

REVENGE OF THE TERMINALS

TIGERTEETH

You are a *terminal*, recognized from an early stage as having little or no chance of surviving. Mercilessly cast out to by your community to conserve resources, you miraculously survived, saved by a community of other mutant terminals.

Born without arms, you appear like a helpless mutant. In reality, you are quite a formidable natural weapon. With lightening fast speed, cunning stealth, and freakishly large teeth, you have been known to rip out the throats of those who dare harm your community.

Your leader, known only as the *Great Savior*, has been taken captive by local community of “Normals.” The *Great Savior* has been your community’s father, teacher and guiding light ever since he saved you from death in the wasteland. For whatever reason the normals has taken him, you do not know, but all feels lost without the *Great Savior*.

WHAT YOU THINK YOUR TRIBE SHOULD DO NEXT:

There are caves and pre-fall tunnels near Ivory Town. Perhaps you can find a secret or back entrance into Ivory Town to help you infiltrate or sneak attack the settlement.

Tigerteeth (Terminal Mutant Fast Hero 3/Skulk 5): CR 8; Medium-size Humanoid; HD 2d8+2 plus 3d8+3 plus 5d8+5 plus 3; HP 59; Mas 12; Init +3; Spd 50 ft; Defense 22, touch 20, flatfooted 19 (+3 Dex, +7 class, +2 equipment); BAB +6; Grap +10; Atk +11 melee (1d8+4/19-20, bite); FS 5 ft by 5 ft; Reach 5 ft; SQ short life span, homicidal frenzy, medical incompatibility; SV Fort +3, Ref +12, Will +4; AP 4; Rep +2; Str 18, Dex 16, Con 12, Int 10, Wis 10, Cha 3.

Occupation: Predator (Hide)

Mutations and Defects: Serrated Dental Development x2, Increased Movement, Aberrant Deformity, Terminal Limb Deficiency (Arm) x2

Skills: Balance +8, Disguise -10, Hide +15, Move Silently +14, Sleight of Hand +9, Speak Language (gutter talk), Tumble +9

Feats: Dodge, Forsaken, Iron Will, Mobility, Pack Tactics, Slippery Foe, Spring Attack, Toughness, Weapon Focus (bite)

Talents (Fast Hero): Increased Speed, Improved Increased Speed

Talents (Skulk): Sweep, Skill Mastery (hide, move silently, tumble), Sneak Attack +2d6

Possessions: leather armor.

SPECIAL RULE NOTES

Homicidal Frenzy: When attacking, the terminals often work themselves into a homicidal frenzy, granting them adrenaline enhanced strength and constitution (same as the Adrenaline Control mutation). During the frenzy, the terminal temporarily gains a +4 to Strength and Constitution and a 25% increase to its base speed (40 feet). The frenzy lasts for 5 rounds and cannot be stopped voluntarily. Triggering the frenzy is a free action. After the frenzy, the terminal is fatigued for one hour and suffers a -2 to Strength and Dexterity. A terminal may frenzy only three times per day.

Slippery Foe: If an attacker who is flanking you misses with a melee strike, he must roll again to see if he hits the opponent threatening you from the other side. If he does, he inflicts normal damage as if he had attacked that person instead.

Pack Tactics: You gain +2 to attack and skill checks when fighting with one or more characters who also possess this feat.

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SPIDERMAN

You are a *terminal*, recognized from an early stage as having little or no chance of surviving. Mercilessly cast out to by your community to conserve resources, you miraculously survived, saved by a community of other mutant terminals.

Totally deaf and partially blind, it's a wonder you survived even within the confines of the community. Not that you don't have good traits. The two extra arms and one extra leg often comes in handy. Also, you are one of the few in your tribe who can read! Granted you need to use your magnifying glass to do so. When you were very young, you discovered a stash of pre-fall comic books, which motivated you to learn to read. Eventually, you took the name of your favorite character for which you identified with, *spiderman*.

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WHAT YOU THINK YOUR TRIBE SHOULD DO NEXT:

From time to time, your leader would travel to a sacred place he called the whispering caves. While he never brought the tribe there, you know he would talk to someone or something there. Maybe your group should visit this place speak to this *Oracle*.

