

BAD NEWS IN BUGTOWN (2007 GENCON)

SCABBY

Although slow and hunchbacked, Scabby is quite the survivor and scavenger. After wandering years on his own, he hooked up with his adventuring companions after stumbling upon each other in some ancient ruins. He figured being around some muscle would only increase his chances of a longer life. He especially enjoys riding in the rickshaw pulled by Chuckwagon.

Scaby CR 6

Mutant Post-Apocalyptic Hero 3/Scav 3

Medium-size humanoid

Init +1 (+1 Dex); **Senses** Listen +5, Spot +10

Languages Unislang

Allegiances None

Defense 16, touch 15, flatfooted 15 (+1 Dex, +4 class, +1 equipment)

hp 40 (HD 3d8+6 plus 3d8+6); **Mas** 14

Fort +6, **Ref** +5, **Will** +4

Spd 20 ft

Melee Dagger Punching +6 (1d4/20x3)

Ranged Winchester 95 +5 (2d10)

Base Atk +4; **Grp** +4

Special Atks Point Blank Shot, Sneak Attack +1d6

Abilities Str 10, Dex 12, Con 14, Int 14, Wis 15, Cha 5

AP 3; **Rep** +0

Occupation: Predator (Investigate)

Background: Resurrector (Repair)

Mutations and Defects: Fragrance Development (DC 17; 3d4 HD; duration 3d4 rds; range 15 feet) x2,

Multiple Stomachs, Hunchback x2, Aberrant Deformity

Skills: Computer Use +4, Disable Device +6, Disguise -9, Hide +6, Investigate +7, Knowledge (Ancient Lore) +5, Knowledge (Technology) +6, Listen +5, Move Silently +5, Navigate +7, Repair +11, Search +14, Spot +10, Survival +10

Feats: Gearhead, Personal Firearms Proficiency, Point Blank Shot, Post-Apocalyptic Technology, Primitive Technology, Radiation Sense, Simple Weapons Proficiency, Track, Vulture

Talents (Post-Apocalyptic Hero): Salvage Expert, Improvised Toolkit

Talents (Scav): Scav Scan, Sneak Attack +1d6

Possessions: leather jacket, Dagger Punching, Winchester 95, 2 boxes of ammo.

MUTATION 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 15 feet.

Multiple Stomachs: The mutant can subsist on nearly anything that is not inherently poisonous



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BRICKYARD

Brickyard is considered both fearless and reckless to the point of insanity by his companions. That is until he encounters a short person, and then he is known to cower in fear or fight with his eyes shut. This has made him a useful but inconsistent companion.

Brickyard CR 6

Mutant Tough Hero 3/Road Warrior 3

Medium-size humanoid

Init +2 (+2 Dex); **Senses** Listen +0, Spot +3

Languages Gutter Talk

Allegiances None

Defense 22, touch 16, flatfooted 20 (+2 Dex, +4 class, +6 natural)

hp 52 (HD 3d10+6 plus 3d10+6 plus 6); **Mas** 14

Fort +6, **Ref** +5, **Will** +2

Spd 30 ft

Melee chain +7 (1d6 plus *Trip*)

Ranged Desert Eagle +7 (2d8)

Base Atk +5; **Grp** +7

Special Atks Trip (chain), Combat Driving, Offensive Driving

Abilities S tr 14, Dex 15, Con 14, Int 12, Wis 10, Cha 8

AP 6; **Rep** +2

Occupation: Wanderer (Drive, Navigate)

Background: Degenerate (Repair)

Mutations and Defects: Protective Dermal Development x2, Phobia (short humanoids, DC 17) x2

Skills: Balance +4, Craft (structural) +3, Drive +14, Intimidate +1, Jump +5, Navigate +5, Pilot +4, Repair +8, Spot +3, Survival +2, Tumble +5

Feats: Combat Driving, Exotic Melee Weapon Proficiency, Heroic Surge, Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology, Simple Weapons Proficiency, Toughness, Vehicle Expert

Talents (Tough Hero): Remain Conscious, Robust

Talents (Road Warrior): Boarding Party, Offensive Driving

Possessions: chain, Desert Eagle, 2 boxes of ammo, dirt bike (almost out of fuel).

SPECIAL RULE NOTES

Boarding Party: A Road Warrior can leap from one vehicle to another, even at high speeds. The Road Warrior gains a +4 competence bonus to Balance, Jump, and Climb checks when attempting acrobatic maneuvers during boarding attempts.

