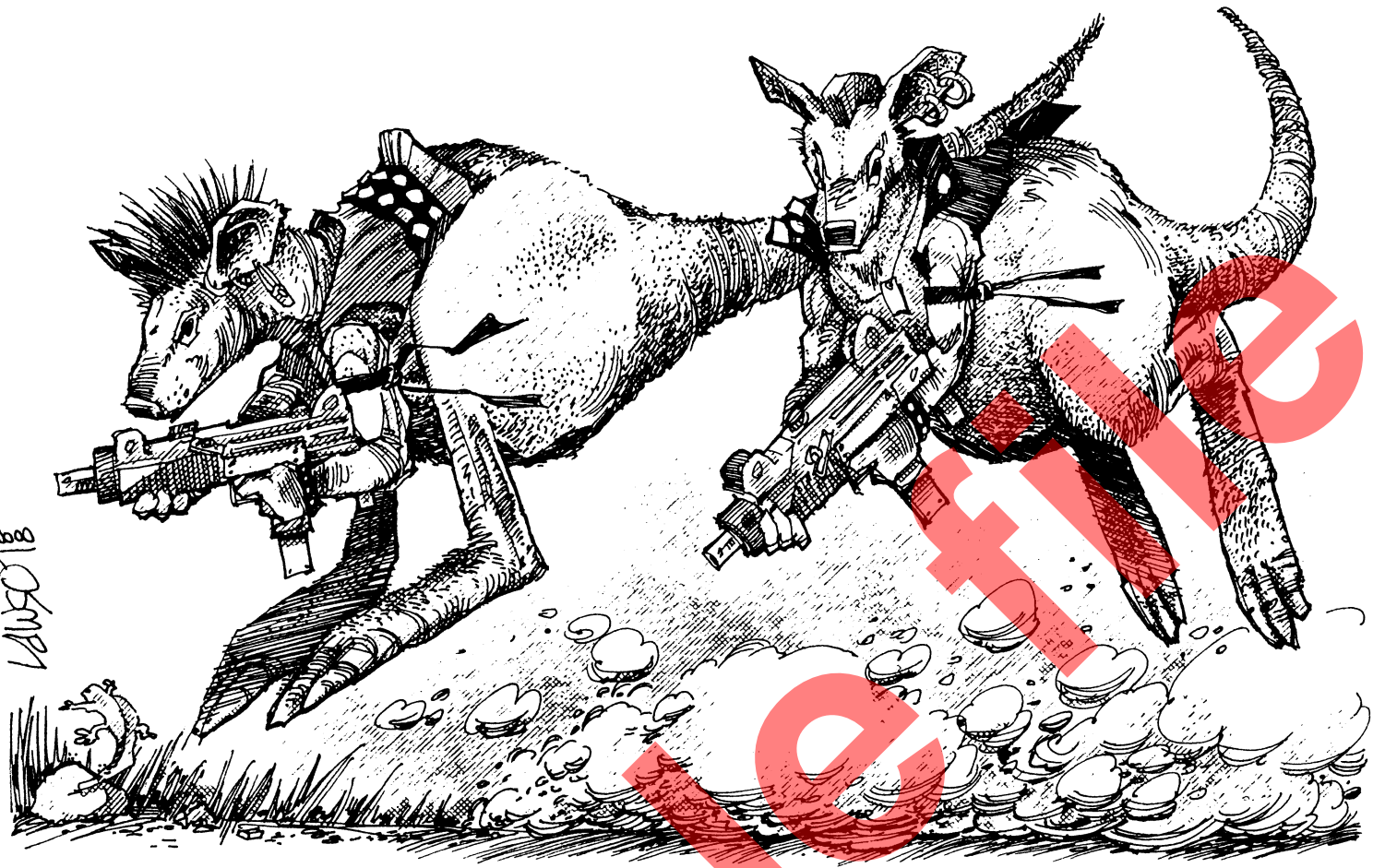


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PALLADIUM BOOKS® PRESENTS . . .

MUTANTS DOWN UNDER

A Sourcebook compatible with Heroes Unlimited
and Teenage Mutant Ninja Turtles®

This Book is Dedicated to the Australian Aborigines.