Spiderman (Terminal Mutant Tough Hero 3/Outcast Survivor 5): CR 8; Medium-size Humanoid; HD 2d8+8 plus 3d10+12 plus 5d8+20 plus 6; HP 95; Mas 18; Init -3; Spd 35 ft; Defense 14, touch 14, flatfooted 15 (-1 Dex, +5 class); BAB +6; Grap +10; Atk +10 melee (1d4+4/19-20, knife), or +5 ranged (1d4/19-20, knife); FS 5 ft by 5 ft; Reach 5 ft; SQ short life span, homicidal frenzy, medical incompatibility, extra leg, extra arms, blindness, deaf; AL none; SV Fort +11, Ref +6, Will +4; AP 4; Rep +3; Str 18, Dex 8, Con 18, Int 12, Wis 10, Cha 4.

Occupation: Predator (Intimidate)

Mutations and Defects: Additional Limb Development (Leg), Additional Limb Development (Arm) x2, Blindness x2, Deafness

Skills: Balance +3, Concentration +10, Hide +10, Intimidate +2, Jump +12, Listen +2, Move Silently +3, Speak Language (Ancient, Gutter Talk), Spot +4, Survival +3, Tumble +1, Read/Write(Ancient, Gutter Talk).

Feats: Alertness, Forsaken, Great Fortitude, Iron Will, Know The Signs, Multiweapon Fighting, Pack Tactics, Toughness, Twist The Blade

Talents (Tough Hero): Robust, Second Wind

Talents (Outcast Survivor): Poison Use, Terrorize, Potent Poison Maker, Trap Making 2d6

Possessions: knives (10), comic books, magnifying glass, 3 doses of poison (DC 12, 1d6 Con/1d6 Con).

SPECIAL RULE NOTES

Pack Tactics: You gain +2 to attack and skill checks when fighting with one or more characters who also possess this feat.

Terrorize: By spending a full-round action the Outcast Survivor forces all enemies within 30 feet to make a Will save (DC 10 + charisma modifier + the character level) or become shaken for 1d4 minutes. Those that save are immune to this ability for the rest of the day.

Trap Making: To help defeat opponents with an unfair edge, Outcast Survivors often employ traps. Setting up a trap takes two full rounds. The damage inflicted, when sprung, depends on the Outcast Survivor's level. The Base Attack of the trap is equal to the Outcast Survivor's base attack. The DC to disarm or spot the trap is 12 + the Outcast Survivor's class level. An Outcast Survivor can make one trap per class level per day (duration lasts until triggered, however).

Potent Poison Maker: Any poison personally created by the Outcast Survivor becomes more potent, having its save DC increased by +2.

Homicidal Frenzy: During the frenzy, the terminal temporarily gains a +4 to Strength and Constitution and a 25% increase to its base speed (40 feet). The frenzy lasts for 5 rounds and cannot be stopped voluntarily. Triggering the frenzy is a free action. After the frenzy, the terminal is fatigued for one hour and suffers a -2 to Strength and Dexterity. A terminal may frenzy only three times per day.

Twisted the Blade: If you successfully hit an opponent in combat with a piercing melee weapon, your weapon becomes momentarily lodged in him. You can use your succeeding attack (if any) to twist the blade, automatically inflicting damage without needing to roll to see if you hit. Otherwise there is no effect.

REVENGE OF THE TERMINALS

TRIGGER

You are a *terminal*, recognized from an early stage as having little or no chance of surviving. Mercilessly cast out to by your community to conserve resources, you miraculously survived, saved by a community of other mutant terminals.

Although you are frail and freakish, you have developed some extremely useful abilities. You can elongate your limbs as well as cause your skin to bend the light, making you completely invisible! That comes in handy since once you get hurt, you often bleed profusely until some gives you medical attention. It's common among your people to learn to make primitive but effective traps, but you excel in this practice. You've also become a competent poison maker, making you all the more deadly trap maker.

Your leader, known only as the *Great Savior*, has been taken captive by local community of "Normals." The *Great Savior* has been your community's father, teacher and guiding light ever since he saved you from death in the wasteland. For whatever reason the normals has taken him, you do not know, but all feels lost without the *Great Savior*.

WHAT YOU THINK YOUR TRIBE SHOULD DO NEXT:

If you're in for a fight, you think you should be as prepared as you can. You're an expert poison maker, but the best poisons come from the deadly beasts of the wasteland. You know of the location of three such poisons creatures: Utarn, Othydont, and Desert Anemone.

