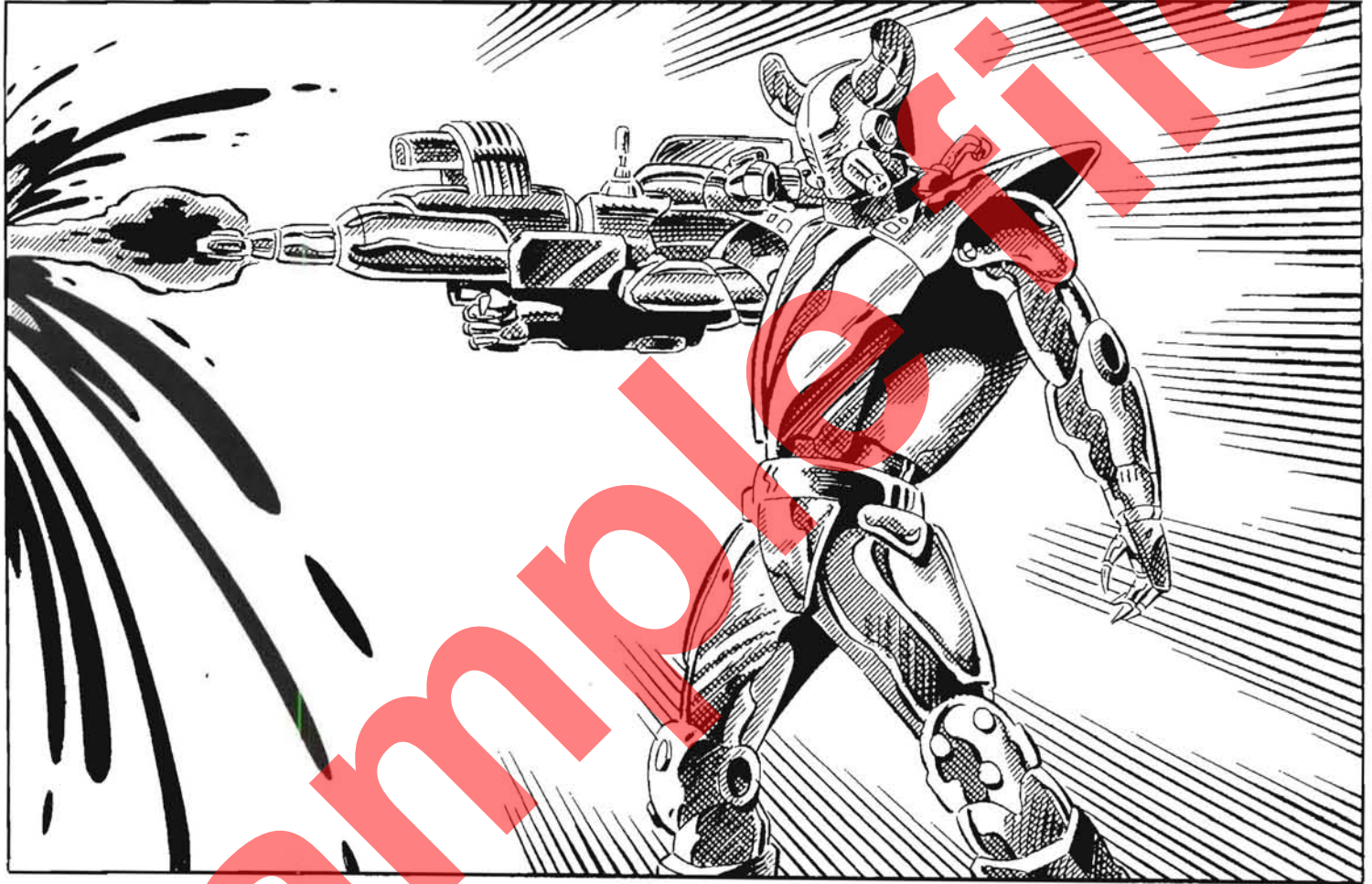


PALLADIUM BOOKS® PRESENTS:

MUTANTS IN ORBIT™

AN ADVENTURE & SOURCEBOOK FOR AFTER THE BOMB® & RIFTS®



RIFTS®

After
the Bomb® Heroes Unlimited™

Rifts space, Mars and Moon base, the Empire of Humanity, mutant insects and more. An adventure and sourcebook for both the After the Bomb series and Rifts.

This book is dedicated to everyone who has given me accomodation or floor-space during my own orbits around the world. — James Wallis

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MUTANTS IN ORBIT™

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Special thanks to Keith Parkinson who transcended space and time to pitch in and do this great cover.
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What Awaits You in Orbit

Mutants In Orbit is the first of the **After The Bomb** books to be designed specifically for use with three major Palladium RPGs, **Rifts**, **Heroes Unlimited** and/or **TMNT & Other Strangeness**, specifically using the **After the Bomb** future setting. The world of **Mutants In Orbit** has a strong science fiction background that can be adjusted to fit any of these role-playing games.

The **After the Bomb** setting is the most straightforward and fits neatly into the existing series. **Bomb** players can create new characters and leave the blue sky of Earth for adventures exclusive to space. In this regard, **Mutants In Orbit** can be considered a sourcebook that can be combined with the existing **After the Bomb** story line or played as a completely separate and distinct sf setting of space survival and exploration. There are even adventure outlines for both Earth and space.

The **Rifts** setting is definitely tied to the Time of Rifts and events happening on Earth, although adventures can be completely removed from the Earth environment. It's almost 300 years since the ley lines erupted and altered the Earth. During this time the surviving space colonies have grown and prospered. Technology and organizations, like the **KSL Corp** (creators of the Glitter Boys) and the Cyberworks Network, still exist and hold the secrets of technology lost on Rifts Earth. Again, players can make **Rifts Space** part of their current campaign or create new characters exclusive to the space setting. There's enough source material and ideas for scores of adventures.

