



YELLOW JADE PAGODA

ERIC LAMOURELIX

MORNÉ SCHAAP

MUTANTS & TASSELS

Mutants & Tassels is a pulp fantasy setting set in the Blight, an eldritch 1980's post-apocalyptic earth. In this upcoming Plot Point Campaign, the young heroes come together to defeat a tyrant, ensuring a brighter future for themselves and the people of the Dust Flats.

This One-Sheet is a preview of the setting currently in development. It contains 5 pre-generated characters and a sample of the Mutation Deck, an accessory originally produced for Mutants & Tassels that you can use in any setting.

With no more fuel to power up engines, cars and motorcycles are naught but memorabilia in this desolate and toxic landscape. Before children are even old enough to tie their own shoes, they learn how to ride and service their own bicycle.

While a bicycle in good condition is paramount to survival, a healthy body is even more so. Water. Clean water is hard to find or process. The blight on the land has contaminated most water sources and the rain is toxic. The technology needed to treat water in large quantities has been lost to most. The Caretakers — a group of enforcers ruled by a Tyrant named Prince Barracuda — currently have the monopoly on water distribution and prices run high.



The Situation

The residents of Tumbleweed, a small hamlet baking in the sun, just survived the worst sandstorm in decades. Crawling out of their corrugated metal huts they discovered a strange structure nearby — presumably buried under sand dunes until now.

An arrow's distance away, jutting out from the ground, now stands a five-story tall pagoda made out of yellow jade, its golden hue shining under a relentless sun.

"The Caretakers will be back in a few days to trade for more water. We have nothing left to spare. There may be something of value in this strange structure, we need volunteers to investigate it."

The Yellow Jade Pagoda: Background

Centuries ago, buddhist monks built this pagoda in the middle of what was once a luxurious jungle to protect Star Blossom, their sacred tree. A gardener-monk was appointed to care for the tree. He and his apprentice were to continue this cycle indefinitely — ensuring Star Blossom's health.

Then came the armageddon. The apprentice didn't survive but in an unexpected twist, Star Blossom sheltered Banzai-san, the master, in his massive trunk. This saved the old gardener-monk's life, but has kept him imprisoned ever since. However, Star Blossom wasn't as lucky. While it is still alive, massive amounts of radiation have twisted it, turning it into a vile mockery of its former majestic beauty.

When the heroes enter the pagoda, Star-Blossom awakens from a deep slumber, thirsty for any liquid source to invigorate its limbs — even the blood of innocents.



The Yellow Jade Pagoda: Description

ENTRANCE

Heavy and corroded metal double doors stand 10 feet tall and are partially obstructed by sand. To open the doors, the heroes must first remove the sand to gain access to the lock. The lock and doors are treated as Heavy Doors (Toughness 10) and require a Lockpicking roll at no penalty to pick.

The Yellow Jade Pagoda: Description

INTERIOR

The furniture is rotting away and most of the windows were shattered by the sand that now litters the ground. The upper floors have been removed over time to make room for Star Blossom's growth. An alcove in the far wall once served as the monks' living quarters. A staircase spirals its way to the top against the wall of the circular interior. Carved into the walls, the same mystic symbol is repeated several times. Tumbleweed residents instantly recognize the symbol as the same one depicted on the medallion passed down through the generations in Tumbleweed and currently worn by Three-Spear Alice!

STAR BLOSSOM

A low brick wall containing sterile dirt surrounds the tree. Its bark, translucent in some spots, reveals that an old man with long, white hair is trapped inside, as if frozen in a block of ice. If someone comes within arm's length of Star Blossom wearing the Ancestral Medallion, the man inside (Banzai-san) opens his eyes. This, in turn, awakens Star Blossom who proceeds to attack the heroes, trying to feed. The bark begins to glow as Banzai-san attempts to pry himself out of the tree. He begs for help and promises to calm the tree down.

Banzai-san wants to restore the tree to its former glory but in order to do so he must perform a ritual. Treat this a Dramatic Task. With every success, one of symbols on the wall starts to glow. Meanwhile, the heroes must protect Banzai-san while he performs the ritual. He warns the heroes not to injure Star Blossom. If Star Blossom is dealt a wound, Banzai-san stops the ritual and attacks whoever wounded the sacred tree.