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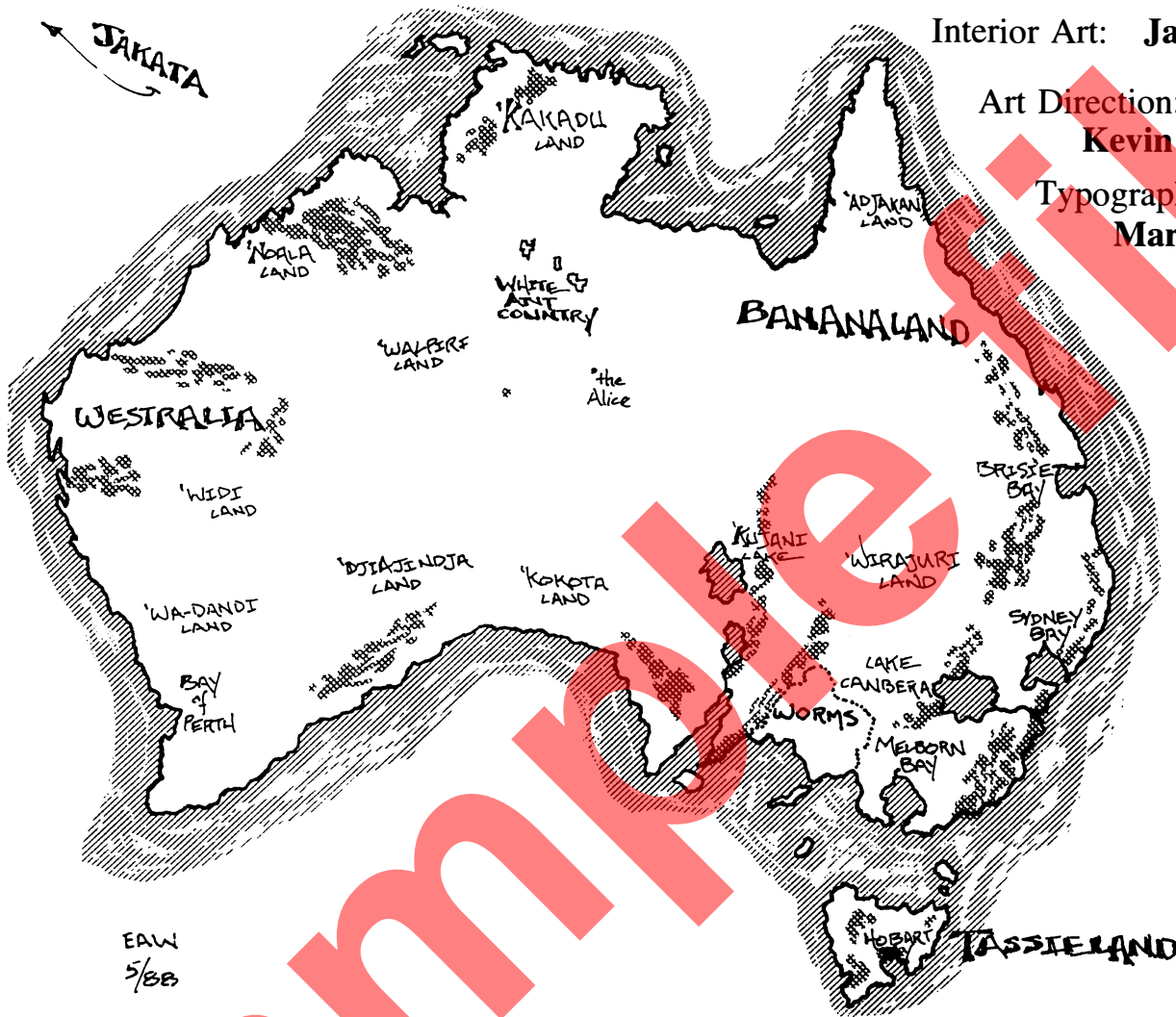
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TABLE OF CONTENTS

Creating a Character Down Under Style	4
Animal Types	4
Mutation Background	5
New Skills	8
Mutant Riding Insects	10
New Psionics	11
Animal Descriptions	13
Dreamtime Lands	26
Jakarta	27
Tassieland	31
Airship Rules	34
Airship Combat	37
Adventures Begin	39
Zeplins to the Rescue	39
Dreamtime Walkabout	40
The Jakartan Bio-Weapons	44
Outback Encounter Tables	46

MUTANTS DOWN UNDER: THE BIG CHANGE

“The story of the **Prang?** Heh! I’m not but a sundowner meself, but, no worries, I remember it well ’nough. Give us a shout and you’ll hear the whole Dinkie die.”