To use this material with **Heroes Unlimited**, the players are really only able to use the robots, mutant insects, spaceships and equipment as source material; characters and items to include in their Earth-bound adventures. There are no space stations orbiting Earth nor is there a moon or Mars colony in a contemporary Earth setting. However, on

the alternate Earth of superhumans, space colonization may be more advanced and one or more space stations and a moon base may be under construction and partially inhabited.

Of course, anything is possible in a future Earth setting. Again though, only the basic information is applicable because there would be comparatively few mutant animals and the entire space setting would be different if Earth was not obliterated. Hey, maybe Doctor Walter is a crazy villain who has created giant insects to take over the Mars or Moon colony or even Earth. Explore the possibilities.

Of course, a super-hero(s) could be transported through space and time to the **After the Bomb** or **Rifts** setting. Any of the super-hero types can be used, not just those with psionic powers or super abilities. These characters are likely to be seen as mutants, aliens or strange Earthlings. All of which can be bad news for our heroes in the world of **Rifts**.

Note: A player character doesn't have to be a super-being in any of the scenario settings. If a player wants to play an ordinary human or mutant animal without psionics or superpowers, he can create one just by skipping the random mutations, psionics and super ability sections. If so desired, the Game Master can rule that no character in **Mutants In Orbit** has any additional mutations or changes, and play it as a straight, hard, science fiction background with ordinary human characters.



Creating a Character: Orbit Style

Generally, there are two types of player characters in **Mutants In Orbit**. The first kind are characters newly created for this sourcebook. They are the inhabitants of the space stations, moon, Mars and asteroid bases scattered across the solar system. None of them have ever visited the Earth's surface. You generate these characters using the rules for the RPG system that you are using (**TMNT & Other Strangeness**, **Rifts** or **Heroes Unlimited**), plus the changes that follow shortly.

The second type of character is far less common. These are characters who were born and brought up on Earth, but who have, either by plan or chance, ended up in orbit. This means it is possible to bring regular **After The Bomb**, **TMNT**, **Heroes Unlimited**, **Rifts** or any other Palladium RPG characters into the world of **Mutants In Orbit**. There are a some disadvantages in doing this. Terrestrial characters are likely to be seen as a threat and may be attacked or imprisoned. There is a certain paranoia regarding Earth beings. Earth born characters may be at a disadvantage without certain skills that orbital inhabitants have learned. And they may experience sensations of disorientation or space sickness.

Intelligent Mutant Animals

STEP 1: The Eight Attributes

Generate these as normal.

STEP 2: Animal Type

The range of species available for orbital characters is somewhat restricted. Most animals were **only taken into orbit** if they could serve some useful purpose, such as **laboratory animals**, and were the subjects of experiments. Then again there were some pets and stowaways, but these too were common animals. However, many have developed unusual abilities beyond their mutation into intelligent mutant animals.

Most characters in orbit are mutant animals (80%) and dominate space society, but humans also exist. Like the animals, they exhibit strange psychic or super powers.

Mutant Animal Characters

First, roll to determine the type of mutant.

- 01-49 Common Mammals
- 50-70 Exotic Mammals
- 71-00 Other animals

Common Mammals

01-09	Guinea Pig	61-75	Mouse
10-20	Chimpanzee	76-85	Rabbit
21-32	Dog (domestic)	86-90	Hamster
33-45	Rat	91-95	Sheep
46-55	Monkey	96-98	Pig
56-60	Cat (domestic)	99-00	Cow

Exotic/Wild Mammals

- 01-10 Baboon
- 11-20 Orangutan
- 21-30 Cougar/Mountain Lion
- 31-40 Wolf
- 41-50 Tiger
- 51-60 Fox
- 61-70 Squirrel
- 71-80 Raccoon
- 81-89 Otter
- 90-95 Gorilla
- 96-00 Dolphin

Other Animals (Non-Mammals)

- 01-40 Pet Bird (generally small birds)
- 41-45 Duck or Chicken
- 46-50 Hawk or Falcon
- 51-60 Frog or Toad
- 61-70 Snake
- 71-80 Turtle
- 81-90 Lizard
- 91-00 Insect

STEP 3: Mutation Background

Mutation background comes in two stages. The first stage is to work out where a character was born. The different origins affect the basic skills and possessions that a character will have at the start of the game.

A character in **Mutants In Orbit** can have one of six different origins. They can be from the Freedom orbital station, Laika Station, Yuro Station, Outcast Station, Moon Base or an independent Freebooter. If a group of characters are being generated at the same time, it is a good idea for them to all have the same origin or to work out some valid reason for them all being together, since the inhabitants of the different stations usually regard each other with a certain amount of distrust or even hatred.

Players can either *choose* their characters' origins, or can *roll randomly* on the **Character Origin Table** that follows. If players are allowed to choose, it is a good idea for them to read the space station descriptions first. Animal characters cannot originate from bases on Mars, Mars moons, or the Asteroid Belt, for reasons that will become clear. **Note:** Any character with a P.B. score of 4 or less is automatically from the Outcast station and can roll on the random mutation table and for unusual characteristics.

Once you have determined your character's origin, you will need to know his profession. These are listed on the **Orbital Profession Table**. *Here it is advisable that players choose their profession, but they can also roll randomly.* **Freebooters** do not have to roll on the Profession table; instead they choose whether their character becomes a Pilot, a Salvage Expert, or a Trader. Each profession describes which skills are available to the character; these are cumulative with the skills from their origin.