

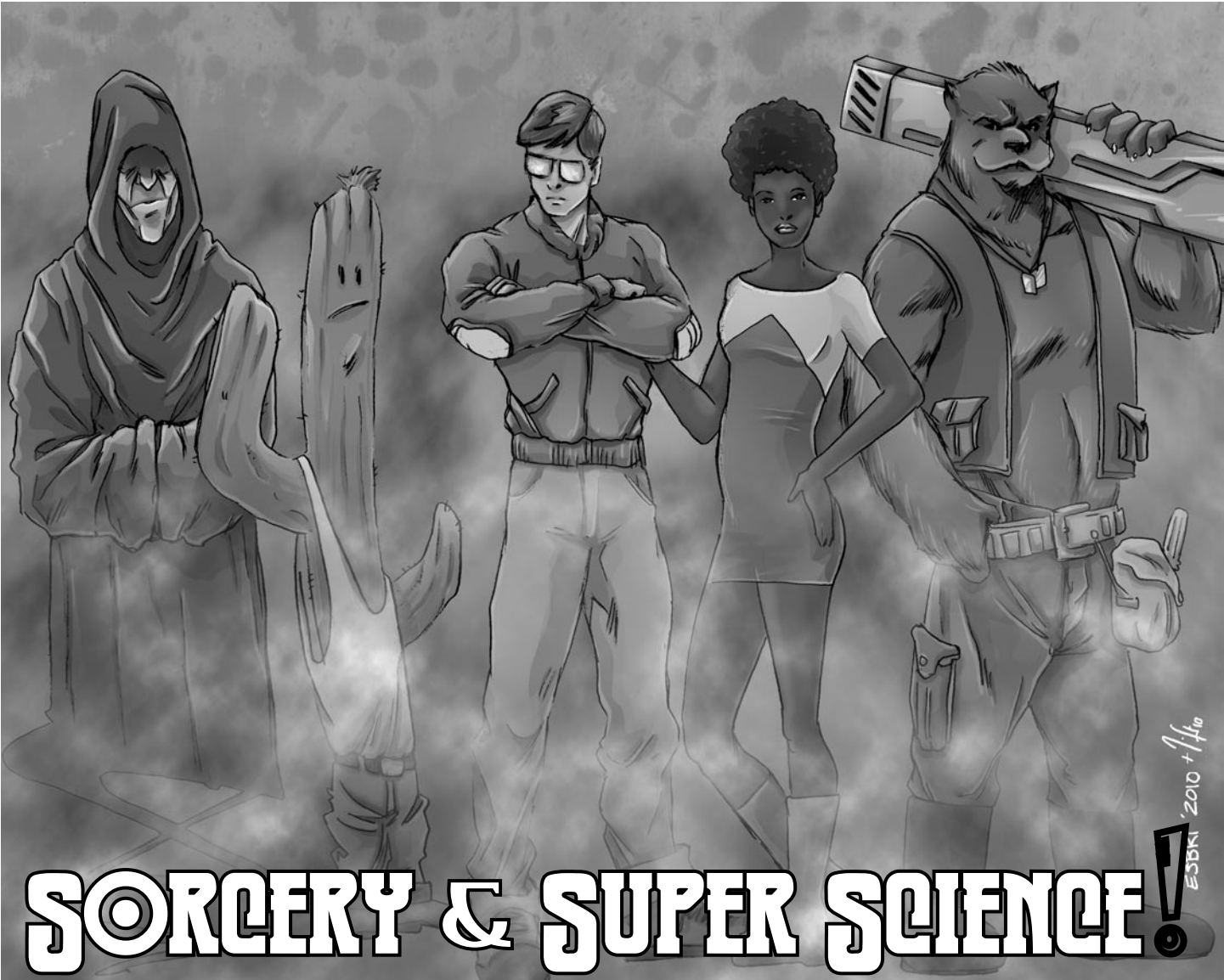
SORCERY! & SUPER SCIENCE



CHARACTERS BELOW THE SHATTERED MOON

EXPEDITIOUS RETREAT PRESS

After the cracking of the moon and before the rise of Atlantis the world was a place strange to the thoughts of honest men. The death throes of science amid the birth of magic sculpted new generations of conquerors who strode the lands forging civilizations of steel, sinew, and sorcery from the decrepit hulks of the ones that fell before. Tyrannical wizards, amoral super-scientists, charismatic catalysts, and multifarious mutants battled for wealth, power, and honor. It was ten thousand years of barbarity; ten thousand years spent in the shadowy shells of past glories, hiding from horrible creatures that scratched and skittered for blood; ten thousand years of tyranny and injustice, ten thousand years of



CREDITS

Created by Joseph Browning (with inspiration and assistance from Bat)
Edited by Suzi Yee
Cover Art by David Esbri & Joan Guardiet
Interior Art by David Esbri & Joan Guardiet

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Thanks for picking up Characters Below the Shattered Moon (Volume One) and hope you enjoy and have fun!

