

## 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 clos-  
er 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.