“Most folks just call it the Prang. That’s when the whole world went up a gumtree. People dying. Cities disappearing into vast craters. Machines crumbling. Strewth! It seemed like the rum end of everything! Humanity really came a gutser. And why? I haven’t a clue!

“For awhile it was have on. Food short, and lots of strange diseases. Not that we grizzled much; too much crook, and not ’nough time.

“Had to get back of beyond to survive. What with no food, I headed outback where at least there’s bush tucker.

’Course, for the aborigines it was a their dreamtime come true.

“I’m not giving you the raw prawn, the *Mulgree* is what the Abos like to call it. They claim the Rainbow Serpent, that’s one o’ them dreamtime creatures they talk about, this Rainbow Serpent. It caused the Prang, so the dreamtime creators could return. Even back then, even before the Prang, they talked of the dreamtime all the time, about how men changed to animals, and animals into men. Seemed like rum yabber at the time . . .

“Too right! It wasn’t long after that the bunyips started birthing everywhere. When the aborigines found the animals changing into human, well, flat out, they raised ’em their own way. Teaching all the dreamtime stories. And how to, as they call it, ‘*walk softly on the land.*’

“Right soon the drone of the didjeridoo was heard clear across *Wes-*tralia. Roos, and dingoes, and rumbucks, and all. Good on ya, that mob was mad to walkabout dreamtime ways. And not a whack was left for us oldtimers.

“After that, there was no place for an old swagman like me in Aussieland. That’s when I first come south to *Tassieland*, what we used to call Tasmania back when. We was short on humans, but all of us raised tykes and other animals like our own.

“Well, mate, that’s the dinkum oil. ’Cept that now them *Jakarta bulls* is making things crook all over again. The young Tassies are Corroboree with them dreamtime types, all geared up to fight. I’m too old to bo peep up Bananaland way. So all the luck to you. And that’s fair dinkum.”

— As told by Old Willy, last of the Pre-Prang humans.

CREATING A CHARACTER: DOWN UNDER STYLE!

Step 1: The Eight Attributes

You start **MUTANTS DOWN UNDER** characters the same way as any other *Teenage Mutant Ninja Turtle and Other Strangeness* or *After the Bomb* characters. Start with the usual Step 1: The Eight Attributes (See **TMNT** or **Heroes Unlimited RPG**). The next step is a little different because the range of animals in Australia are different:

Step 2: Animal Type

The following table can be used for any adventure set in Australia. It works for both contemporary **TMNT** and for **AFTER THE BOMB/ROAD HOGS** character generation.

ANIMAL HERO CHARACTERS

First, roll to determine animal category:

01-10	Urban	66-85	Desert
11-30	Imported	86-99	Wild Birds
31-65	Outback	100	Zoo

Second, roll on the corresponding table:

URBAN ANIMALS (01-10)

01-20	Dog
21-25	Bat
26-30	Budgerigar; see <i>TMNT Pet Birds</i> , page 33
31-40	Cat
41-45	Cockatoo; see <i>TMNT Parrot</i> , page 34
46-55	Diamond Dove, see <i>TMNT Pigeon</i> , page 34
56-65	Galah. Australia’s most common Parrot. See <i>TMNT Parrot</i> , page 34
66-70	Marsupial Mouse. A marsupial, but just like <i>TMNT Mouse</i> .
71-80	Mouse; see <i>TMNT Rodent</i> , page 44
81-85	Possum, Brush-Tailed
86-95	Rat
96-00	Sparrow

IMPORTED ANIMALS (11-30)

