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After the Bomb® Book Four

# MUTANTS OF THE YUCATAN

Compatible with Heroes Unlimited™ Ninjas & Superspies™  
Teenage Mutant Ninja Turtles® and Rifts™

## **Dedicated to Larry Jordan**

**Thanks to all the various play-testers, including Marvin Allen, Paul Deckert, Kevin Lowry, Alan Moen, Reg Roehl, Eric Snider, Michelle Spainhour, John Speck, Don Woodward, and Elaine Walquist. And a special thanks to that guy at GENCON who, while playing a mutant sparrow, managed to break most of the bones in his character's body cushioning an eighty pound metal box during a roller-coaster ride. I still get chuckles about that one...**

**Sample file**

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After the Bomb® Book Four

# MUTANTS OF THE YUCATAN

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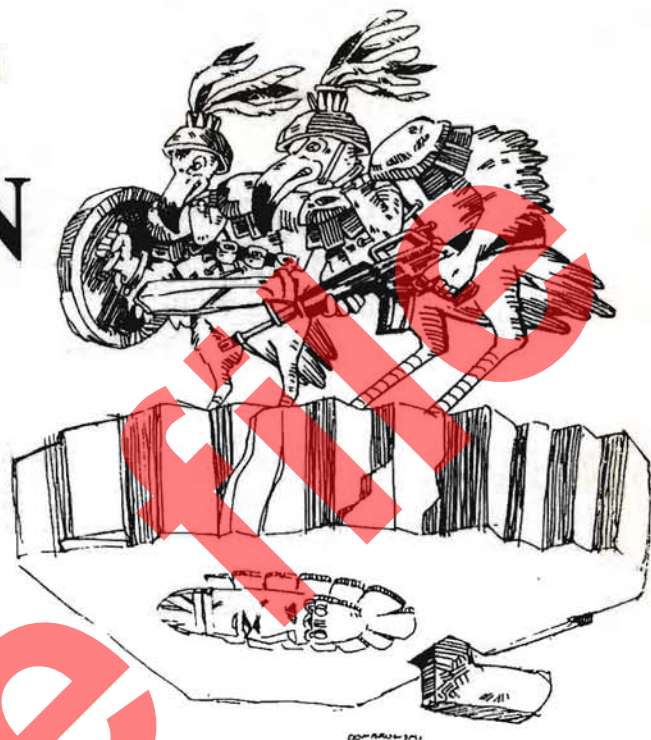
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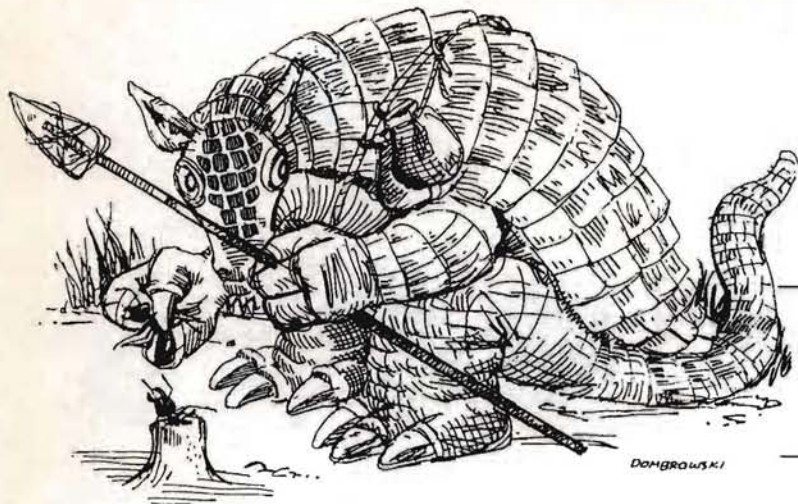
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# INTRODUCTION TO MUTANTS OF THE YUCATAN

Imagine...

Hot, dripping with sweat, surrounded by a cloud of buzzing, biting bugs, pushing through a solid wall of leaves and branches, while pulling your feet up out of a soggy mud that never wants to let them go...

Even with the best of care, the outsider rapidly loses weight in the jungle. At first just the soft layers, but then even muscle and skin start to dissolve. Even the hardest native quickly becomes infested with vermin, tropical sickness, and things too disgusting to be described in a family game.

The jungle has countless ways to debilitate you, and a goodly number that will kill you.