TABLE OF CONTENTS

Race	3
Destinies	3
NPCs	4
Commoners	5

INTRODUCTION

Welcome to the first expansion of character options for Sorcery & Super Science! Within are a new race and two new destinies. We believe you'll find them evocative and useful at your game table. In addition, every GM needs a stable of NPCs ready at a moment's notice, so below you'll also find five Sorcery & Super Science NPCs for any such occasion. These five are part of a group called The Hand of Fate, but you can easily use them independently as needed. Finally, you'll find statistics for 56 commoners for when you need a quick person of not much import. Each NPC has an equipment list, but such list contains only the highlights of the NPC's possessions and more generic items should be assigned.

RACE

VAT-BORN

The vat-born are cloned augmented humans from before the shattering of the moon. Their vats have been scattered and buried across the globe by the breaking of time, and as each vat is exposed to the air, a new vat-born is freed. There are very few vat-born, as the majority perish within the first few days after leaving their birth vat. Vat-born possess the following benefits:

- **It Always Works:** Vat-born have no chance of failing a racial tech conflict.
- **Slowing the Sands of Time:** All Vat-born possesses the Long-Lived highlight. If this is rolled during the Highlight process of character creation the lifespan of a vat-born is increased to 300+ years.
- **Purity of Flesh:** Vat-born have no mutations.
- **Scarless:** Vat-Born have superior bodies, possessing Regeneration (Ultra) and +1 to all rolls against toxins.
- **I Remember Now:** Vat-Born are always Strangers.
- **Ability Modifiers:** Vat-Born gain +2 to all primary abilities.

DESTINIES

STRANGER

The first thing I remember is waking up to a shrill, incessant beep. The dim green glow of a single fading light illuminated the many small tubes that traveled in and out of my body. Barely conscious, I watched the tubes self-detach and fall with a soft clang upon the metal floor of my metal coffin. A red seam formed above my head and the coffin split open with great force. I crawled out, naked and groggy, into a world filled with nightmares. With a strange sense of detachment, I found myself assessing the situation, and I quickly armed myself and built a shelter, even though I had no memory of learning those skills. The next day I returned to my coffin and found it mostly encased in the hard soil of the area. Inscribed within it was the message "You are born to Serve."

Strangers are cloned elite soldiers from before the shattering of the moon who have managed to survive past the first few days after crawling out of their vats. Using their physical toughness and extensive knowledge, strangers are gifted survivors under the shattered moon. Strangers possess the following benefits:

- **Born with a Steering Wheel in Hand:** Strangers are natural drivers, adding +2 to any conflict rolls regarding piloting or operating a vehicle.
- **Commanding Presence:** Strangers can be intimidating and intense and add +1 to all socially-oriented conflicts.
- **Past Knowledge:** Strangers receive a +2 to all skill set conflicts excepting those dealing with sorcerous subjects or artifacts.
- **Polyglot:** All strangers are literate and fluent in 4 languages.
- **Deadeye:** Strangers receive a +1 to Combat conflicts.

At creation, a Stranger possesses the following skills at (Basic) 2: Knowledge of Biology, Knowledge of Chemistry, Knowledge of Electricity, Knowledge

of Materials, and Knowledge of Mechanics. A Stranger possesses the following skills at (Intermediate) 2: Animal Husbandry, Farming. A Stranger also possesses the following skills at (Advanced) 1: Operation of Computers, and Operation of Tech. In addition, a Vat-Born Human possesses the following skills at (Ultra) 1: Item Identification, Operation of Vehicles and Operation of Weapons and Armor.

A Stranger has 2 thresholds and 4 ranks with which to customize his skill list. For example, he could choose to spend 2 thresholds to possess Operation of Computers (Ultra) 1 and Operation of Tech (Ultra) 1 and spend 4 ranks to possess Item Identification (Ultra) 3, Operation of Vehicles (Ultra) 2, and Operation of Weapons and Armor (Ultra) 2.

SPIRIT RIDER

The spirit world is everywhere, and everywhere spirits cause endless problems. I fix that. I make the spirits understand that their actions have consequences and that they are not free to force their will upon others, be that for destruction or order. They do not have the right, and I demonstrate the error of their ways in the only way they can understand. Do you know what it's like to have another creature inside of you? How it cries and screams constantly for freedom? How it bargains and pleads and promises? I know how it is and I do not listen. My heart is hardened.