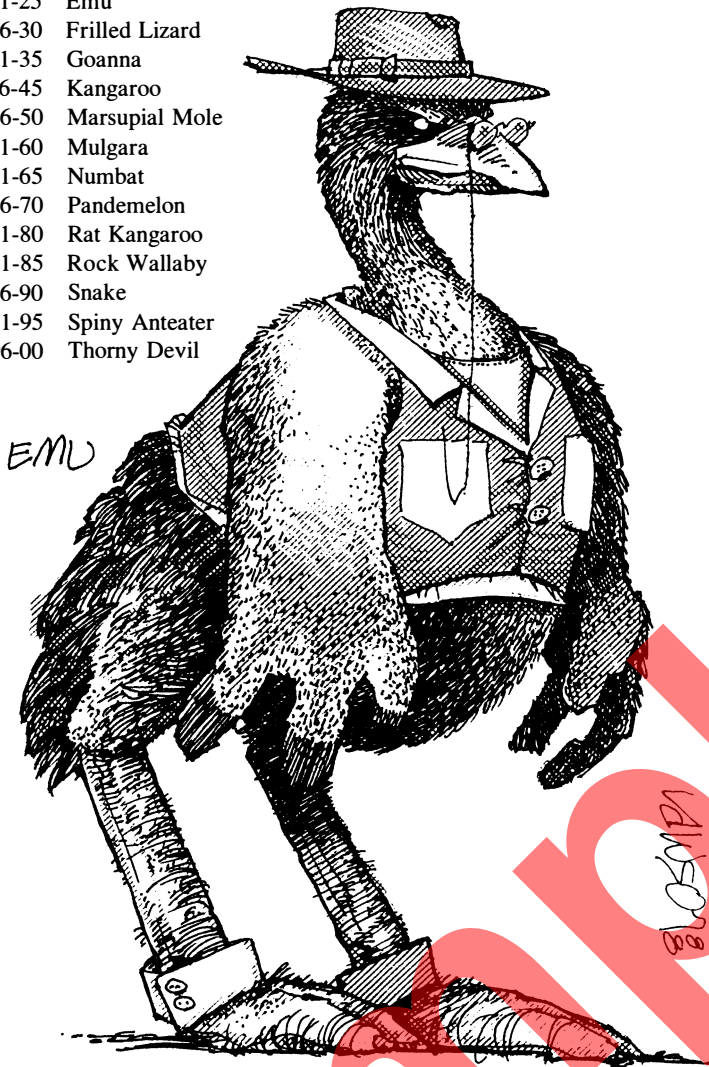
01-20	Cow
21-40	Sheep
41-45	Dog
46-48	Bat
49-50	Bison or Water Buffalo
51-52	Cat
53-54	Camel
55-59	Chicken
60-63	Donkey
64-65	Duck
66-67	Fox
68-73	Cane Toad. Exactly like the <i>TMNT Frogs</i> . The only difference is that their flesh is poison for anyone who tries to eat it. In other words, any character making a meal out of a Cane Toad (bite attack) will have to Save vs Poison (on P.E.) to avoid death.
74-76	Goat
77-80	Horse
81-83	Pig
84-89	Mouse
90-95	Rabbit
96-00	Rat

OUTBACK (31-65)

01-02	Bandicoot
03-05	Bat
06-08	Cassowary
09-12	Crocodile
13-15	Cuscus
16-20	Dingo
21-25	Emu
26-28	Friiled Lizard
29	Corroboree Frog. As <i>TMNT Frog</i> , but brightly colored. A Frog with a bright yellow body and irregular black stripes.
30	Green and Gold Bell Frog. As <i>TMNT Frog</i> , but with bright green splotches on a gold-colored skin.
31-35	Goanna
36-40	Greater Glider or Sugar Glider
41-42	Honey Possum
43-50	Kangaroo
51-55	Koala
56-57	Komodo Dragon
58-60	Marsupial Mole
61-62	Turtle
63-64	Native Cat
65-66	Numbat
67-69	Pandemelon
70-74	Platypus
75-76	Possum
77-78	Rat Kangaroo
79-80	Rock Wallaby
81-83	Snake
84-86	Spiny Anteater
87-90	Tasmanian Devil
91-93	Tree Kangaroo
94-96	Wallaroo
97-00	Wombat

DESERT (66-85)