Trigger (Terminal Mutant Smart Hero 3/Outcast Survivor 5): CR 8; Medium-size Humanoid; HD 2d8+4 plus 3d6+6 plus 5d8+10 plus 3; HP 66; Mas 14; Init +3; Spd 30 ft; Defense 15, touch 15, flatfooted 14 (+1 Dex, +4 class); BAB +5; Grap +8; Atk +8 melee (1d8+3, spiked club), or +6 ranged (1d6, club); FS 5 ft by 5 ft; Reach 5 ft; SQ short life span, homicidal frenzy, medical incompatibility, elongation, hemophilia; AL none; SV Fort +6, Ref +8, Will +5; AP 4; Rep +3; Str 16, Dex 12, Con 14, Int 14, Wis 10, Cha 3.

Occupation: Predator (Intimidate)

Mutations and Defects: Elongation, Light Distortion Field, Aberrant Deformity, Hemophilia

Skills: Climb +6, Craft (chemical) +7, Craft (pharmaceutical) +15, Disguise -10, Escape Artist +9, Hide +10, Intimidate +4, Listen +5, Move Silently +10, Search +5, Speak Language (gutter talk), Spot +5, Survival +9, Tumble +4

Feats: Alertness, Deadly Trap-Maker, Forsaken, Iron Will, Know The Signs, Primitive Poison Maker, Spineless, Toughness, Weapon Focus

Talents (Smart Hero): Savant (Craft [pharmaceutical]), Trick

Talents (Outcast Survivor): Poison Use, Terrorize, Trap Making 1d6, Potent Poison Maker, Trap Making 2d6

Possessions: spiked club, club, poison kit, trap kit, bag of gizmos, 3 doses of poison (DC 12, 1d6 Con/1d6 Con).

SPECIAL RULE NOTES

Terrorize: By spending a full-round action the Outcast Survivor forces all enemies within 30 feet to make a Will save (DC 10 + charisma modifier + the character level) or become shaken for 1d4 minutes. Those that save are immune to this ability for the rest of the day.

Trap Making: To help defeat opponents with an unfair edge, Outcast Survivors often employ traps. Setting up a trap takes two full rounds. The damage inflicted, when sprung, depends on the Outcast Survivor's level. The Base Attack of the trap is equal to the Outcast Survivor's base attack. The DC to disarm or spot the trap is 12 + the Outcast Survivor's class level. An Outcast Survivor can make one trap per class level per day (duration lasts until triggered, however).

Deadly Trap-Maker: +1 damage per die for traps.

Potent Poison Maker: Any poison personally created by the Outcast Survivor becomes more potent, having its save DC increased by +2.

Homicidal Frenzy: During the frenzy, the terminal temporarily gains a +4 to Strength and Constitution and a 25% increase to its base speed (40 feet). The frenzy lasts for 5 rounds and cannot be stopped voluntarily. Triggering the frenzy is a free action. After the frenzy, the terminal is fatigued for one hour and suffers a -2 to Strength and Dexterity. A terminal may frenzy only three times per day.

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MUTATIONS NOTES

Elongation: By extending her limbs, the mutant can add 5 feet to her reach. Optionally, the mutant can instead increase her base speed by 5 feet (She cannot do both simultaneously). Elongating her body stresses the tendons and muscles and cannot be maintained indefinitely without harm. A mutant can elongate for 5 rounds per Constitution modifier per day (minimum 5 rounds). The mutant also enjoys a +4 bonus to Escape Artist checks. Elongating is a free action.

Light Distortion Field: The mutant can become invisible for up to 6 rounds per Constitution modifier per day (minimum 6 rounds). Creating the distortion field counts as a move action. The mutant becomes visible after attacking.

Hemophilia: A mutant with this genetic defect suffers bleeding wounds from all physical injuries that inflict more than 10 points of damage in a single hit. Such wounds continue to bleed for 1d6 rounds, reducing the mutant's hit points by 1 per round. In addition, a mutant with this defect only heals half the normal hit points from rest and natural healing (fractions rounded down).



