1pt/ Driver 3pts/Negotiate 7pts/Lying 6pts/Relic Knowledge/ Tracking 4pt/Wilderness Survival/ Bio-Technician 2pt/Gambler 4pt/

**Valuables:** DOA jewelry , cloak and scepter worth 6000+3d1000sp  
**Clothing and Equipment:** Spare full drum of shells for his assault shotgun, gasmask, night vision headgear, Advanced communicator, 2d6 anti-toxin injectors, 6 Advanced frag grenades, Laser pistol and 3 power cells on drop leg holster

**Description:** Along with eleven other magistrates, Rantula Maximorta rules Newburg and the entire mutant supremacist Dominion of Aberratia. He was nominated and elected to the arch-magistrate's chair in

2355 and has been reelected every year since. His grip on power has been maintained through cunning, bribery, kidnapping, thuggery and his own violent outbursts.

He is a firm believer in the Aberrationist cause, and affirms to all that without a doubt, mutant kind will rule the earth within his lifetime. Though a brutal, ruthless mutant, he is also well educated. When not passing judgment, planning military offensives, or enjoying the perversions of the capital, Rantula spends his time in his library. Here, behind locked doors he reads ancient books, watches historical documentaries, and learns from the greatest dictators, generals and criminal masterminds of old. Adolf Hitler, Napoleon Bonaparte, Osama Bin Laden, Rommel, Patton, Alexander the Great, Al Copone, Churchill, Stalin, Schwarzkopf, Ho Chi Minh, Julius Caesar, and hundreds more inspire the Arch Magistrate.

While rarely able to go into battle in person, he never passes up a chance to get into a skirmish with Purists of Freeholders. Being a huge mutant with seven horns, he cannot wear powered armor, but does wear heavy combat armor, carries an assault shotgun with full drum of ammo, laser pistol, razor sword, and pouch of six advanced frag grenades. Besides his horns, he possesses the mutations of regeneration, dual heart, electrical pulse, and immunity to poison.

Also see page 108.

## Travalis the Slaver

**Steel Hill based Human Trafficker**

The Mutant Epoch RPG Crossroads Region Gazetteer NPC

Type: **Pure Stock Human** EF: **924** Rank: **8**  
 Caste: **Slaver and Hostage Taker** Faction: **No affiliation**  
 Gender: **Male** Age: **35**  
 Read/ Write?: **Yes** Do Math?: **Yes**  
 Personality: **Opportunistic, Brutal and Arrogant** Swim Ability: **Excellent**  
 Sexual Orientation: **Heterosexual** Height: **194cm**  
 Handed: **Left** Weight: **98kg**  
 Religion: **None**  
 Languages Spoken: **English, Spanish, and a bit of Chinese**

Endurance: **97 /**  
 Strength: **104** (+14 dmg/+70% throw range)  
 Agility: **112** (-18 DV/+2.25 meters movement)  
 Accuracy: **97** (+14 SV)  
 Intelligence: **58**  
 Willpower: **72**  
 Perception: **79** (+2 initiative)  
 Appearance: **41**

**Defense Value: -83**  
**Armor Worn:** Dodge 7 pts -23/Combat Armor -35 Combat Helmet -7 / Agility -18  
**Movement: 8.25m or 7m armored**

**Initiative: +2 Base Strike Value: 01-85**



Attack Mode	Strike Value	Rate	Range	Damage	Ammo/Uses	Skill Points
Brawling	01-85	2	melee	d20+18 etc	-	6pts
Assault Rifle	01-107	3	900m	d20+8	30/ <i>Plus d3 extra full magazines</i>	4pts
Whip*	01-93*	2	out 3m	d8+20*	-	3pts

\*Whip Wrap: On a strike, user can coil whip around a log, weapon, limb, leg or other pipe-like shape. 70% chance wrap holds. Held victim needs to make strength based HC to pull free each round, with a victim of less strength than whip user forced to make a type E hazard check, while equal or stronger victims only a type B HC to break free. Person with a leg wrapped must make a type C agility based HC or fall over.

**Skills:** Barter 3pts/Stealth 5pts/ Lying 5pts/ Wilderness Survival/Grapple 3pts/ Brawling 6pts/ Climb 5pts/Dodge 7pts (-23 DV)/ **Weapon Expert:** Rifles 4pts, whips 3pts/ **Junk Crafter** 3pts/ **Disguise Artist** 3pts/ **Driver** 2pts/ **Pick Locks** 4pts/ **Pick Pockets** 2pts/ **Gambler** 3pts/ **Tracking** 5pts/

**Valuables:** 3d100gp, 3d100sp, gems, jewels and plastic worth 1000+d1000sp

**Clothing and Equipment:** d3 spare magazines (full) for assault rifle, flashlight, 3 pair relic handcuffs, d6 tear gas and d6 frag grenades, night vision headgear, advanced communicator, laptop computer full of regional slave inventories (with prices and location of slaves owned by Travalis, Fakmal and Hynro among others). Winter and summer clothing, dagger, gasmask, d6 anti-toxin injectors and a pistol shotgun at his hip plus 3d6 spare shotgun shells.

**Description:** Known to frequent Steel Hill, yet export his human merchandise as far north as Pitford, Travalis is a much maligned yet respected slave trader. Although a dangerous man in his own right, and as merciless and heartless as any slaver, this pure stock tends to leave the actual capture of his livestock to others. For the most part, the gang members of the Deep Slum beneath Steel Hill acquire captives and deliver them to Travalis already well beaten, disarmed, disrobed and tied hand and foot by the time the slaver comes by. He doesn't purchase every captive he is

shown, but does take about half of those offered to him.

In particular, this brutal man likes to buy slaves that are rare, either in their abilities, beauty, skills, race or pre-capture caste. Likewise, he prefers quality over quantity, and is little interested in purchasing mere work slaves, preferring instead lithe beauties who might be sold as concubines, or else promising gladiatorial specimens which can fetch a great price in the slave markets of Overpass, Newburg or beyond. Another likely catch are those individuals with either a bounty on their heads, or else have loved ones someplace who have either asked him to buy back their wayward child, or can be ransomed to their family for a hefty fee far beyond their mere slave price.

He is known to deal with both Fakmal the Obese and Hynro and other slavers, using communicators to discuss inventory, purchase requests, bad debts, hazards, and opportunities to grab new, high value specimens.

Travalis wears combat armor, carries an assault rifle and wields a stun pistol. He is a violent, short tempted fellow, yet smart enough not to beat or kill his slaves unless absolutely necessary. Being hated, and having crossed many powerful clans and excavation teams, he never travels alone and has a support team of 3d6 pure stock and 2d6 mutant raiders, along with d6+3 skullocks, d4 warmorts and on occasion, a garnock in his employment. His band tours by horseback when away from the Tainted Sea, but generally stick to coastal travel via an unmarked, but relic outfitted merchant barge called the Subjugator.