

# Humanoids



The term 'humanoids refers to creatures that can be mistaken for human, for they were once human. Through ancient techniques – alchemical, biological, or viral modification, they were changed and are no particularly dangerous. Most do not last long in civilized areas, but a few remain in forgotten and sealed tombs, waiting for intruders to set them free.

## MUMMY (RANK 20)

Mummies are the result of some poor ancient attempt at immortality. Their spirit and mind have been preserved – captured or bound somehow – so that they can return to their physical body for periods of time. They have their physical bodies preserved at death, to make them last longer, while they await some sort of cure or alternative to give them a truer life.

When the mummy's spirit is in its body, it can draw life energy from other living things to restore its body, drawing strength and speed from its victims.

**CHALLENGE:** Hard: 1 Mummy

**ATTRIBUTES:** B4 E5 Q1 P2 C3 W5 D0

**COMBAT:**

	Defense	Resilience	Wounds
	1*	5	10*

	Initiative	Skill	Damage
<b>Grab</b>	I:1*	S:3	-
Restrain			

<b>Drain Life</b>	I:1*	S:3	*5>W
Touch, Drain Life*			

**SKILLS:**

Academic 1	Ancient Culture Lore (native culture)
Battle 1	Hand-to-Hand 3
Craft 1	Exploration 1 Observation 4

**SPECIAL:** **Unnatural Constitution:** Resilience B+1, and 10 Wounds

**\*Drain Life:** With a touch, the mummy can drain energy from a living thing to heal or empower itself.

On a successful attack the mummy rolls 5 dice > victim's Will to drain them.

Each ✓ drains one point of the victim's Reflex or Quickness. Every two points drained this way heals the mummy 1 Wound and gives it +1 Quickness, increasing its Defense and Initiative accordingly.

Someone whose Quickness drains to 0 in this way is paralyzed and the mummy can then drain their Grit/Brawn to increase its own Brawn in a similar fashion.

If the mummy grabs its victim, it may drain life each round as a Continuous attack.

Attribute points lost will recover at the rate of 1 per day.

**Will to Live:** The mummy spends 1 Mettle each minute of activity in their body. At 0 Mettle, the spirit abandons the body and must rest.

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## TACTICS:

**Spy:** In spirit form, the mummy watches the living and learns what it can from their behavior. It cannot affect them and it cannot see their equipment or weapons. It watches for behavior that separates them, for it is looking for an opportunity to drain their life without having to fight them all at once.

**Await Opportunity:** Even if the intruders discover its body, the mummy will wait unmoving, awaiting the right moment to strike from surprise. It will only act out of desperation or advantage.

## Flexible Tactics

**ENVIRONMENT:** If the mummy loses track of its body, it will remain trapped in spirit form – possibly forever. As such, there are few true mummies left, locked away in dark tombs awaiting discovery by some living being.

**LORE:** **ΣMythology:** Mummy Lore

2+: A dessicated dead body that moves is probably a mummy

5+: A mummy's spirit can return to its body to take vengeance on those who disturb its tomb. They were a nuisance in the '30s but pretty rare now.

9+: Mummies inflict some sort of wasting disease on their victims.

15+: The mummy drains life from living things to restore its own body. Do not let it touch you!

Ancient people had ways to preserve life. The mummy ritual somehow preserves the spirit but not the body. The spirit can only inhabit the body for a few minutes at a time.

## ZOMBIE (RANK 5)

The ancients had many ways to preserve and extend life, but some of their methods preserve little more than a weak semblance of life. Such creatures hunger endlessly but derive no satisfaction from what they eat. They feel no pain and remain a threat until hacked to pieces.

There may be variations depending on what ancient formula went into their creation. Some zombies may be faster, or more cunning.

**CHALLENGE:** Easy: 1 / Fair: 2 / Hard: 3-4 Zombies

**ATTRIBUTES:** B3 E5 Q1 P1 C1 W1 D0

**COMBAT:**

	Defense	Resilience	Wounds
	1	4	10

Grab	Initiative	Skill	Damage
	I:1	S:1	-
	Restrain		

**And Also Bite**

	I:1	S:1	D:4
	Touch, Drain Life*		

**SKILLS:** Hand-to-Hand 1

**SPECIAL:** Unnatural Constitution: Resilience B+1, and 10 Wounds

Simultaneous Attacks: Zombies bite and grab every round without any particular penalty.