Spirit Riders are spiritually-attuned individuals who can hold spirits within their bodies and gain powers from the spirits trapped within. They share many abilities with Sorcerers but their non pure-human blood prevents them from wielding magic to its fullest ability. Within the flesh of a Spirit Rider lurks things best left beyond the boundary, and Spirit Riders have a reputation of oddness or zealotry.

- **Spirit Made Flesh:** Spirit Riders can force spirits to turn into fleshy beings against their will. This binding lasts for 1 hour, and an individual spirit can be made flesh only once per year. A spirit rider can make any threshold spirit flesh but is cautioned in exercising such powers.
- **Spirit Ride:** After defeating a spirit made flesh in combat, a Spirit Riders can force the spirit into the Spirit Rider's body and thereby gain a randomly determined intrinsic power of that spirit. A spirit rider may have more than two spirits within his body, but each extra one after that requires a successful Willpower conflict. Riding a third spirit requires a rank 5 Willpower conflict and every additional spirit increases the conflict rank by +1. Fortune cannot be spent on these conflicts, and a failed conflict results in all spirits being freed from the Spirit Rider's body.
- **Spirit Vitality:** Spirit Riders regain Health, Ego and Fortune in an amount equal to their greatest primary ability.
- **Spirit Vision:** Spirit Riders can make (Ultra) 1 sense conflicts to detect spirits regardless their Lore rank.
- **Spirit Knowledge:** Spirit Riders receive a +2 to all lore skill set conflicts when identifying spirits.
- **I'm Riding Now:** Spirit Riders start with riding one spirit (Basic) as approved by the GM.

At creation, a Spirit Rider possesses the following skills at (Basic) 1: History of the Ancients. A Spirit Rider also possesses the following skills at (Intermediate) 1: Animal Husbandry, Foraging, History under the Shattered Moon, and Operation of Weapons and Armor. In addition, a Spirit Rider possesses the following skills at (Advanced) 1: Lore of Change, Lore of the Dead, Lore of Nature, Lore of Preservation.

A Spirit Rider has 4 thresholds and 4 ranks with which to customize his skill list. For example, he could spend 1 threshold to possess Operation of Weapons and Armor (Advanced) 1 and spend 1 rank for Operation of Weapons and Armor (Intermediate) 2. Finally, 3 thresholds and 3 ranks would bring him to Lore of the Dead (Ultra) 2, Lore of Nature (Ultra) 2, and Lore of Preservation (Ultra) 2.

NPCs

THE HAND OF FATE

The Hand of Fate is a newly formed adventuring group, led by the quiet and particular Incantaros the Black. Incantaros stumbled upon the others of the group losing a fight to a well-organized group of rat men, but his fiery illusions managed to drive the rat men away long enough to rescue the downed members and retreat to safety. They have since elected Incantaros their leader, and the normally solitary man is experiencing a newly-found appreciation for company.

Incantaros the Black, Male Human Sorcerer, Age 38

C4 A4 S3 F5 R4 I6 W8, Ego 46 Health 32 Fortune 68

Highlights: Alternate Identity, Long-Lived, Lucky

Spells: Visual Illusion (Ultra), Other Senses Illusion (Intermediate), Combat Ability Boost (Intermediate), Vampiric Attack (Intermediate), Extended Duration (Intermediate)

Whispers: The Queen's Bridge (Basic), The Queen's Cage (Intermediate), The Queen's Bonds (Advanced), Zygo's Draining Charge (Basic), The Mouth of Magoman (Basic)

Equipment of Note: Early Body Armor, The Sword of Incantaros +3 damage, +4/rank 4 slashing (Weapon Weal, 12 Fortune), Modern Shotgun +10 damage, +4/rank 7 piercing, Lucky Charm (15 Fortune), The Black Robe (Willpower Booster, 13 Fortune).

Resistances: Physical 4, Energy 1

Skill Sets: Animal Husbandry (Advanced) 1, Foraging (Advanced) 1, Artifact Construction (Ultra) 4, History of the Ancients (Advanced) 1, History Under the Shattered Moon, (Advanced) 1, Lore of Change (Ultra) 2, Lore of the Dead (Ultra) 2, Lore of Nature (Ultra) 2, Lore of Preservation (Advanced) 1, Operation of Weapons & Armor (Advanced) 2

A master of illusion, Incantaros is a seasoned adventurer and not a sorcerer to be trifled with. He has spent almost 20 years wandering under the shattered moon and has experience in the ruins and deathlands of eastern North America. Incantaros relies heavily upon his illusions and prefers to travel alone, but recently has found friendship and camaraderie among a group of much younger explorers who look to him for leadership: something he is not entirely comfortable with but has accepted regardless. Incantaros has named his newly-found band The Hand of Fate, and they're beginning to make a name for themselves. Incantaros favors an enchanted long robe that covers most of his body and makes him harder to identify, for he has a secret in his past he would rather remain there.