Offensive Driving: Using 1 action point, the Road Warrior can operate a vehicle as a free action. This allows him to take a full-round action with his free hand, including firing a one-handed ranged weapon.



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CHUCKWAGON

“Chuckwagon”, as his companions (or masters) like to call him, is a feral mutant that was discovered in some necropolis ruins munching on Wildman. Rather than killing the cannibal, they befriended him. This 3 armed and 3 legged killing machine has proved very useful to the group, both as a meat shield and as a convenient mode of transportation (via a rickshaw).

Chuckwagon CR 6

Mutant Strong Hero 3/Barbarian 3

Medium-size humanoid

Init +2 (+2 Dex); **Senses** Listen +5, Spot +6

Languages Gutter Talk

Allegiances None

Defense 18, touch 16, flatfooted 16 (+0 size, +2 Dex, +4 class, +2 equipment)

hp 40 (HD 3d8+3 plus 3d12+3); **Mas** 13

Fort +5, **Ref** +5, **Will** +3

Spd 40 ft

Melee Claw +10 (1d6+5)

Melee Full Claws +8/+8/+8/+8 (1d6+5)

Base Atk +6; **Grp** +9

Special Atks Cleave, Combat Reflexes, Rage 1/day, Power Attack

Abilities Str 16, Dex 14, Con 13, Int 10, Wis 12, Cha 7

AP 6; **Rep** +0

Occupation: Wanderer (Climb, Speak Language)

Background: Feral (Listen, Spot, Survival)

Mutations and Defects: Additional Limb Development (Arm), Additional Limb Development (Leg), Claws, Aberrant Deformity, Anaphylaxis (metal; DC 15; 1d6Dex/1d6Dex), Cannibalism

Skills: Balance +6, Climb +8, Disguise -8, Hide +4, Jump +6, Listen +5, Move Silently +4, Search +1, Spot +6, Survival +6, Swim +5

Feats: Archaic Weapons Proficiency, Cleave, Combat Reflexes, Endurance, Great Cleave, Multiattack, Power Attack, Simple Weapons Proficiency, Weapon Focus (claws)

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

Talents (Barbarian): Rage 1/day, Junk Armor

Possessions: Junk armor, rickshaw

SPECIAL RULE NOTES:

Rage: Chuckwagon can work himself into a frenzy attacking his opponents with little regard for his own safety. This grants the Barbarian ability bonuses and is also terrifying to his opponents. In a rage, the Barbarian temporarily gains +4 to Strength, +4 to Constitution, and a +2 morale bonus on Will saves, but suffers a -2 penalty to Defense.

The increase in Constitution increases the Barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage, and the Constitution score drops back to normal. While raging, a Barbarian cannot use skills or abilities that require patience and concentration. (The only class skills he can't use while raging are Craft, Handle Animal, and Navigation.)

A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier, but the Barbarian may end the rage at any time. At the end of the rage, the Barbarian is fatigued (-2 to Strength, -2 to Dexterity, can't charge or run) for the duration of that encounter. The Barbarian can only fly into a rage once per encounter, and only a certain number of times per day (determined by level). However, a Barbarian may use 1 action point to rage if he has already exhausted his daily allowance. Entering a rage takes no time itself, but the Barbarian can only do it during his action.

FRANK THE FREAK

Frank is as repulsive creature due to his severe case of Neurofibromatosis (Elephant Man's disease) and his personality is not much better. He would have probably been killed long ago if he wasn't for uncanny ability to see future danger before it happens. Frank hates the word "freak", the common slang for a psionic, but he's companions won't stop using it. At least they are willing to sometimes preface "freak" with his surname, Frank.

Frank the Freak CR 6

Mutant Post-Apocalyptic Hero 3/Psionic 3

Medium-size humanoid

Init +5 (-1 Dex, +6 foresight); **Senses** Listen +9, Spot +0

Languages Gutter Talk

Allegiances None

Defense 15 (+0 size, -1 Dex, +4 class, +1 equipment)

hp 34 (HD 3d8+3 plus 3d8+3); **Mas** 13

Fort +4, **Ref** +2, **Will** +7

Spd 30 ft

Melee rifle butt +3 (1d6-1)

Ranged Remington Streetsweeper +3 (2d8)

Base Atk +4; **Grp** +3

Special Atks Battle Plan, Precognitive Combat

Abilities Str 8, Dex 9, Con 13, Int 14, Wis 16, Cha 7

AP 6; **Rep** +1

Occupation: Wanderer (Speak Language, Drive)