The Yellow Jade Pagoda: Success

If Banzai-san completes the ritual, the taint on Star Blossom is removed and it ceases all hostilities. Given a few months —Banzai-san explains— the sacred tree will bloom once again. Its flowers emanate light and can be brewed as a tea with curative properties. Treat this herbal infusion as the succor power cast with a success. Star Blossom provides enough flowers to produce 50 concoctions per season.



The Medallion

Three-Spear Alice, Tumbleweed's rambunctious huntress, got stranded during the sandstorm and has yet to return. Asking around, the heroes find out where she was headed. They track her the rest of the way with difficulty, the sandstorm having erased most of her tracks and she has a very light step (Tracking -2). With a success, they find her being harassed by a hungry pack of Punk Hounds (2 per Wild Card Character). On a failure, they find her dying in a cave, slain hounds strewn about the entrance, while 1 hound per PC have her pinned inside the cave, waiting for her to die for an easy meal.

Banzai-san (WC)

Shrouded by an ancient mysticism and knowing nothing about the current world, the old monk can be a helpful ally or sworn enemy depending on how you treat Star Blossom, the sacred tree he has sworn to protect and care for.



Attributes: Agility d8, Smarts d6, Spirit d10, Strength d6, Vigor d6
Skills: Faith d10, Fighting d10, Healing d8, Intimidation d6, Notice d8, Survival d6, Stealth d6, Throwing d6
Charisma: 0; **Pace:** 6; **Parry:** 8;
Toughness: 5
Hindrances: Clueless, Vow (protect and restore Star Blossom)
Edges: Adept, Alertness, Arcane Background (Miracles), Block, Counterattack, First Strike, Martial Artist
Powers (10 Power Points): Deflection (wind step), Damage field (flurry of blows)
Special Abilities:
 •Ritual of Cleansing: Banzai-san can perform a ritual to cleanse Star Blossom of its taint. This is a Dramatic Task using the Faith skill.

Star Blossom (WC)

This sacred tree survived the armageddon but was tainted by radiation —gaining limited mobility and an unquenchable thirst for blood. Knots in its branches have teeth and lips.

Attributes: Agility d6, Smarts d4(A), Spirit d8, Strength d12+2, Vigor d8
Skills: Fighting d8, Notice d4
Pace: 0; **Parry:** 6; **Toughness:** 13 (2)
Special Abilities:
 •Bark: Thick bark grants it +2 Armor
 •Drink Life: If Star Blossom scores a raise with its lash attack it can forego extra damage to grapple its opponent instead. A grappled opponent must make a Vigor roll or suffer one level of Fatigue as blood is drained from his body.
 •Improved Sweep: The sacred tree can attack every target within its reach each round
 •Lash: Str damage, Reach 5"
 •Plant Form: Star Blossom doesn't suffer penalties from wounds, more damage from called shots and has +2 to Spirit rolls to recover from Shaken.
 •Size +5
 •Weakness: Star Blossom suffer +4 damage from fire and catches on fire on a 5 or 6 on a d6

Punk Hound

This scrawny lupine creature common to the Dust Flats has short black fur with stitch-like patterns and three to five inch long bone spikes protruding from its skin. Standing atop its head is a rainbow-colored crest of spiky hair. Unlike other wolves, their jaw is underdeveloped so they've adopted a different hunting tactic. The pack, numbering anywhere between four to twelve members, will launch itself at its prey in order to impale and grind it to a pulp.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d6, Vigor d6
Skills: Fighting d6, Notice d10
Pace: 8; **Parry:** 5; **Toughness:** 4
Special Abilities:
 •Bite: Str+d4
 •Bone Spikes: Str+d6 AP1
 •Fleet-Footed: Roll a d10 when running instead of a d6.
 •Mosh Pit: With a raise on its attack roll, the hound's target is automatically knocked prone.
 •Size -1: Punk Hounds are small and scrawny.
 •Thrash: If a Punk Hound moves at least 4" before attacking it gains +2 Fighting and Damage but falls prone if it fails to hit its target.

PRE-GENERATED CHARACTERS



"YEEEEEHAW!"

BUCKAROO DAN

Stunt Cowboy

There is no jump, no stunt, no race, no dare that Buckaroo Dan won't take on. He once needed his face to stop a bad fall off his bike so he isn't much to look at anymore, but he hasn't slowed down a bit. He hopes to come back a hero from Neon Valley, find himself a bride and live happily ever after.