For example, every breath you take is filled with a virtual soup of airborne poison. Spores, pollen, germs, viruses, and even tiny insect eggs are carried into your mouth and lungs every few seconds. Even if your body doesn't succumb to any of these ailments or infections, the mere act of fighting them off is enough to gradually drain you of strength and will.

The steady entropy of the jungle also has its impact on non-living things. Metal corrodes, leather rots, fabric is eaten away by mold and insects, and even plastic is distorted and made useless by the continuous, unrelenting heat and moisture.

And that describes the Yucatan circa 1990. Before the cataclysmic events that lead up to *After the Bomb*.

You've got to wonder how people managed to survive for all these years after the great holocaust in such an awful environment.

The surprising answer is ... they didn't!

Jungles are not usually widespread in the equatorial Americas. Rain Forests, filled with beautiful trees, a perfect natural habitat for thousands of species of wildlife, and home to dozens of Native American tribes, are the "natural" condition. Bring in the bulldozers and chainsaws. Clear-cut the rain forest. Chop down all the valuable mahogany trees. Ruin the land with short-term farms and ranches. And what you get later is rampant jungle. Nature's tropical revenge.

Enough said.

Now, in our game world, gone mad with runaway mutation, we've just exaggerated the damage that man has already done. Each of the jungle's threats is magnified and their number has grown. For every mold there is today, in the world of *After the Bomb*, there are a dozen super-molds. For every insect, a hundred mutated bugs. And in the mutant jungle, the ever-present, omnipresent heat and humidity has intensified.

## Creating a Character: Yucatan Style!

Player characters in the world of *Mutants of the Yucatan* are those on their way to explore the strange mutant jungles of the Yucatan Peninsula. Most characters should be visitors from some other region. Either from Cardania (roll character from *After the Bomb*), from Americorp (from *Road Hogs*), or from any other book in the *After the Bomb* series. Or, for that matter, just about any character from any Palladium book, TMNT or otherwise.

So you don't have to create Yucatan characters from this book. However, if you do want specific Yucatan characters, they're created the same way as any other Teenage Mutant Ninja Turtles & Other Strangeness or *After the Bomb* characters. Right after **Step 1: The Eight Attributes**, you'll want to use the following for figuring out native Central American animals:

### Step 1: The Eight Attributes

Same as always; see TMNT & Other Strangeness.

### Step 2: Animal Type

The following table can be used for any characters originating in Central America. You can also use it with any contemporary TMNT campaign, or for other *After the Bomb* character generation.

#### Mutant Animal Characters

First, roll to determine animal environment:

01-10	Water Based
11-30	Ground
31-65	Mid-Canopy
66-85	Treetop
86-98	Urban Animal, use table from TMNT
99-00	Laboratory Animal, use table from TMNT

Second, roll on the corresponding table:

#### WATER BASED ANIMALS (01-10)

01-03	Alligator
04-08	Cayman, like TMNT Alligator but with narrow snout.
09-12	Duck
13-20	Flamingo
21-30	Fish-Eating Bat
31-35	Fishing Buzzard, specializes in fish, see TMNT Hawk.
36-45	Frog

- 46-50 Mallard, see TMNT Duck
- 51-60 Manatee
- 61-65 Muscovy Duck, black feathers and red-tipped beak, see TMNT Duck.
- 66-75 River Turtle, see TMNT Turtle
- 76-85 Tapir
- 86-95 Water Opossum
- 96-100 Water Iguana, specialized for diving and eating underwater plants.

#### GROUND BASED ANIMALS (11-30)

- 01-04 Agouti
- 05-08 Armadillo
- 09-13 Boa Constrictor
- 14-15 Bobwhite, see TMNT Quail.
- 16-21 Brocket, like a deer, but with smaller, pointier horns; see *TMNT Deer*.
- 22-23 Chicken
- 24-25 Coyote
- 26-27 Crab-Eating Raccoon, similar to a Raccoon, but with an ugly tail that is skinny and covered with short, bristly hairs; see *TMNT Raccoon*.
- 28-29 Deer
- 30-31 Dog
- 32-37 Fer-de-Lance Snake
- 38-41 Giant Anteater
- 42-45 Giant Armadillo
- 46-47 Goat
- 48-49 Horse
- 50-55 Iguana
- 56-60 Jaguar, see TMNT Felines — Jaguar.
- 61-65 Jaguarondi
- 66-67 Mouse
- 68-69 Ocellated Turkey, see TMNT Turkey
- 70-74 Ocelot, covered in black spots, each with a center of tawny brown, on a tan body; see TMNT Felines — Wild Cats.
- 75-79 Paca
- 80-82 Peccary; not related to pigs, but see TMNT Pig anyway.
- 83-84 Pig
- 85-88 Puma, as TMNT Mountain Lion.
- 89-93 Rattlesnake
- 94-98 Tapir
- 99-00 Turkey