Background: Degenerate (Treat Injury)

Mutations and Defects: Neural Mutation - Precognition x3(12 per day, DC +4)

Neurofibromatosis x3

Skills: Concentration +10, Drive +6, Knowledge (Mutant Lore) +11, Listen +9, Search +11, Sense Motive +6, Spot +0, Survival +12, Treat Injury +8

Feats: Battle Plan, Danger Sense, Foresight, Perceive Outcome, Personal Firearms Proficiency, Post-Apocalyptic Technology, Precognitive Combat, Primitive Technology, Second Chance (Neural), Simple Weapons Proficiency

Talents (Post-Apocalyptic Hero): Mutation Knowledge, Neural Mastery

Talents (Psionic): Neural Specialization

NEURAL NOTES:

Franks has neural Precognition. He may make a Will Save (DC 14) any time he is surprised. If he makes the save, he is not surprised. This ability may be used at will.

In addition, he can perform 12 of the following neural feats per day. Some feats below (*) have unlimited usage. All feats are a *free* action.

BATTLE PLAN

You can see the course of a battle in your mind. The further out you forecast the battle, the more variables come into play, and the less accurate you can be.

Benefit: You decide when this ability is activated how long it will last, from 1 round to 3 rounds. If the duration is one round, you gain a +10 insight bonus to one attack roll, damage roll, saving throw, or skill check for that round. If the duration is two rounds, you gain a +5 on any one roll in each of those two rounds, and if the duration is 3 rounds, you gain a +3 on any one roll in each of those three rounds.

DANGER SENSE

You can sense danger unforeseen by others.

Effect: You cannot be caught flat-footed, gain a +4 insight bonus to Reflex saves to avoid traps and a +4 insight bonus to Defense against attacks by traps

PRECOGNITIVE COMBAT

You sense your opponent's defensive measures before they are taken.

Effect: You gain an insight bonus equal to your Wisdom modifier to attack rolls. Activating this ability is a free action and lasts to the end of combat.

PERCEIVE OUTCOME

You can gain insight into the outcome of one action.

Effect: After you have made a d20 roll (attack roll, skill check, or similar action), you may choose to commit to that action or take a different action. You must declare you are using this ability before you roll and may not attempt the same action twice. For example, you declare you are using Perceive Outcome on an attack roll with your sword. You fail to hit an enemy with your sword. With this knowledge, you then choose to tumble away instead of attacking. This ability may only be used once per round.

SECOND CHANCE

You can gain insight into the outcome of one action and use that knowledge to try again.

Effect: After using Perceive Outcome, you can attempt the same action, using the knowledge of the outcome to improve your chances. You gain an insight bonus to the roll equal to your Wisdom modifier. This ability may only be used once per round.

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HUBBLE

Hubble lived most of his life isolated in a small community of scientists, where he was free to learn many lost technologies of the Ancients. Due to his unique mutation, he focused much of this time learning about electronics. Unfortunately, his people were discovered by a roving band of raiders, who pillaged the peaceful community killing all the scientists but Hubble, who escaped into the wasteland. He quickly latched onto the first “tough” looking group that didn’t want to kill him, hoping his vast understand of the Ancients and their technology will earn him keep and safety.

He hasn’t told his companions yet, but he’s pretty sure Tammy is an android. But since it’s clear she is trying to hide this fact, he sees no reason to expose her.

Hubble CR 6

Mutant Post-Apocalyptic Hero 3/Scholar 3

Medium-size humanoid

Init +1 (+1 Dex); **Senses** Listen +4, Spot +3

Languages Ancient, Unislang

Allegiances None

Defense 16, touch 15, flatfooted 15 (+1 Dex, +4 class, +1 equipment)

hp 37 (HD 3d8+6 plus 3d6+6); **Mas** 14

Fort +5, **Ref** +5, **Will** +4

Spd 30 ft

Melee shock gloves +2 (1d8)

Ranged maser pistol +4 (+5 vs. metal) (2d10)

Base Atk +3; **Grp** +2

Abilities Str 8, Dex 12, Con 14, Int 16, Wis 13, Cha 10

AP 6; **Rep** +1

Occupation: Academic (Computer Use, Research)

Background: Advanced (Decipher Script)

Mutations and Defects: Energy-Retaining Cell Structure x2 (3 charges; DC 8+damage), Negative Chemical Reaction x2 (d10)