Bob, Mutated Plant (saguaro cactus) Mutant Master, Age 20

C5 A3 S3 F6 R1 I1 W2, Ego 20 Health 34 Fortune 42

Highlights: Team Player, Long-Lived

Mutations: Damage Resistance (Advanced), Survivor (Ultra), Movement Boost (Ultra), Agility Ability Boost (Advanced), Bludgeoning Body Weaponry (Advanced)

Equipment of Note: Sling +2 damage, +4 rank 4 bludgeoning

Resistances: Physical 4

Skill Sets: Animal Husbandry (Intermediate) 1, Foraging (Intermediate) 3, History of the Ancients (Intermediate) 1, Operation of Artifacts (Basic) 1, Operation of Computers (Basic) 1, Operation of Tech (Intermediate) 1, Operation of Vehicles (Advanced) 1, Operation of Weapons & Armor (Ultra) 1

Bob's quite the character - witty, hyper and not above a practical joke every now and then. A mutated cactus, Bob's skin is very tough, but his needles are soft and rubbery. Bob's unusual physical build would seem a disadvantage, but he's capable of incredibly quick and agile movements. He throws himself into combat, bashing opponents with whichever appendage is most appropriate. Bob's favorite possession is his tiny pair of bluejeans that Simon made for him.

Simon Stevenson, Mutated Human Super Scientist, Age 18

C2 A1 S1 F4 R6 I3 W2, Ego 30 Health 16 Fortune 38

Highlights: Team Player, Artistic (tailor)

Mutations: Unity of Being (Basic), Energy Resistance (Basic), Telekinesis (Ultra), Damage Resistance (Ultra)

Equipment of Note: Early Revolver +5 damage, +4/rank 6 piercing

Skill Sets: Animal Husbandry (Basic) 1, Foraging (Basic) 3, Artifact Identification (Basic) 1, Item Construction (Advanced) 3, History of the Ancients (Intermediate) 1, History Under the Shattered Moon (Intermediate) 1, Biology (Intermediate) 1, Chemistry (Advanced) 2, Electricity (Advanced) 2, Materials (Ultra) 2, Mechanics (Ultra) 2, Rare-tech (Basic) 1, Operation of Artifacts (Basic) 1

Simon is a serious young man and the former leader of the group. His decision to face the rat men almost resulted in everyone's death, and he now doubts his judgment. He finds solace in tailoring (he's made almost all the party's clothing), and he's always tinkering with some bits of cloth. Although a Super Scientist, Simon has little real interest in mechanical devices and the artifacts of the past, much preferring to focus on his art. Simon's favorite possession is the pair of pristine sunglasses he found in a ruined house of the ancients.

Nnambi Guntersdotter, Mutated Human Catalyst, Age 20

C6 A4 S3 F4 R4 I5 W4, Ego 34 Health 34 Fortune 120

Highlights: Team Player, Tough as Nails

Mutations: Growth (Ultra), Toxic Attack (Basic), High Intensity Radiation Resistance (Advanced), Swimming (Basic), Bludgeoning Body Weaponry (Ultra)

Equipment of Note: Single Shot Handgun +6 damage, +4/rank 6 piercing

Resistances: Radiation 10

Skill Sets: Animal Husbandry (Intermediate) 1, Foraging (Advanced) 3, Artifact Identification (Intermediate) 1, Item Identification (Advanced) 3, History of the Ancients (Basic) 1, History Under the Shattered Moon (Basic) 1, Operation of Artifacts (Intermediate) 1, Operation of Computers (Intermediate) 1, Operation of Tech (Intermediate) 1, Operation of Vehicles (Advanced) 2, Operation of Weapons & Armor (Advanced) 2

Nnambi is an orphan. She has vague memories of an elderly lady taking care of her when very young, but she does not know what happened that resulted in her effectively raising herself on the outskirts of civilization. Through a mix of luck, determination, and excellent natural combat abilities, Nnambi survived. It was only a year ago that she met Simon on one of his runs into some of the more "tame" ruins. They immediately were attracted to each other and have since become a couple. Nnambi's unusual last name was a gift of Simon, who read countless names to her from an old book. Guntersdotter was the one she liked best.

