

## 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 21/	-
Assault Rifle	01-88	3	900m	d20+6 each	30/ 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.