Attributes: Agility d10, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d8, Notice d6, Riding d6, Shooting d6, Stealth d4, Survival d4, Taunt d4, Throwing d6

Charisma: -2; **Pace:** 8; **Parry:** 8; **Toughness:** 5

Hindrances: Overconfident, Ugly, Mutant (Coiled Tongue — Minor)

Edges: Ace, Acrobat, Fleet-Footed, Quick, Mutation Mastery (Coiled Tongue)

Gear: Arrow x20, Bow (Range 12/24/48, 2d6), Dagger (Str+d4), Motorcycle Helmet (+3, 50% chance vs. head shot), Spear (Str+d6, Parry +1, Reach 1, 2 hands), bicycle.



"I'M NOT AFRAID OF YOU."

LILLY MASKARA

Mind Freak

When Lily was still a child, everybody in the tribe knew she was special. She could instill fear in a grown man's mind by simply looking at him. She was often thrown into a small and dark pit in an effort to control her, so she developed claustrophobia. Her health was never the best but this strange mutation she has is balanced by a strong mind. As she grew older, her special gift became stronger and she proved to be very useful when she demonstrated how she could tell who or what left tracks around the settlement. Word is, the Caretakers are very interested in her abilities and would go to great lengths to capture her. If you ask her, she would like nothing more than to be normal like everybody else.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d6

Skills: Fighting d6, Intimidation d6, Lockpicking d4, Notice d8, Persuasion d6, Psionics d8, Repair d4, Riding d6, Shooting d4, Stealth d6, Tracking d6

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Hindrances: Mutant (Stretchy Flesh — Minor), Phobia (Minor: Claustrophobia), Wanted (Major)

Edges: Alertness, Arcane Background (Psionics), Mentalist, Power Points

Powers: Deflection, Fear, Speed

Gear: Crossbow (Range 15/30/60, 2d6, AP 2, 1 action to reload), Quarrel (AP 2 (standard crossbow bolt)) x10, Staff (Str+d4, Parry +1, Reach 1, 2 hands), bicycle.



"ONWARD COMPANIONS!"

CENTI PETE

Wasteland Knight

Since Pete found this old comic book featuring a medieval knight's journey to defeat an evil tyrant he's adopted the speech and demeanor of his hero. He's even gone as far as procuring similar weaponry. He shows unflinching bravery in the face of danger.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Intimidation d6, Notice d6, Riding d8, Shooting d4, Throwing d6

Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 7 (1)

Hindrances: Code of Honor (Chivalry), Quirk (uses comic book speech), Mutant (Fast Metabolism — Minor)

Edges: Brave, Command, Common Bond, Elan

Gear: Lance (Str+d8, AP 2 when charging, Reach 2, only usable in mounted combat), Leather (+1, Covers torso, arms, legs), Long Sword (Str+d8, Includes scimitars), Motorcycle Helmet (+3, 50% chance vs. head shot), Small Shield (buckler) (+1 Parry), Spear (Range 3/6/12, Str+d6, +1 Parry) x2, bicycle.



"SSSHHH... DEAD MEN DON'T SPEAK"

G'NIGHT MANDY

Huntress

When Mandy sends an arrow flying through the air, someone or something is going to sleep for good. That's how she earned the nickname G'night Mandy. She hunts food for her tribe and her skills are vital to the survival of her friends and family. She found Rayn out in the wild and looks after him. To her he is like a younger brother.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d6, Vigor d6

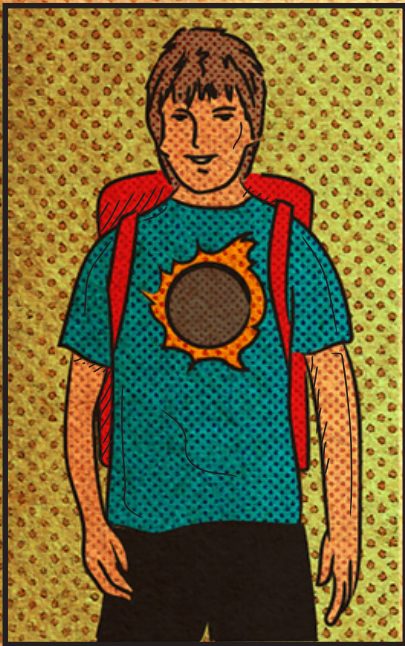
Skills: Climbing d4, Fighting d6, Notice d6, Riding d6, Shooting d10, Stealth d6, Survival d6, Throwing d6, Tracking d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)

Hindrances: Curious, Loyal, Mutant (Precognition — Minor)

Edges: Marksman, Mutation Mastery (Precognition) Woodsman (Desert), Quick Draw,

Gear: Arrow x10, Axe (Str+d6), Bow (Range 12/24/48, 2d6), Leather (+1, Covers torso, arms, legs), bicycle.