- 01-05 Bandicoot
- 06-15 Camel
- 16-20 Dingo
- 21-25 Emu
- 26-30 Frilled Lizard
- 31-35 Goanna
- 36-45 Kangaroo
- 46-50 Marsupial Mole
- 51-60 Mulgara
- 61-65 Numbat
- 66-70 Pandemelon
- 71-80 Rat Kangaroo
- 81-85 Rock Wallaby
- 86-90 Snake
- 91-95 Spiny Anteater
- 96-00 Thorny Devil



- 51-55 Cockatoo. As *TMNT Parrot*, pg 34.
- 56-60 Galah. As *TMNT Parrot*, pg 34.
- 61-65 Crimson Rosella. As *TMNT Parrot*, pg 34, with bright red feathers, tipped with blue.
- 66-70 Budgerigar. As *TMNT Pet Birds*, pg 33.
- 71-75 Morepork. As *TMNT Owl*, pg 32.
- 76-80 Kookaburra
- 81-82 Superb Lyrebird. As *TMNT Wild Fowl*, pg 33, but with long, peacock-like tail feathers.
- 83-85 Grass Owl. A long-legged owl that nests on the ground. As *TMNT Owl*, pg 32.
- 86-90 Eastern Whipbird. As *TMNT Wild Birds*, pg 32.
- 91-95 Cinnamon Quail Thrush. As *TMNT Wild Fowl*, pg 33 (Quail).
- 96-00 Wedge-Tail Eagle, As *TMNT Predatory Birds*, pg 32.

ZOO ANIMALS (100)

- | | |
|------------------|--------------------|
| 01-05 Lion | 51-55 Rhinoceros |
| 06-10 Lynx | 56-60 Hippopotamus |
| 11-15 Tiger | 61-65 Elephant |
| 16-20 Leopard | 66-70 Chimpanzee |
| 21-25 Cheetah | 71-75 Orangutan |
| 26-30 Black Bear | 76-80 Gorilla |
| 31-35 Aardvark | 81-85 Monkey |
| 36-40 Armadillo | 86-90 Baboon |
| 41-45 Elk | 91-95 Skunk |
| 46-50 Otter | 96-00 Porcupine |

Note: All are described in the *TMNT RPG*.

Step 3: Mutation Background

Player characters in the world of **Mutants Down Under** are the ones who have been selected (by accident or design) to defend their land from the northern invaders. Although virtually *all* the animals have mutated, *most* are like peaceful citizens anywhere, content to live their own quiet lives.

NOTE: In each category there are two listings for skills: Old System and New System. **Old System** is for those games that still use the original versions of *TMNT* and *Heroes Unlimited*. **New System** makes the characters compatible with the *revised versions* of *TMNT* and *Heroes Unlimited*, as well as **ROBOTECH**, **Ninjas & Superspies**, and **Beyond the Supernatural**. Players should use **either** the New or the Old system, **NOT BOTH**.

01-40 Aborigine Hunter. Character has been brought up in the traditional culture of the Australian Aborigine, otherwise known as *Dreamtime*. This gives the character the ability to easily live off the land, gathering food, weapons and tools from nature. Because Aboriginal culture has no need for commerce or technology, the character starts out with no money and no equipment other than aboriginal weapons and tools, like the boomerang, knife and walking staff or spear. **One time bonus of +10 S.D.C. and +2 P.E.** No scholastic bonus.

NOTE: Aborigine Hunters are the *only* characters who can become Mabarn (standard BIO-E cost).

SKILLS

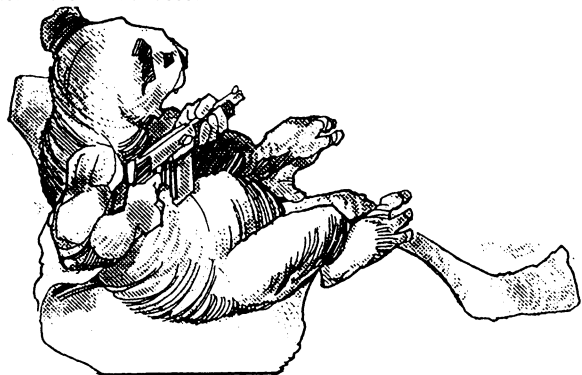
Old System: Hand to Hand: Basic, Climbing (+15%), Athletics, Prowl (+5%), Running, and Swimming (+5%). Plus new skills: Dreamtime Lore, Australian Nature Lore, Find and Prepare Bush Tucker (Food), and any (2) aborigine W.P. or ancient W.P. skills. Finally, the character can select any four (4) additional skills from among aborigine skills, secondary skills, Pilot Lighter-Than-Air Vehicles, or Pilot Mutant Insects. No skill bonuses.