Bear Stroud, Mutated Animal (bear) Mutant Master, Age 16

C4 A2 S6 F4 R1 I1 W2, Ego 15 Health 32 Fortune 40

Highlights: Team Player, Durable

Mutations: Unity of Being (Ultra), Lightning/Heat Retributive Strike (Advanced), Regeneration (Advanced), Toxic Resistance (Advanced), Combat Ability Boost (Ultra), Strength Ability Boost (Intermediate)

Equipment of Note: Light Anti-tank Weapon, +36 to damage on target, +18 to damage within 5, +4 to damage within 15. Damage from a LAW ignores the first 50 points of damage resistance or armor of the target, +4/ rank 12 explosive

Resistances: Toxic 3

Skill Sets: Animal Husbandry (Intermediate) 1, Farming (Advanced) 1, Foraging (Intermediate) 1, Artifact Identification (Basic) 1, History of the Ancients (Basic) 1, Operation of Artifacts

(Basic) 1, Operation of Computers (Basic) 1, Operation of Tech (Intermediate) 1, Operation of Vehicles (Intermediate) 1, Operation of Weapons & Armor (Ultra) 3

Bear woke up one day in a den, next to what he considers his natural mother and his siblings. He remained with his “family” for a year before yielding to the call of civilization. After tentative contact, bear found a friendly family that taught him English and the honest trade of farming. His great strength and fearsome appearance won him many friends. His civilization “itch” was scratched after more than a decade farming, and he left his family behind to adventure and see the world. He hooked up with the others a few months before their disastrous encounter with the rat men, and he’s perhaps a more vocal critic of Simon than necessary, especially considering that Simon’s lent him the LAW and its two rounds of ammunition.

COMMONERS

Commoners in Sorcery & Super Science are the vast majority of NPCs. Unlike those with destinies, commoners have not been given a role by fate and thus have only a single mutation to help them throughout their unimportant lives. In addition, commoners roll for their primary abilities on a d4 instead of the normal d6 for PCs. Even though they pose little threat to a PC, commoners are always in high demand for a variety of spur-of-the-moment encounters, so below are a few to include at the drop of a hat.

20 MUTATED HUMAN COMMONERS

1. William Larson, Mutated Male Human
C4 A4 S4 F4 R1 I1 W1, Ego 14 Health 32 Fortune 19
Mutations: Shapechange (Basic) - Takes the form of a Labrador retriever
Equipment: Club +3 damage, +4/rank 4 bludgeoning
2. Ayesha Graf, Mutated Female Human
C1 A0 S1 F2 R2 I1 W2, Ego 14 Health 8 Fortune 9
Mutations: Bludgeoning Distance Attack (Basic)
Equipment: Dagger +3 damage, +4/rank 4 piercing
3. Sofia Perez, Mutated Female Human
C1 A1 S2 F3 R1 I2 W1, Ego 14 Health 14 Fortune 9
Mutations: Unity of Being (Ultra)
Equipment: Short Sword +3 damage, +4/rank 4 piercing
4. Roy Halcomb, Mutated Male Human
C3 A1 S2 F3 R1 I0 W1, Ego 10 Health 18 Fortune 11
Mutations: Damage Resistance (Intermediate)
Equipment: Dagger +3 damage, +4/rank 4 piercing; Sling +2 damage, +4 rank 4 bludgeoning
5. Salacious Serena, Mutated Female Human
C2 A1 S2 F2 R2 I1 W2, Ego 14 Health 16 Fortune 13
Mutations: Growth (Intermediate)
Equipment: Mace +3 damage, +4/rank 4 bludgeoning
6. Mildred Lara, Mutated Female Human
C0 A2 S1 F2 R3 I4 W4, Ego 26 Health 10 Fortune 16
Mutations: Survivor (Intermediate)
Equipment: Dagger +3 damage, +4/rank 4 piercing
7. Veli Heikkinen, Mutated Male Human
C4 A2 S2 F2 R3 I4 W4, Ego 26 Health 20 Fortune 21
Mutations: Vampiric Attack (Intermediate)
Equipment: Mace +3 damage, +4/rank 4 bludgeoning
8. Samantha Hindwood, Mutated Female Human
C4 A1 S1 F2 R1 I2 W4, Ego 18 Health 16 Fortune 15
Mutations: Climbing (Ultra) - Climbs at 7.5/66
Equipment: Early Revolver +5 damage, +4/rank 6 piercing