Skills: Computer Use +13, Craft (□

(Mutant Lore) +6, Knowledge (Physical Sciences) +9, Knowledge (Technology) +12, Listen +4, Navigate +6, Repair +11, Research +11, Search +9, Spot +3, Survival +2

Feats: Advanced Electronics Discipline, Advanced Technology, Educated (Knowledge [Earth and Life Sciences], Knowledge [Physical Sciences]), Futuristic Firearms

Proficiency, More Juice, Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology, Simple Weapons Proficiency

Talents (Post-Apocalyptic Hero): Technologist, Historian

Talents (Scholar): Gossip, Ancient Craft (Craft [electronic])

Possessions: leather jacket, maser pistol, shock gloves.

MUTATION NOTES

Energy-Retaining Cell Structure: When the mutant is struck by an energy attack, he must make a Fortitude save (DC 8 + the damage done). If the check is successful, the attack does no damage whatsoever, and the mutant absorbs this energy for later use. At any given time, a mutant can retain a number of charges equal to 1 plus his Constitution modifier (minimum of 1). A single discharge can power any other energy device for a short time. For example, a mutant’s energy discharge can power an energy weapon enough to give it one discharge of its own. The energy from a mutant’s discharge can also be channeled to heal himself of 1d8 points of damage. If the mutant is already retaining his maximum amount of energy, he takes full damage from any energy attacks.

SPECIAL RULE NOTES

More Juice: By making a Repair check, you can tinker a power source so that its remaining charges are effectively doubled (even over its starting maximum). The DC depends on the type of power source (*power cell* or *pack* DC 15, *power clip*, *beltpack*, or *backpack* DC 20, *minifusion cell*, *beltpack*, or *backpack* DC 25, *plutonium clip* DC 30, *harmonic cell* DC 40). A failed Repair check damages the power source beyond repair.

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TAMMY TWO SHOT

Tammy “Two Shot” is known for having uncanny accuracy with her F2000 assault rifle. Some might say she is “too” accurate. In fact, Tammy is an android, but she has kept it a secret all her known life. Having suffered some memory corruption, she knows nothing of her creation or purpose. Tammy believes she was built prior to the Fall, but has no way to be sure. Luckily for Tammy, she looks perfectly human, complete with blood and guts.

Tammy Two Shot CR 6

Android Fast Hero 3/Gunslinger 3

Medium-size Android Construct

Init +1 (+1 Dex); **Senses** Listen +2, Spot +2

Languages Ancient, Unislang, Gutter Talk

Allegiances None

Defense 20, touch 19, flatfooted 17 (+3 Dex, +6 class, +1 equipment)

hp 44 (HD 3d10 plus 3d10 plus 10); **Mas** -

Fort +2, **Ref** +7, **Will** +3

Spd 30 ft

Melee knife +6 (1d4+2/19-20)

Ranged F2000 5.56 assault rifle +9 (2d8)

Base Atk +4; **Grp** +6

Special Atks Double Tap, Point Blank Shot, Rip a Clip

Abilities Str 10, Dex 12, Con 14, Int 14, Wis 15, Cha 5

AP 6; **Rep** +2

Occupation: Lost Android (Bluff, Sense Motive)

Features and Deteriorations: Human Mimicry, Damage Control, Targeting Computer, Corrupted Memory*, Last Directive (?)

Skills: Balance +5, Bluff +4, Hide +5, Move Silently +5, Repair +6, Sense Motive +4, Sleight of Hand +11, Spot +2, Survival +2, Tumble +11

Feats: Advanced Technology, Double Tap, Free Will, Personal Firearms Proficiency, Point Blank Shot, Quick Draw, Rip a Clip

Talents (Fast Hero): Evasion, Uncanny Dodge 1

Talents (Gunslinger): Close Combat Shot, Weapon Focus (F2000)

Possessions: leather jacket, knife, F2000 5.56 assault rifle.

SPECIAL RULE NOTES:

Damage Control: This feature grants the android a +5 to Repair checks when repairing damage it has taken. The android does not receive this bonus when repairing other objects.

Targeting Computer: This grants the android a +1 bonus to attacks with ranged weapons. In addition, it reduces the cover of a target by one rank.

Last Directive*: Tammy has a last directive, but she doesn't know what it is. If the situation ever comes to pass, she will have to make a Will save or do everything she can to fulfill her last directive.

* The GM must pick a last directive prior to this convention event. Think of something fun GM!



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