New System: Hand to Hand Basic, Climbing (+15%), Athletics, Prowl (15%), Running, Swimming (15%), Dreamtime Lore, Australian Nature Lore, Find and Prepare Bush Tucker (Food), and any (2) aborigine W.P. or ancient W.P. skills. Finally, the character

WILD BIRDS (86-99)

- 01-05 Australian Warblers. As *TMNT Wild Birds*, pg 32. Includes a wide range of Wrens, Thornbills, Robins and Chats, many in bright colors.
- 06-10 Magpie Goose. As *TMNT duck*, pg 31, but with only partially webbed feet and with a long, straight bill. black neck and wings, white body.
- 11-12 Brahminy Kite. As small hawk or falcon, brown wings with white head and body.
- 13-15 Brown Falcon, see *TMNT Wild Predatory Birds (Hawk)*, pg 32.
- 16-18 Malleefowl. As *TMNT Wild Fowl*, pg 33.
- 19-20 Scrubfowl. As *TMNT Wild Fowl*, pg 33.
- 21-25 Painted Quail. As *TMNT Wild Fowl*, pg 33, with bright markings, black and white at throat, red belly, blue body, grey at top of head and along back.
- 26-28 Plains-Wanderer. As *TMNT Wild Fowl*, pg 33, similar to Quail.
- 29-34 Diamond Dove. As *TMNT Pigeon*, pg 34.
- 35-37 Cuckoo Dove. As *TMNT Pigeon*, pg 34, rich brown and orange feathers, with a touch of green.
- 38-40 Crested Pigeon. As *TMNT Pigeon*, pg 34, multicolored with grey, and occasional feathers of purple and green.
- 41-45 Lorikeet. As *TMNT Pet Birds*, pg 34.
- 46-50 Cockatiel. As *TMNT Parrot*, pg 34.

can select any four (4) additional skills from among aborigine skills, secondary skills, Pilot Lighter-Than-Air Vehicles, or Pilot Mutant Insects. No skill bonuses.



41-45 Tassieland Airship Captain/Pilot. Like merchant seamen of old, the merchant airship captains of Tasmania keep their *secrets* in the family and pass down the captaincy of their ships to family members. This character has been climbing the rigging of airships since before he took his first step. Along with the skills, the character has command of a Zeppelin. \$22,000 is available for the character to put together the *airship* (do not use money for any other purpose).

Character also has \$1,200 of personal equipment and supplies, including weapons and ammunition (select from TMNT). Has \$100 to \$600 (1D6 times \$100) in Bickies. No skill bonuses.

SKILLS

Old System: Aerial Navigation (+10%), Pilot Lighter-Than-Air Vehicles (+15%), and Basic Mechanics (+10%). Take any four (4) Collegiate skills, any two (2) Espionage/Military skills and any six (6) Secondary skills. Character has a very low level version of Australian Nature Lore, with a **Base Skill:** 34% + 4% per level of experience. No skill bonuses except as listed.

New System: Aerial Navigation, Pilot Lighter-Than-Air Vehicles (+15%), and Basic Mechanics (+10%). Take any two (2) skill programs, and any seven (7) Secondary skills. Character has a very low level version of Australian Nature Lore, with a **Base Skill:** 34% + 4% per level of experience. No skill bonuses except as listed.

46-50 Aborigine Airship Captain/Pilot. Like the Tassieland Airship Pilot, above, this is a character who loves to fly. Not able to purchase or inherit an airship, the character has *stolen one* from jakartans. It must be either a Six-Man Transport or a Twenty-Man Frigate (player's choice), and \$4,000 is available to the character to *customize* the airship. Otherwise, the character starts with no money and no possessions, like other aboriginal characters. One time bonus of +10 S.D.C. and +2 P.E. No skill bonuses

SKILLS

Old System: Australian Nature Lore, Find and Prepare Bush Tucker (Food), Songlines, Aerial Navigation, Pilot Lighter-than-Air Vehicles, any (2) aborigine or ancient W.P., and any three (3) aborigine or secondary skills.

