

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
2 Bladed Limbs	01-107	4	melee	d12+22 ea.	-	4pts
2 Razorswords	01-110	4	melee	d20+31 ea.	-	4pts
Doom Sphere	01-95	1 3 rounds to generate	860m	3d20+40 organics or 6d20+40 to electronics	once every 10 days 1/	-
Electromagnetic Pulse	01-122	1	86m	d10 or d100 to cyborgs and machines	twice per day per rank 22/	-
Assault Shotgun	110	2	30m	3d10+6	40/	3pts

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.