

Wolfoid

Medium mutant animal (gray wolf)

Move: 20 ft.

Initiative: 3d

Dodge: 2d

Armor: -

Fatigue / Wounds: 15 / 20

Hopeless (-2d):	Crafting
Weak (-1d):	Influence, Ranged Weapons, Stealth, Tech
Competent (+1d):	Alertness, Athletics, Discipline, Unarmed Combat
Good (+2d):	Brawn, Constitution, Survival
Amazing (+3d):	-

Mutations: Biped (1d), New Body Parts—Claws (2d), Bite (3d), Rapid Recovery (2d)

Qualities: Tough (2d), Unfocused (2d)

Attacks

Unarmed: Claws (+1W), Bite (+2W)

Description

Descended from fierce timber wolves and made strong by weeding out the weak and sick, wolfoids are terrifying foes individually who use pack tactics and teamwork to bring down prey and secure their territory. Most specimens are over seven feet tall, appearing as bipedal wolves with almost humanlike hands. Wolfoids have an inborn hatred of humans and a taste for their flesh. If a wolfoid pack discovers a cryo chamber they will tear it open to get at the sleeping meal inside.

Variations

This entry is an average (and unarmed) member of a wolfoid pack, though there will often be specimens with unique mutations and scavenged weapons and armor. They usually shun utilitarian tech and focus on gear that's useful in the hunt. A pack leader is invariably the strongest, with increased combat-useful traits and



mutations. A wolfoid pack might also contain several adolescent cubs that are learning the hunt, with weaker traits.

Tactics

When hunting, wolfoids pick off the weak and the slow to grab the easiest meal. If fighting alone, a wolfoid will spring on the strongest foe—hoping that a brutal victory will demoralize allies. As a pack they use hit and run tactics, aiding each other with instinctive teamwork honed by daily practice, often disabling opponents to reduce their mobility, vision, or anything else that grants an advantage. Even wolfoids who hate each other individually will protect one another against outside threats.

Wolfoid, Pack Leader

Medium mutant animal (gray wolf)

Move: 20 ft.

Initiative: 3d

Dodge: 2d

Armor: 2W

Fatigue / Wounds: 16 / 21

Hopeless (-2d): Crafting

Weak (-1d): Ranged Weapons, Stealth, Tech

Competent (+1d): Alertness, Athletics, Discipline, Leadership

Good (+2d): Constitution, Survival, Melee Weapons, Unarmed Combat

Amazing (+3d): Brawn

Mutations: Biped (1d), Bodily Control (2d), New Body Parts—Claws (2d), Bite (3d), Rapid Recovery (2d)

Qualities: Agile Combatant (2d), Tough (2d)

Gear: Leather Armor, Large Axe

Attacks

Large Axe: (4d attack, +2W damage, +2W damage if at least one enhancement is rolled)

Unarmed: Claws (+1W), Bite (+2W)

Breed: Wolfoid

A wolfoid player character is often a "lone wolf," either rejected from his pack or a sole survivor who must learn to cooperate with other species in order to survive—even if its natural tendencies often cause friction. Once trust is earned, however, a wolfoid will be loyal unto death to its new packmates.

20 feet standard movement

Breed Mutations: New Body Parts—Claws (2d), Bite (3d)

Breed Qualities: Tough (2d), Unfocused (2d)

Description

This is just one example of a wolfoid alpha male, larger and more aggressive than most of his kin. Despite his ferocity, he works tirelessly to secure the survival and future of his extended family.



Eyeball Fungus

Medium mutant plant (fungus).

Move: 5 ft.

Initiative: 5d

Dodge: 3d

Armor: 2F

Fatigue / Wounds: 14 / 18

Hopeless (-2d): Crafting, Performance, Tech

Weak (-1d): Athletics

Competent (+1d): Brawn, Dexterity

Good (+2d): Constitution, Unarmed Combat

Amazing (+3d): Alertness, Discipline

Mutations: Confusion (4d), Extra Eyes (1d), Hardened Bark (2d), Infravision (2d), Stunning Blast (2d), Vines (2d)

Qualities: Ambidextrous, Unyielding

Attacks

Unarmed: Eyeball Smash (10 foot reach, 4d attack, +2F damage)

Confusion Ray: (5d attack, +1dF psychic damage + confusion, once per combat)

Stunning Blast: (2d attack against all living targets within 50 feet, +1dF damage and possibly stunned for 2 turns, once per combat)

Description

A strange aberration that grows near toxic and radioactive areas throughout the Warden, this fungus can survive even on bare metal for extended periods. It is a strange collection of soft fungal tissue and spores with tentacles snaking out that end in large crystal-hard eyes—stolen from consumed victims and grown into both bludgeoning weapons and power sources for its mental mutations. As an eyeball fungus consumes new prey, it grows additional eye stalks and acquires new or enhances its existing mental powers. It cares nothing

for gear or technology, and if it dwells in the same area it simply leaves discarded items laying around to be found by others.

Variations

Each eyeball fungus is a unique specimen, as its number of eye stalks and specific mental mutations vary depending on its success as a hunter.

Tactics

Able to see in the dark and shift its body shape as needed, it is a silent and patient hunter who will overwhelm a victim with multiple bludgeoning and grappling attacks, then consumes the decomposing body. After its feasting is done, only the eyes remain—grown unnaturally large and hard as part of a new stalk. Its intelligence is instinctive and quite alien to other forms of life.

Notes

Fungi are not technically plants, and do not share the nourishment requirements of mutant plant characters.