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BIG STICK

You are a *terminal*, recognized from an early stage as having little or no chance of surviving. Mercilessly cast out to by your community to conserve resources, you miraculously survived, saved by a community of other mutant terminals.

Although you are missing an arm and have an abhorrent appearance, you developed a hard protective skin and an extra head (but only one brain) that has served you well. In your community, you are known as Big Stick. Using your good arm, you have been known to crush a Snuffle Hog's skull in one swing.

Your leader, known only as the *Great Savior*, has been taken captive by local community of "Normals." The *Great Savior* has been your community's father, teacher and guiding light ever since he saved you from death in the wasteland. For whatever reason the normals has taken him, you do not know, but all feels lost without the *Great Savior*.

WHAT YOU THINK YOUR TRIBE SHOULD DO NEXT:

From time to time, your leader has brought your tribe to visit *sacred weapons*. Weapons created by an ancient people of advanced abilities. The Great Savior has said the weapons are extremely dangerous and most likely protected by deadly traps. It was his wish they never be used, but this is dire circumstances and perhaps it is worth the risk.

Big Stick (Terminal Mutant Strong Hero 3/Outcast Survivor 5): CR 8; Medium-size Humanoid; HD 2d8+4 plus 3d8+6 plus 5d8+10 plus 3; HP 69; Mas 14; Init +3; Spd 30 ft; Defense 20, touch 16, flatfooted 19 (+1 Dex, +5 class, +4 natural); BAB +7; Grap +12; Atk +12 melee (1d10+7, x3, Spiked Greatclub), or +8 ranged (1d6, Javelin); FS 5 ft by 5 ft; Reach 5 ft; SQ short life span, homicidal frenzy, medical incompatibility, cannot be flanked; AL none; SV Fort +7, Ref +8, Will +5; AP 4; Rep +2; Str 20, Dex 12, Con 14, Int 6, Wis 12, Cha 3.

Occupation: Predator (Intimidate)

Mutations and Defects: Protective Dermal Development, Dual Headed, Terminal Limb Deficiency (Arm), Aberrant Deformity

Skills: Disguise -10, Hide +5, Intimidate +2, Listen +4, Move Silently +3, Spot +6, Survival +6

Feats: Alertness, Cleave, Forsaken, Great Cleave, Iron Will, Know The Signs, Pack Tactics, Power Attack, Toughness

Talents (Strong Hero): Melee Smash, Improved Melee Smash

Talents (Outcast Survivor): Poison Use, Terrorize, Potent Poison Maker, Trap Making 2d6

Possessions: Spiked Greatclub, Javelin, 3 doses of Poison (DC 12 1d6 Con/1d6 Con), Trap Kit.

SPECIAL RULE NOTES

Pack Tactics: You gain +2 to attack and skill checks when fighting with one or more characters who also possess this feat.

Terrorize: Whether through the use of mimicking ferocious animal cries, the liberal application of war paint to make her seem "ghostly," wearing animal pelts and skulls to emulate a wild beast, or merely utilizing bloody self-mutilation to show her insensitivity to pain, the Outcast Survivor is able to dishearten her enemies. By spending a full-round action the Outcast Survivor forces all enemies within 30 feet to make a Will save (DC 10 + charisma modifier + the character level) or become shaken for 1d4 minutes. Those that save are immune to this ability for the rest of the day.

Trap Making: To help defeat opponents with an unfair edge, Outcast Survivors often employ traps. Setting up a trap takes two full rounds. The damage inflicted, when sprung, depends on the Outcast Survivor's level. The Base Attack of the trap is equal to the Outcast Survivor's base attack. The DC to disarm or spot the trap is 12 + the Outcast Survivor's class level. An Outcast Survivor can make one trap per class level per day (duration lasts until triggered, however).

Potent Poison Maker: Any poison personally created by the Outcast Survivor becomes more potent, having its save DC increased by +2.

Homicidal Frenzy: When attacking, the terminals often work themselves into a homicidal frenzy, granting them adrenaline enhanced strength and constitution (same as the Adrenaline Control mutation). During the frenzy, the terminal temporarily gains a +4 to Strength and Constitution and a 25% increase to its base speed (40 feet). The frenzy lasts for 5 rounds and cannot be stopped voluntarily. Triggering the frenzy is a free action. After the frenzy, the terminal is fatigued for one hour and suffers a -2 to Strength and Dexterity. A terminal may frenzy only three times per day.