#### MID-CANOPY ANIMALS (31-65)

- 01-03 Antbird, specializes in eating ants. Shoulders, back and wing tops are black with white stripes; throat, chest, belly and underside of wings are white with black stripes; see TMNT Wild Bird.
- 04-10 Bushmaster
- 11-12 Barred Forest Falcon, see TMNT Hawk.
- 13-15 Bat
- 16-20 Emerald Tree Boa
- 21-23 Four-Eyed Opossum, see TMNT Opossum.
- 24-27 Green Jay, like bluejays, only green; see TMNT Wild Bird.
- 28-31 Howler Monkey
- 32-38 Toucan
- 39-47 Kinkajous
- 48-55 Margay
- 56-59 Monkey

- 60-63 Quetzal, a sacred bird valued for its striking red and green plumage, with tail feathers four times as long as the body; see TMNT Wild Bird.
- 64-66 Scarlet Macaw, see TMNT Parrot.
- 67-72 Sloth
- 73-79 Tamandua
- 80-86 Tree Porcupine
- 87-90 Two-Toed Anteater
- 91-95 Woolly Opossum, as TMNT Opossum, but with bushy brown fur.
- 96-00 Toucan

#### TREETOP ANIMALS (66-85)

- 01-05 Caracara, white with black wings, see TMNT Falcon.
- 06-10 Chachalaca, shades of brown, see TMNT Wild Birds.
- 11-22 Disk-Winged Bat
- 23-35 False Vampire Bat
- 36-40 Ghost Bat, as TMNT Bat, but with all white fur.
- 41-45 Golden Eagle, see TMNT Eagle.
- 46-50 Hawk
- 51-55 Screeching Parrot
- 56-70 Toucan
- 71-85 Vampire Bat
- 86-92 White Hawk, see TMNT Hawk.
- 93-00 White-Lined Bat, as TMNT Bat, but with white markings.

**URBAN ANIMALS (86-98)**, use table from TMNT

**LABORATORY ANIMALS (99-00)**, use table from TMNT

## Step 3: Mutation Background

Player characters in the world of *Mutants of the Yucatan* are the ones who are most likely to be exploring the jungles of the Yucatan. Although all the animals of Mexico and the Yucatan have mutated, most are just peaceful citizens, content to live their lives without adventure.

**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 & Other Strangeness** or **Heroes Unlimited** (not revised editions). **New System** makes the characters compatible with the *revised* versions of **TMNT**, **Heroes Unlimited**, **Ninjas & Superspies**, and other Palladium RPGs. Characters should use *either* the New or the Old system, *not both*.

**01-35 Professional native guide.** After being brought up in one of the tribes of the Central American jungle, the Native Guide is now more interested in the money and comfort that civilization can provide. While the character has the ability to live off the land, more important skills are those that make money off the rich northerners who want to explore the stinking jungle. The character's main skills are with languages. Regardless of the native tongue, the character can speak Spanish, English, and all three Mayan dialects. The character is also an expert at learning the obscure Indian languages. Each time a new language is encountered, the character has a 20% chance of already knowing it, and, if it's not already known, will pick up enough to communicate in 1D8 hours. One time bonus of +5 S.D.C., +1 P.E., and +1 P.P. Character has

\$500 worth of equipment and supplies, a fashionable set of clothes (including sharp-looking sunglasses), and either a blowpipe or bow, including 2D4 poison darts or arrows (skill with weapon or poison must be purchased using a Secondary or Military skill).

#### SKILLS:

**Old System:** Take any six (6) Secondary or Jungle skills, and any two (2) Military skills. Also, Language: English, Language: Spanish, Language: Tzotzil Maya, Language: Chol Maya, Language: Yucatan Maya, and Jungle Survival. No scholastic bonus.

**New System:** Take any six (6) Secondary or Jungle skills, and any two (2) Espionage/Military skills. Also, Language: English, Language: Spanish, Language: Tzotzil Maya, Language: Chol Maya, Language: Yucatan Maya, and Jungle Survival.