**TACTICS:** **Feed:** Zombies don't think through their attacks. They relentlessly attempt to grab and bite the closest living thing. If multiple targets are already in close range, the zombie will prefer the slowest one.

**ENVIRONMENT:** Zombies don't care where they are, but they don't last long in damp or cold environments. Most exist in dark, dry tombs.

**LORE:** **ΣMythology:** Zombie Lore

1+: Strong, slow, and mindless... A zombie.

3+: Zombies want nothing more than to eat. They won't stop unless they can't get at you any more.

8+: They can't be cured or saved, so just put them out of everyone's misery.

17+: These are what's left of some remnant ancient attempt at immortality – mindless bodies that refuse to stop moving.

23+: Their bite does not make you into another zombie, but do wash it well to prevent infection!



## SHARK (RANK 2+)

Sharks are terrible predators of the seas, drawn to blood in the water and willing to take a taste of anything that moves. They come in many sizes, up to the terrifying great white shark.

**CHALLENGE:** Easy: 3-5 sharks of size -2  
 Fair: 2-3 sharks of size -1  
 Hard: 1-2 sharks of normal size  
 Epic: 1 shark of size +1 or +2

**ATTRIBUTES:** B4 E4 Q3 P4 C0 W1 D0

**COMBAT:**

Defense	Resilience	Wounds
3	5*	5*

**Moving Bite**

Initiative	Skill	Damage
I:2	S:4 <sup>+</sup>	D:5*

Move 6, Batter +2

**SKILLS:** Evasion 1,  
 Hand-to-Hand 4,  
 Tactics 1  
 Navigation 2, Observation 2,  
 Searching 4, Stealth 3  
 Swimming 5  
 Ferocity 2

**SPECIAL:** **Moving Bite:** Sharks prefer to strike with surprising speed, charging their food and biting it, then moving on. A shark can move up to 6 spaces in the water, and bite at any point along the way. This allows them to avoid casual retaliation, and the force of the impact can disorient or stun their target, leaving them open to another attack.

**Stability:** Stun = Batter - 4\*

### TACTICS:

**\*Size Variation (+/-2):** Various shark species range in size from about 3 feet (Brawn 2) up to over 20 feet long (Brawn 6). Adjust the shark's Brawn, Resilience, Wounds, Damage, and Stun stats +/- 2 to match.

**\*Inspect:** Sharks will circle their prey stealthily a few times before attacking. They inspect the prey, or select one target from a group. This is effectively a Tactics roll, which the shark will attempt until it succeeds (or is attacked). Sharks always choose offensive tactics to gain a bonus on the attack roll.

**Charge:** Once the shark has chosen its tactical advantage, it swims deep (if space provides) and charges up from below, or from the side, using its moving bite to take a chunk out of the prey.

### ENVIRONMENT:

Although a few sharks have been found hunting rivers, most hunt in the seas, even in fairly shallow water.

### LORE:

**Geography** > Obscurity (5): Local Species Lore  
 Knowledge of local animals grants knowledge of the quirks and behaviors of local species, as well as their territorial ranges.

**Science** > Obscurity (2): Species Lore  
 Someone with the right science knowledge can identify the species and any quirks they have.



## BEAR (RANK 15+)

Bears come in many varieties, all around the world. In their search for safe places to hibernate, bears often find themselves unwittingly guarding ancient tombs. Once disturbed, bears defend their homes vigorously.

**CHALLENGE:** Hard: 1 bear of size -1  
Epic: 1 bear of normal size or +

**ATTRIBUTES:** B6 E5 Q2 P2 C1 W2 D0

	Defense	Resilience	Wounds
	2	6	7
<b>COMBAT:</b>			
	Initiative	Skill	Damage
<b>Bite</b>	I:1	S:3	D:7
<b>Overbear*</b>	I:1	S:3	D:7
	Batter 6, Pin		
<b>Roar</b>	I:1	S:3	D:(6)

**SKILLS:** Hand-to-Hand 3  
Navigation 1, Observation 2,  
Searching 3  
Climbing 1, Swimming 1  
Ferocity 4

**SPECIAL:** **\*Overbear:** Against evasive opponents, the bear will first knock them down and pin them. In addition to the batter, if the bear's attack successes match or exceed the target's Brawn, the victim is pinned and helpless, with Defense 0.