9. Dashaud Cody, Mutated Male Human
C1 A2 S1 F2 R2 I1 W1, Ego 12 Health 12 Fortune 10
Mutations: Heightened Senses (Basic)
Equipment: Longsword +3 damage, +4/rank 4 slashing; Sling +2 damage, +4 rank 4 bludgeoning
10. Bianca Perkins, Mutated Female Human
C2 A1 S2 F2 R2 I1 W2, Ego 14 Health 14 Fortune 12
Mutations: Shrink (Intermediate)
Equipment: Short Sword +3 damage, +4/rank 4 piercing
11. Basir Carlson, Mutated Male Human
C3 A2 S3 F4 R2 I2 W2, Ego 20 Health 24 Fortune 18
Mutations: Water Breathing (Advanced)
Equipment: Dagger +3 damage, +4/rank 4 piercing
12. Wilma Barnes, Mutated Male Human
C3 A1 S3 F3 R2 I2 W1, Ego 15 Health 20 Fortune 15
Mutations: Radiation Toxic Attack (Basic)
Equipment: Mace +3 damage, +4/rank 4 bludgeoning
13. Tony Ramirez, Mutated Male Human
C2 A1 S2 F2 R2 I1 W2, Ego 14 Health 14 Fortune 12
Mutations: Toxic Resistance (Ultra)
Equipment: Dagger +3 damage, +4/rank 4 piercing; Sling +2 damage, +4 rank 4 bludgeoning
14. Andria Mortensen, Mutated Female Human
C4 A4 S4 F4 R1 I1 W1, Ego 14 Health 32 Fortune 19
Mutations: Combat Ability Boost (Ultra)
Equipment: Aluminum Baseball Bat +4 damage, +4/rank 5 bludgeoning
15. Cameron Leveille, Mutated Male Human
C1 A1 S1 F4 R1 I2 W1, Ego 16 Health 14 Fortune 11
Mutations: High Intensity Slashing Damage Resistance (Advanced)
Equipment: Dagger +3 damage, +4/rank 4 piercing; Sling +2 damage, +4 rank 4 bludgeoning
16. Yeppers Williamsmith Pooter III, Mutated Male Human
C2 A3 S2 F2 R2 I1 W2, Ego 14 Health 18 Fortune 14
Mutations: Enthral (Basic)
Equipment: Short Sword +3 damage, +4/rank 4 piercing
17. Stephanie Devaughn, Mutated Female Human
C4 A3 S0 F3 R2 I2 W4, Ego 22 Health 20 Fortune 18
Mutations: Energy Resistance (Ultra)
Equipment: Early Revolver +5 damage, +4/rank 6 piercing
18. Roger Bramble, Mutated Male Human
C1 A2 S1 F4 R2 I1 W1, Ego 16 Health 16 Fortune 12
Mutations: Covert Boost (Intermediate)
Equipment: Longsword +3 damage, +4/rank 4 slashing; Sling +2 damage, +4 rank 4 bludgeoning
19. Charlene Hill, Mutated Female Human
C1 A2 S1 F3 R2 I2 W1, Ego 16 Health 14 Fortune 12
Mutations: Healing (Basic)
Equipment: Short Sword +3 damage, +4/rank 4 piercing
20. Donnie Graham, Mutated Male Human
C2 A1 S2 F4 R2 I2 W4, Ego 24 Health 18 Fortune 17
Mutations: Movement Boost (Advanced)
Equipment: Dagger +3 damage, +4/rank 4 piercing