**36-55 Tribal jungle dweller.** Unlike the Native Guide, this character considers the jungle to be "home" and has no desire to become a "city person." However, being curious about strangers will be enough for the character to take a job as a guide or bearer. One time bonus of +10 to S.D.C. and +1 to P.E. Character starts out with only a very simple set of equipment, including T-shirt, short pants, knife, machete, blowpipe (or light bow), spear, bowl, water gourd and a couple of days' worth of fresh fruit.

#### SKILLS:

**Old System:** Take any six (6) Secondary or Jungle skills, any two (2) Military skills, and any four (4) Jungle skills. Also Jungle Survival, Find and Prepare Jungle Food and W.P. Machete. No scholastic bonus.

**New System:** Take any six (6) Secondary or Jungle skills, and any two (2) Espionage/Military skills. Also, Jungle Survival, Find and Prepare Jungle Food and W.P. Machete.

**56-85 Former Guardia soldier.** Character learned to jungle fight with the Imperial Mexican forces. Now, having either deserted or retired, the character is available for hire. Character starts out owning a set of firearms and ammunition (one rifle or shotgun, and one pistol, with ammo, worth a maximum of \$1750). \$250 can be used to buy any other standard weapons and equipment from TMNT.

#### SKILLS:

**Old System:** First Aid, Jungle Survival, two (2) High School skills, four (4) Secondary or Jungle skills, and four (4) Military skills. Plus any two Modern W.P.s

**New System:** First Aid, Jungle Survival, one Military Skill Program, any three (3) Espionage/Military skills, and any four (4) Secondary or Jungle skills. Plus any two Modern W.P.s

**86-00 Feral mutant animal.** One of the many mutant animals who grew up lost and alone in the jungle. Survivors like this character have a hard time trying to fit in with more "socialized" mutant animals, and will be uncomfortable around humans. Feral Mutants tend to be tougher but not as well educated as the average mutant animal. There is a S.D.C. bonus of +25, a P.E. bonus of +4, a P.S. bonus of +1 and a Spd. bonus of +2. Starting equipment is worth just \$10 to \$60 (1D6 times \$10, select from TMNT).

#### SKILLS:

**Old System:** Character has Jungle Survival, and Find and Prepare Jungle Food. Also has Climbing (+10%), Escape Artist (+10%), Prowl (+10%), Tracking (+5%), and Hunting, plus any two (2) Military skills and any two (2) Secondary or Jungle skills. No Scholastic or skill Bonuses except as listed.

**New System:** Character has Jungle Survival, and Find and Prepare Jungle Food. Also has Climbing (+10%), Escape Artist (+10%), Prowl (+10%), Tracking (+5%), and Hunting, plus any two (2) Espionage/Military skills and any two (2) Secondary or Jungle skills.

## Step 4: BIO-E, Special Abilities, Psionics, Growth Levels, and Human Features

Same as in *TMNT & Other Strangeness* or *Heroes Unlimited* (revised).

## Step 5: Equipment, Supplies and Money

Characters select their initial equipment from the various lists in *Teenage Mutant Ninja Turtles & Other Strangeness*. The TMNT book lists items, along with the prices that become available after your character starts playing. Remember, you must spend all your equipment and supply money before you start, it can't be saved and used later. Likewise, any money provided for vehicles must be spent before the character enters the game.

## New Skills and Descriptions for Mutants of the Yucatan

Language: Spanish	Ant Lore
Language: English	Aztec History and Lore
Language: Tzotzil Maya	Mayan History and Lore
Language: Chol Maya	Prepare Jungle Poison
Language: Yucatan Maya	W.P. Bow with Poison Arrows
Find and Prepare Jungle Food	W.P. Poison Dart Blowpipe
Jungle Survival	W.P. Machete (Special!)
Snake Doctor Medicine	

## JUNGLE SKILL DESCRIPTIONS

### Ant Lore — Army Ants, Azteca Ants, Leaf-Cutter Ants:

This skill involves learning an important secret of the ant community: that ants communicate with each other by smell! Using special chemicals that they secrete from their scent glands, the ants know how to recognize members of their own hive.

However, there are other insects who have evolved to take advantage of ant communications. These insects, called *myrmecophiles* (ant lovers), have the ability to invade ant hives by duplicating the special scent recognition signals of the ants. For example, there are beetles that lay their eggs in among the ants' eggs. As the beetle larva matures, it emits the right "call" for the ants to feed it as if it were one of their