**Size Variation (+/-1):** Bears vary in size from common brown and black bears to polar bears and grizzlies quite a bit larger. Adjust the bear's Brawn +/-1 to reflect the smaller or larger sizes. Adjust Resilience, Wounds, Damage, and Batter stats accordingly (+/-1).

**Stability:** Stun = Batter - 6

**TACTICS:** **Warn:** The bear begins with an intimidating roar. It may or may not pursue those who flee.

**Destroy:** Those who do not leave the bear in peace will be destroyed. The bear will bite anyone who gets too close, though it may first try to pin someone who is hard to hit.

**ENVIRONMENT:** There are many varieties of bears around the world. Mostly they prefer woods and hills, but any wild and remote place might be home to a bear. Frequently they take shelter in caves and tombs.

**LORE:** **Geography > Obscurity (5):** Local Species Lore Knowledge of local animals grants knowledge of the quirks and behaviors of local species.

**Science > Obscurity (2):** Species Lore Someone with the right science knowledge can identify the species and any quirks they have. This knowledge provides assists to set traps for them.



## SCHOLAR (RANK 0)

Scholars are important to groups that want to delve into tombs, but they don't pose much of a threat.

**CHALLENGE:** Easy: Use another foe to protect them

**ATTRIBUTES:** B2 E2 Q2 P2 C3 W3 D0

**COMBAT:**

	Defense	Resilience	Wounds
	2	2	5

	Initiative	Skill	Damage
<b>Convince</b>	I:3	S:2>C	-
	Speak truth or lies to enemies.		

	Initiative	Skill	Damage
<b>Persuade</b>	I:3	S:2>W	-

	Initiative	Skill	Damage
<b>Punch/Elbow</b>	I:3	S:1	D:1

	Initiative	Skill	Damage
<b>Evasion</b>	I:2	S:2	-
	Cancel attacker's ✓		

**SKILLS:**

Academics 3	
Battle 1	Evasion 2
Craft 2	
Exploration 2	Searching 3
Traversal 1	
Utilitarian 1	Research 3
	Science 2
	Socializing 2
	Tech 2

**SPECIAL:** **Convince and Persuade:** Scholars rely upon their knowledge to protect them. In battle, they will try to talk their way out of trouble by convincing enemies that they are harmless victims, or persuading enemies to let them live. PCs may spend Mettle to ignore successful social attacks.

**TACTICS:** **Direct Allies:** A scholar working with guards, mercenaries, and the like, who feels confident that his forces will prevail, will take a prominent role in directing tactics.  
This mostly consists of calling out commands and indicating who should be killed.

**Slink Away:** If the attackers are distracted, the scholar will attempt to escape the scene, using Evasion(2) to get out of immediate danger, then Stealth(2) to slink away and move to a safer location. If successful, the PCs will need to use Searching to track the scholar.

**Plead Innocence:** Scholars who don't know their attackers will try to feign innocence, and convince them that someone else is in charge here. If the scholar is actually innocent and held captive, apply +1> to their convince action.

**Appeal for Mercy:** If PCs do not believe the scholar's innocence, or know the scholar is "in" with the bad guys, the scholar may attempt to surrender and plead for some non-deadly punishment: imprisonment or expulsion from the area, for example. If they really mean to behave themselves, apply +1> to their persuade action.

### Flexible Tactics

**ENVIRONMENT:** Scholars seek out ruins and tombs to uncover new knowledge or discover treasures, guided by their knowledge.

**LORE:** **Geography > Obscurity (5):** Origins Based on name and language/accent, determine where a scholar comes from.

**Interpretation > 6-clues:** Motivation Based on clues (origins, specialty, Observation, Socializing), determine motivation of an individual scholar.

**Languages:** Origins  
If a scholar speaks in a language/accent that you know or can identify, determine where he comes from.

**Special:** Specialty  
You might have heard of this scholar and know what kinds of work they do, or their academic specialties. This has a lot to do with their skills, your skills, and possibly background information. The RM may give you this information, withhold it, or allow a skill test to know it.