20 MUTATED ANIMAL COMMONERS

1. Camaline, Mutated Female Animal (camel)
C3 A1 S2 F3 R2 I1 W3, Ego 18 Health 18 Fortune 15
Mutations: Mental Attack (Intermediate)
Equipment: Short Sword +3 damage, +4/rank 4 piercing
2. Janet Lindberg, Mutated Female Animal (mouse)
C1 A4 S1 F3 R3 I2 W2, Ego 20 Health 18 Fortune 14
Mutations: Enthral (Basic)
Equipment: Short Sword +3 damage, +4/rank 4 piercing
3. Boxtop, Mutated Male Animal (turtle)
C1 A2 S1 F5 R2 I1 W1, Ego 18 Health 18 Fortune 13
Mutations: Damage Resistance (Ultra)
Equipment: Great Sword +4 damage, +4/rank 4 slashing; Sling +2 damage, +4 rank 4 bludgeoning
4. Robert Dyer, Mutated Male Animal (bulldog)
C4 A2 S3 F2 R2 I2 W4, Ego 20 Health 22 Fortune 19
Mutations: Body Weaponry (Ultra) - piercing bite
Equipment: Mace +3 damage, +4/rank 4 bludgeoning
5. Soracina, Mutated Female Animal (shrew)
C3 A1 S1 F4 R1 I2 W3, Ego 20 Health 18 Fortune 15
Mutations: Energy Resistance (Basic)
Equipment: Dagger +3 damage, +4/rank 4 piercing; Sling +2 damage, +4 rank 4 bludgeoning
6. Joshua Spooner, Mutated Male Animal (frog)
C3 A3 S1 F3 R2 I4 W1, Ego 20 Health 20 Fortune 17
Mutations: Sonic Distance Attack (Advanced)
Equipment: Short Sword +3 damage, +4/rank 4 bludgeoning
7. Opheus, Mutated Male Animal (grass snake)
C2 A2 S4 F4 R1 I1 W1, Ego 14 Health 24 Fortune 15
Mutations: Regeneration (Intermediate)
Equipment: Club +3 damage, +4/rank 4 bludgeoning
8. Phillip Fennell, Mutated Male Animal (mole)
C3 A1 S2 F3 R2 I1 W4, Ego 20 Health 18 Fortune 16
Mutations: Heightened Senses (Ultra)
Equipment: Dagger +3 damage, +4/rank 4 piercing; Sling +2 damage, +4 rank 4 bludgeoning
9. Sirinia, Mutated Female Animal (manatee)
C2 A4 S4 F4 R2 I2 W4, Ego 22 Health 28 Fortune 22
Mutations: Electricity/Heat Retributive Strike (Advanced)
Equipment: Early Revolver +5 damage, +4/rank 6 piercing
10. Corvinus, Mutated Male Animal (raven)
C3 A1 S1 F3 R1 I2 W2, Ego 16 Health 16 Fortune 13
Mutations: High Intensity Heat Resistance (Basic)
Equipment: Iron pipe +3 damage, +4/rank 4 bludgeoning; Sling +2 damage, +4 rank 4 bludgeoning
11. Bill Billy Bob, Mutated Male Animal (cow)
C3 A2 S4 F4 R2 I1 W2, Ego 18 Health 26 Fortune 18
Mutations: Heightened Senses (Advanced)
Equipment: Longsword +3 damage, +4/rank 4 slashing; Sling +2 damage, +4 rank 4 bludgeoning
12. Blanche 8-Legs, Mutated Female Animal (spider)
C2 A1 S2 F2 R2 I1 W2, Ego 14 Health 14 Fortune 12
Mutations: Climbing (Ultra)
Equipment: Short Sword +3 damage, +4/rank 4 piercing
13. Uropordell, Mutated Male Animal (squid)
C1 A3 S1 F2 R1 I1 W4, Ego 16 Health 14 Fortune 13
Mutations: Mental Attack (Basic)
Equipment: Mace +3 damage, +4/rank 4 bludgeoning

14. Bubbles Serkova, Mutated Female Animal (dog)
C1 A1 S2 F3 R2 I4 W2, Ego 22 Health 14 Fortune 15
Mutations: Ego Attack (Intermediate)
Equipment: Mace +3 damage, +4/rank 4 bludgeoning
15. Juan De Dios Otero Acosta, Mutated Male Animal (fox)
C2 A2 S2 F3 R2 I2 W1, Ego 16 Health 18 Fortune 14
Mutations: High Intensity Slashing Resistance (Advanced)
Equipment: Club +3 damage, +4/rank 4 bludgeoning
16. Laura Tippens, Mutated Female Animal (mink)
C2 A2 S2 F4 R2 I3 W2, Ego 22 Health 20 Fortune 17
Mutations: Damage Resistance (Intermediate)
Equipment: Dagger +3 damage, +4/rank 4 piercing; Sling +2 damage, +4 rank 4 bludgeoning
17. Dunlop, Mutated Male Animal (baboon)
C1 A2 S1 F4 R2 I2 W3, Ego 22 Health 16 Fortune 15
Mutations: High Intensity Radiation Resistance (Ultra)
Equipment: Great Sword +4 damage, +4/rank 4 slashing; Sling +2 damage, +4 rank 4 bludgeoning
18. Traci with an Eye, Mutated Female Animal (jellyfish)
C4 A2 S2 F4 R2 I3 W3, Ego 24 Health 24 Fortune 20
Mutations: Poison Toxic Attack (Basic)
Equipment: Longsword +3 damage, +4/rank 4 slashing; Sling +2 damage, +4 rank 4 bludgeoning
19. Adam, Mutated Male Animal (ant)
C4 A2 S3 F4 R2 I2 W1, Ego 18 Health 26 Fortune 18
Mutations: Body Weaponry (Advanced) - piercing bite
Equipment: Mace +3 damage, +4/rank 4 bludgeoning
20. Brownback Bess, Mutated Female Animal (cockroach)
C4 A3 S2 F5 R2 I2 W4, Ego 26 Health 28 Fortune 22
Mutations: Enthral (Intermediate)
Equipment: Early Revolver +5 damage, +4/rank 6 piercing