REVENGE OF THE TERMINALS

HOSS

You are a *terminal*, recognized from an early stage as having little or no chance of surviving. Mercilessly cast out to by your community to conserve resources, you miraculously survived, saved by a community of other mutant terminals.

Of all the members of your community, perhaps your survival is the most amazing. Born short and without legs, even within the protection of your clan, you struggled for several years before befriendng a Snuffle Hog, *snorty*. The two of you developed a symbiotic relationship, and are rarely, if ever, separated. Which is nice considering you have no other way to get about without snorty, you post apocalyptic wheel chair.

Your leader, known only as the *Great Savior*, has been taken captive by local community of “Normals.” The *Great Savior* has been your community’s father, teacher and guiding light ever since he saved you from death in the wasteland. For whatever reason the normals has taken him, you do not know, but all feels lost without the *Great Savior*.

WHAT YOU THINK YOUR TRIBE SHOULD DO NEXT:

Perhaps you should fight fire with fire. You know the road that leads to Ivory Town. Why not wait for an official Ivory Town Caravan and take some prisoners of your own? Then do a prisoner exchange.

Hoss (Terminal Mutant Post-Apocalyptic Hero 3/Symbiote 5): CR 8; Small Humanoid; HD 2d8+2 plus 3d8+3 plus 5d8+5 plus 3; HP 59; Mas 13; Init +1; Spd 10 ft; Defense 19, touch 15, flatfooted 20 (+1 size, -1 Dex, +5 class, +4 equipment); BAB +6; Grap +5; Atk +10 melee (1d8+3, Spear), or +6 ranged (1d6+0, Sling); FS 5 ft by 5 ft; Reach 5 ft; SQ short life span, homicidal frenzy, medical incompatibility; AL none; SV Fort +6, Ref +5, Will +8; AP 4; Rep +1; Str 16, Dex 8, Con 13, Int 6, Wis 14, Cha 10.

Occupation: Herdsman (Handle Animal, Ride)

Mutations and Defects: Dwarfism, Fragrance Development x2, Terminal Limb Deficiency (Leg) x2, Aberrant Deformity

Skills: Disguise -6, Handle Animal +10, Ride +7, Speak Language (gutter talk), Survival +8

Feats: Animal Affinity, Archaic Weapons Proficiency, Forsaken, Iron Will, Mounted Combat, Ride-By Attack, Spirited Charge, Toughness, Track

Talents (Post-Apocalyptic Hero): Wasteland Lore, Survival Sense

Talents (Symbiote): Animal Partner, Symbiote Opportunist, Bond Of Friendship

Possessions: Shell Armor, Spear, Sling.

SPECIAL RULE NOTES

Terrorize: Whether through the use of mimicking ferocious animal cries, the liberal application of war paint to make her seem “ghostly,” wearing animal pelts and skulls to emulate a wild beast, or merely utilizing bloody self-mutilation to show her insensitivity to pain, the Outcast Survivor is able to dishearten her enemies. By spending a full-round action the Outcast Survivor forces all enemies within 30 feet to make a Will save (DC 10 + charisma modifier + the character level) or become shaken for 1d4 minutes. Those that save are immune to this ability for the rest of the day.

MUTATION RULE NOTES

Fragrance Development: Once per day, the mutant can emit an invisible scent that forces up to 3d4 HD in creatures to make a Will save (DC 17) or be hypnotized. Duration is 3d4 rounds. Emitting the fragrance counts as an attack action. Range is 20 feet.

Snorty (Snuffle Hog): CR 2; Medium-size Mutant Beast; HD 3d10+2d8+12; HP 36; Mas 18; Init +2; Spd 40 ft; Defense 23, touch 15, flatfooted 21 (+2 Dex, +3 class, +8 natural); BAB +3; Grap +9; Atk +9 melee (1d6+6, gore); Full Atk +9 melee (1d6+6, gore); FS 5 ft by 5 ft; Reach 5 ft; SQ quills, scent, stubborn; SV Fort +9, Ref +7, Will +3 (+8 hoss); AP 0; Rep +0; Str 20, Dex 14, Con 18, Int 10, Wis 10, Cha 4.

Skills: Listen +5, Spot +5.

