

RIPR

AC: 4 / 6

HP: 92

TYPE: Humanoid

RANK: 4

MORALE: 8

LAND SPEED: 12 / 900 / 18

MS: 13 [Luck Roll 65%]

IN: 13 [Idea Roll 65%]

DX: 17 [Agility Roll 85%]

CH: 12 [Charisma Roll 60%]

CN: 15 [Stamina Roll 75%]

PS: 16 [Effort Roll 80%]

LANGUAGES: Cambol Speak and Ark Speak. He knows a few words of Trade Speak and Humanoid Lingo.

PHYSICAL MUTATIONS: Carapace (Partial), Heightened Physical Attribute (Constitution), Mane and Bristles, Modified Body Parts (Fingers end in sharp bone talons), Skeletal Enhancement, Ultravision.

MENTAL MUTATIONS: Confusion, Directional Sense, Periodic Amnesia (D), Plant Control.

SKILLS AND BACKGROUND: Ark Culture Knowledge, Cooking Skill, Hunting/Trapping Skill, and Foraging Skill

EQUIPMENT: Hand axe, blowgun (30 poisoned darts), 15 m of rope, and a small leather sack with a few odds and ends: a necklace of human hands, six bent and two pristine RZ Kola bottle caps (these are sacred items to him), a stage III I.D. with chew marks, a small metal shoehorn (used as a digging tool), and 7 gp. The darts are coated with level 13 intensity sleep poison (victims sleep for 2d20 minutes). He unknowingly has a chemex grenade mixed in with other rocks in his sleeping cave.

NOTES: -1 to be hit (-2 if the attack employs cold), -2 to armour class, +3 to hit in physical combat, +1 per die of damage in physical combat (non-energy), +1 point of damage in physical combat, deflects 25% of all damage, takes half damage from physical blows, and he has CN 18 when making poison or radiation checks.

COMBAT ACTIONS:

Blowgun: 15 m range, +3 to hit, 2 damage, plus level 13 intensity sleeping poison (see above).

AC:	1	2	3	4	5	6	7	8	9	10
Base To-Hit Roll:	19	18	16	14	13	12	11	10	9	8

Bone Talons: +3 to hit, 1d4 + 2d6 + 2 damage

AC:	1	2	3	4	5	6	7	8	9	10
Base To-Hit Roll:	14	13	12	11	10	8	7	6	5	4

Hand Axe: 18 m range, +3 to hit, 1d6/H + 2d6 + 2 damage

AC:	1	2	3	4	5	6	7	8	9	10
Base To-Hit Roll:	19	18	16	14	13	12	11	10	9	8

Punch: +3 to hit, 1d4 + 2d6 damage

AC:	1	2	3	4	5	6	7	8	9	10
Base To-Hit Roll:	14	13	12	11	10	8	7	6	5	4

APPEARANCE: Ripr stands 1.7 metres tall and has a thin, but sturdy frame. Black bone protrusions erupt from the top of his head, down his body along his spine, to his shoulders, arms, and even his legs – all the way down

to his feet but they are mostly obscured by his dark metallic green spines that cover his body except at his partial carapace. His eyes have a strange reddish glow to them (from his ultravision mutation).

BACKGROUND: Ripr was born to a family of humanoid Cambol outcasts who abandoned him as a small child. He soon became feral and was as wild as any other wild animal. It was this wildness that saved him when he was discovered by a small pack of arks. An ark picked him up and gave him to his mate who was grieving the loss of her own child cub. As a result, Ripr grew up in an ark pack. It was a tough life but he grew into it. It was here where he developed a taste for pure strain human flesh (later in his life he added humanoid flesh to the menu). He will not eat any mutant animal. He saves them for torturing. He likes to hear their screams. He is, what the Ancients would have called, a psychopath.

Ripr's favourite technique is to lay snare traps for the unwary in areas on the periphery of a pure strain human/humanoid travel path. Once obscured from view nearby, he will wait for hours and hours with his poisoned darts and blowgun at the ready. He prefers to subdue his prey with sleeping poison to keep their freshness intact. But should that not work, he will move in for the kill with his talons. On some days he prefers the hunt so he will let his prey escape and run for a bit, before he strikes them down (often by using his Confusion mutation).

He lives in a deep cavern lair that has four side chambers. Each chamber has its own purpose; he has one for the slaughtering and torturing of his prey, one for sleeping, one that has a small freshwater pool (with headless albino fish), and another that is a gallery of sorts decorated with the many skins of his victims.

NOTE: The entrance to his cave lair is infested with three mutant Horl Choos (porcupine plants) that are friendly to him only (he feeds them scraps). They recognize him by his scent. The plants move out Ripr's way when he approaches them.

NAME: Mutant Horl Choos Variants (Porcupine Plants)

NUMBER: 3

HP: 52, 48, 42

MORALE: 6

ARMOR: 5

HIT DICE: 18d4

LAND SPEED: 2 / 300 / 6

MS: 15 [Luck Roll 75%]

IN: 8 [Idea Roll 40%]

DX: 6 [Agility Roll 30%]

CH: 2 [Charisma Roll 10%]

CN: 12 [Stamina Roll 60%]

PS: 13 [Effort Roll 65%]

ATTACKS: This odd, black 3-metre tall plant looks like a lumpy porcupine from a distance. Its spiky appearance stems from its 1-metre long, spear-like Quills which it can fling up to 30 meters. Each Quill is tipped with Intensity Level 11 poison and is attached to the Plant by a tough, thin vine that the Horl Choo uses to retrieve misses and haul in prey. The Quills do 2d6 damage in addition to their poison effect. The Plant secretes a digestive fluid that partially dissolves prey (1d6 damage per Action Turn) that is in contact with the Horl Choo's body.

MUTATIONS: Dissolving Juices, Mobility, New Sense (Alpha Sense: they can recognize and remember 4 distinct scents at a time), Quills and Spines.

AC:	1	2	3	4	5	6	7	8	9	10
Base To Hit Roll:	12	11	11	18	11	11	11	11	11	10