16 MUTATED PLANT COMMONERS

1. Snuggles, Mutated Plant (blackberry)
C4 A2 S1 F3 R3 I2 W1, Ego 18 Health 20 Fortune 16
Mutations: Slashing Body Weaponry (Advanced)
Equipment: Dagger +3 damage, +4/rank 4 piercing
2. Naupaka, Mutated Plant (scaevola glabra)
C4 A1 S4 F3 R2 I2 W3, Ego 20 Health 24 Fortune 15
Mutations: Strength Ability Boost (Advanced)
Equipment: Short Sword +3 damage, +4/rank 4 piercing
3. Paul, Mutated Plant (pine)
C4 A2 S4 F2 R3 I1 W4, Ego 20 Health 24 Fortune 21
Mutations: Ego Attack (Intermediate)
Equipment: Mace +3 damage, +4/rank 4 bludgeoning
4. Annie, Mutated Plant (pokeweed)
C2 A4 S4 F4 R2 I2 W4, Ego 22 Health 28 Fortune 22
Mutations: Heightened Senses (Advanced)
Equipment: Straight Razor +4 damage, +4/rank 6 piercing
5. Marley Evermore, Mutated Plant (cutleaf toothwort)
C2 A3 S4 F3 R1 I2 W4, Ego 20 Health 24 Fortune 19
Mutations: Survivor (Ultra) - Swims at 7.5/66
Equipment: Dagger +3 damage, +4/rank 4 piercing
6. Greenie Willtopson, Mutated Plant (fairymoss)
C3 A2 S3 F3 R3 I2 W3, Ego 22 Health 22 Fortune 19
Mutations: Swimming (Ultra)
Equipment: Mace +3 damage, +4/rank 4 bludgeoning

7. Fungus Amungus, Mutated Plant (porcini mushroom)

C1 A1 S2 F3 R4 I4 W1, Ego 24 Health 14 Fortune 16

Mutations: Survivor (Ultra)

Equipment: Early Revolver +5 damage, +4/rank 6 piercing

8. Happy, Mutated Plant (sunflower)

C4 A4 S2 F4 R2 I2 W2, Ego 20 Health 28 Fortune 20

Mutations: Extra Attack (Ultra)

Equipment: Aluminum Baseball Bat +4 damage, +4/rank 5 bludgeoning

9. Growler Recombinant, Mutated Plant (poison ivy)

C1 A1 S1 F4 R1 I1 W3, Ego 18 Health 14 Fortune 12

Mutations: Acid Toxic Attack (Advanced)

Equipment: Dagger +3 damage, +4/rank 4 piercing; Sling +2 damage, +4 rank 4 bludgeoning

10. Basil, Mutated Plant (basil)

C4 A4 S2 F2 R2 I1 W2, Ego 14 Health 24 Fortune 17

Mutations: Flying (Intermediate)

Equipment: Short Sword +3 damage, +4/rank 4 piercing

11. Argue Spinbottle, Mutated Plant (chicory)

C3 A2 S2 F3 R1 I1 W1, Ego 12 Health 18 Fortune 12

Mutations: Damage Resistance (Advanced)

Equipment: Dagger +3 damage, +4/rank 4 piercing; Sling +2 damage, +4 rank 4 bludgeoning

12. Daisy Wilson, Mutated Plant (dandelion)

C1 A2 S1 F4 R3 I3 W4, Ego 28 Health 16 Fortune 18

Mutations: Movement Boost (Intermediate)

Equipment: Dagger +3 damage, +4/rank 4 piercing

13. Corbin Atlanta, Mutated Plant (cherry tree)

C4 A2 S4 F5 R4 I2 W4, Ego 30 Health 30 Fortune 25

Mutations: Covert Boost (Ultra)

Equipment: Early Revolver +5 damage, +4/rank 6 piercing

14. Phil Creel, Mutated Plant (sage bush)

C1 A2 S1 F4 R2 I1 W2, Ego 18 Health 16 Fortune 13

Mutations: Toxic Resistance (Advanced)

Equipment: Dagger +3 damage, +4/rank 4 piercing; Sling +2 damage, +4 rank 4 bludgeoning

15. Greentop, Mutated plant (elm)

C3 A2 S4 F3 R1 I1 W2, Ego 14 Health 24 Fortune 16

Mutations: Growth (Ultra)

Equipment: Mace +3 damage, +4/rank 4 bludgeoning

16. Agrosh Bramblethorn, Mutated plant (raspberry)

C2 A4 S2 F4 R2 I2 W2, Ego 20 Health 24 Fortune 18

Mutations: High Intensity Cold Resistance (Intermediate)

Equipment: Short Sword +3 damage, +4/rank 4 piercing