Feats: Improved Bull Rush, Evasion, Track.

REVENGE OF THE TERMINALS

RED EYE

You are a *terminal*, recognized from an early stage as having little or no chance of surviving. Mercilessly cast out to by your community to conserve resources, you miraculously survived, saved by a community of other mutant terminals.

Even by terminal standards you are grotesque abomination (you have severe *Neurofibromatosis* also called *Elephant Man Disease*). Despite your abhorrent appearance, you have developed wings and even more amazing, you can shot energy beams from your eyes! You've spent little time learning hand to hand combat, but rather, taken up the art of Juju Medicine. You have become a valuable member of the community indeed.

Your leader, known only as the *Great Savior*, has been taken captive by local community of "Normals." The *Great Savior* has been your community's father, teacher and guiding light ever since he saved you from death in the wasteland. For whatever reason the normals has taken him, you do not know, but all feels lost without the *Great Savior*.

WHAT YOU THINK YOUR TRIBE SHOULD DO NEXT:

A gang of raiders has recently camped near your village. While a dangerous gamble, perhaps you can convince these raiders to pillage Ivory Town at the same time you attack, freeing you from having to defeat all of the guards. Trigger has bag full of gizmos, maybe you could offer that to the raiders to sweeten the deal.

Red Eye (Terminal Mutant Dedicated Hero 3/Juju Doctor 5): CR 8; Medium-size Humanoid; HD 2d8+2 plus 3d6+3 plus 5d8+5 plus 3; HP 56; Mas 12; Init -1; Spd 30 ft, fly 50 ft. (average); Defense 14, touch 14, flatfooted 15 (-1 Dex, +5 class); BAB +5; Grap +6; Atk +6 melee (1d6+1, club), or +5 ranged (4d4+4, eyebeams); FS 5 ft by 5 ft; Reach 5 ft; SQ short life span, homicidal frenzy, medical incompatibility; AL none; SV Fort +7, Ref +3, Will +10; AP 4; Rep +3; Str 12, Dex 8, Con 12, Int 14, Wis 16, Cha 3.

Occupation: Healer (Knowledge [Mutant Lore], Treat Injury)

Mutations and Defects: Optic Emissions x4, Complete Wing Development, Aberrant Deformity, Neurofibromatosis x2

Skills: Concentration +6, Diplomacy +1, Disguise -10, Hide +7, Knowledge (Mutant Lore) +12, Listen +11, Sense Motive +8, Speak Language (gutter talk), Spot +6, Survival +14, Treat Injury +19

Feats: Combat Medic, Forsaken, Hover, Iron Will, Juju Medicine, Mutation Advancement, Mutation Advancement, Toughness, Weapon Focus (eyes)

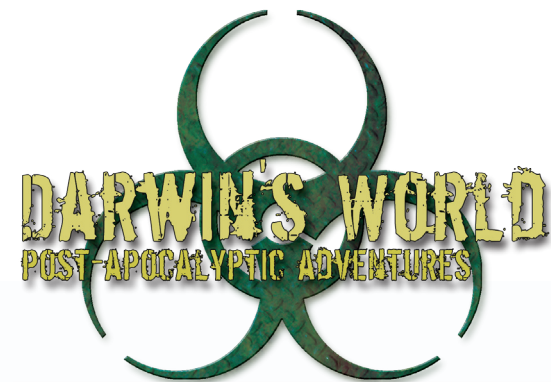
Talents (Dedicated Hero): Healing Knack, Healing Touch 1

Talents (Juju Doctor): Brew Potion, Expert Healer, Juju Mastery, Juju Specialist +2

Possessions: Juju kit, club, 10 healing potions (1d4+7)

SPECIAL RULE NOTES

Homicidal Frenzy: When attacking, the terminals often work themselves into a homicidal frenzy, granting them adrenaline enhanced strength and constitution (same as the Adrenaline Control mutation). During the frenzy, the terminal temporarily gains a +4 to Strength and Constitution and a 25% increase to its base speed (40 feet). The frenzy lasts for 5 rounds and cannot be stopped voluntarily. Triggering the frenzy is a free action. After the frenzy, the terminal is fatigued for one hour and suffers a -2 to Strength and Dexterity. A terminal may frenzy only three times per day.



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