"STINKY! COME HERE BOY!"

RAYN DROP

Adorable Brat

Rayn may only be 10 years old but he's proven very resilient and resourceful. When he was barely old enough to ride his bicycle, he watched his family die from acid rain while he took shelter in the carcass of a car and survived by eating bugs. To this day, rain - harmful or not - brings back those awful memories. His dog Stinky is always by his side. He knows Stinky isn't a real dog but he likes him nonetheless. Because of this unconditional love for his robotic companion, Rayn Drop tends to see all robots of the wasteland as friendly.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d4, Vigor d4

Skills: Climbing d4, Fighting d6, Notice d6, Persuasion d4, Riding d6, Stealth d8, Survival d4, Taunt d4, Throwing d4

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 4

Hindrances: Delusional (Minor: Believes all robots are friendly), Phobia (Minor: Rain), Young

Edges: Alertness, Beast Bond (Dog Android), Beast Master (Dog Android)

Gear: Bone Dagger (Str+d4), Knife (Range 3/6/12, Str+d4) x3, Sling (Range 4/8/16, Str+d4), Sling Stone (Stones can also be found for free with a Notice roll and 1d10 minutes searching, depending on terrain) x20, Staff (Str+d4, Parry +1, Reach 1, 2 hands), bicycle, his companion Stinky.



STINKY

This faithful mutt is Rayn Drop's companion. Stinky is a robot made to look like a real dog and possesses an AI capable of replicating canine behavior. The technology used to build these companions was lost in the war. A malfunction is causing the circuits to overheat when Stinky becomes over-excited - hence the name Stinky.

- Use the dog/wolf bestiary entry for Stinky but add the Construct Monstrous Ability and the following hindrances: Loyal, Quirk (smells like burnt wires).

THE NEW EDGE AND HINDRANCE, AS WELL AS THE CARDS ARE A SAMPLE OF THE MUTATION DECK. BE SURE TO CHECK IT OUT! TO GET THIS SPECIAL ACTION DECK, YOU CAN FIND IT AT DRIVETHRURPG.

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COMING SOON!



New Hindrance

Mutant (Minor or Major)

This individual possesses some form of physical or mental mutation. Choose one of your mutation cards, and apply the listed Minor or Major Disadvantage, depending on whether this is a Minor or Major Hindrance. You may take Mutant once as a Major Hindrance and twice as a Minor Hindrance, but it must be applied to a different card each time.

New Edge

Mutation Mastery

Requirements: Novice, any Mutant Hindrance

This character has learned to control one of her Mutation Hindrances, and gains the Advantage outlined on the card. A mutant can take this Edge multiple times, applying it to a different card each time.

2 ♥ 2

Coiled Tongue

You have an extremely long tongue, which you normally keep coiled up in your mouth.

Disadvantage
You eat by grabbing food with your tongue and swallowing it whole. This process is very messy (Minor and Major), and you become Fatigued for half an hour after eating (Major).

Advantage
You can Grapple or Push anyone within 3" using your tongue, although Push always moves them towards you.

K ♥



Stretchy Flesh

Your flesh is flexible and rubbery, but also prone to infection or slow to heal.

Disadvantage
Suffer the Anemic Hindrance (Minor), or a -2 penalty to natural healing rolls (Major).

Advantage
Your stretchy limbs give your Fighting attacks +1 Reach.

4 ♥ 4

Fast Metabolism

You have an extremely fast metabolism, allowing you to move very quickly.

Disadvantage
You need to make Hunger (Minor and Major) and Thirst (Major) rolls twice as often, as your body rapidly burns energy.

Advantage
Your Pace increases by +4, and your running die can now Ace.

10 ♦ 10

Precognition

You occasionally perceive things a moment before they happen, although it is sometimes difficult or even impossible to divert fate.

Disadvantage
When dealt Clubs in combat, your failed Trait rolls either cost two Bennies to reroll (Minor), or cannot be rerolled (Major).

Advantage
Once per session you may add 1d6 to a Trait roll you've just made or subtract 1d6 from a Trait roll made against you. This roll can Ace