New System: Australian Nature Lore, Find and Prepare Bush Tucker (Food), Songlines, Aerial Navigation, Pilot Lighter-Than-Air Vehicles, any (2) aborigine or ancient W.P., and any three (3) aborigine or secondary skills.

51-55 Jackeroo. Or Jilleroo for females. These are the **Mutants Down Under** version of *cowboys*. The Jackeroos herd giant insects for a living. They also ride giant grasshoppers and other mutant insects. Character can select any one personal mount from the list of mutant riding insects. Also has two personal weapons: a Tassie .38 Revolver, and either a Tassie 7.62mm rifle or a Tassie 12 Gauge

shotgun, along with 50 rounds of ammunition for each. From \$100 to \$800 (1D8 times \$100) worth of equipment is available (select from TMNT). Also, the character starts out with \$20 in Bickies. **Note** that the *Communicate with Mutant Insects* psionic ability is particularly valuable to Jackeroos.

SKILLS

Old System: Pilot Mutant Insects (+20%), Australian Nature Lore, one modern W.P. that starts at 3rd level Expert (**should** match one of the two personal weapons selected), three (3) High School skills, and any seven (7) secondary skills. No skill bonuses except as listed.

New System: Pilot Mutant Insects (+20%), Australian Nature Lore, one modern W.P. at 3rd level (**to match** one of the two personal weapons selected), any one (1) Skill Program, and any six (6) secondary skills. No skill bonuses except as listed.

56-60 Aboriginal Insect Herder. Certain Aboriginal groups have mixed herding mutant insects with their traditional beliefs and customs. The result is a kind of odd mixture of Jackeroo and Aborigine, something like one of the Plains Indians from the old western U.S. They ride giant grasshoppers and other mutant insects and the character can select any two personal mounts from the list of mutant riding insects. No equipment other than Aboriginal tools and weapons, plus riding gear made from natural vines and gut. The Communicate with Mutant Insects psionic ability is *automatically* available (for the standard cost in BIO-E) regardless of the character's M.E. One time bonus of +10 S.D.C. and +2 P.E.

SKILLS

Old System: Pilot Mutant Insects (+20%), Hand to Hand Basic, Dreamtime Lore, Australian Nature Lore, Find and Prepare Bush Tucker (Food), any (2) aborigine or ancient W.P., and any two (2) aborigine or secondary skills. No skill bonuses except as listed.

New System: Pilot Mutant Insects (+20%), Hand to Hand Basic, Dreamtime Lore, Australian Nature Lore, Find and Prepare Bush Tucker (Food), any (2) aborigine or ancient W.P., and any two (2) aborigine or secondary skills. No skill bonuses except as listed.

61-65 Swagman. These wandering vagabonds (some would say 'bums') have adopted rootless and somewhat shifty ways. They tend to be tougher than other mutant animals with a S.D.C. bonus of +20, a P.E. bonus of +4, a P.S. bonus of +1 and a P.P. bonus of +1. They've got little formal education, but have picked up a bit of everything, working as jacks-of-all-trades whenever work is available. Character has scrounged up \$300 of equipment and supplies (select from TMNT). Also, either a Tassie .38 Revolver or a Tassie 7.62mm Rifle, with 40 rounds of ammunition. Has \$10 to \$60 (1D6 times \$10) in Bickies.

SKILLS

Old System: Take any twelve (12) Secondary skills, and any two (2) Military skills. Character has a very low level version of Find and Prepare Bush Tucker (Food), with a **Base Skill:** 24% + 4% per level of experience, and with a steady 2% chance of selecting poisoned Bush Tucker. Also, take one of either Pilot Mutant Insects or Pilot Lighter-Than-Air Vehicles, or Songlines. **NOTE:** If Pilot Mutant Insects is selected, the character is allowed a personal mount (choose either grasshopper or ant).

New System: Take any twelve (12) Secondary skills, and any two (2) Espionage/Military skills. Character has a very low level version of Find and Prepare Bush Tucker (Food), with a **Base Skill:** 24% + 4% per level of experience, and with a steady 2% chance of selecting poisoned Bush Tucker. Also, take one of either Pilot Mutant