

THE ROLE-PLAYING GAME OF THE

PLANET OF THE APES



QUICKSTART RULES
FOR THE OFFICIAL RPG

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QUICKSTART EDITION

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“Where there is fire, there is smoke. And in that smoke, from this day forward, my people will crouch—and conspire—and plot and plan for the inevitable day of Man’s downfall ...

... and that day is upon you—now!”

—Caesar





***"That's what I'm worried about—later.
Later we'll do something about pollution.
Later we'll do something about the
population explosion. Later we'll do
something about the nuclear war!"***

***"We think we've got all the time in the world,
but how much time has the world got?"***

—Dr. Otto Victor Hasslein, ANSA Scientist



CHAPTER I: A PLANET WHERE APES EVOLVED FROM MEN



PREPARE TO ENTER THE UNKNOWN

Ready yourself to be catapulted into a world turned upside down—a world where humans sit at the bottom of the evolutionary ladder and apes rule supreme.

Welcome to an untamed wasteland brought to the edge of extinction and transformed into a planet of apes.

This role-playing game (RPG) is set in the expanded worlds of 20th Century Studios' classic *Planet of the Apes* franchise. It combines the rich history of the classic universe with a gloom-filled and brooding aesthetic to form a living, breathing setting for gamers and storytellers alike. The signature styles, symbols, and architecture of the *Planet of the Apes* are showcased in dark shadows and diffused sunlight to immerse you in this ominous post-apocalyptic world.



“What could be more dangerous than famine, doctor?”

“The unknown.”

—General Ursus & Dr. Zaius



WHAT WILL YOU FIND OUT THERE?

Your Destiny. *The Role-Playing Game of the Planet of the Apes* allows you to portray any one of the classic and distinct quota types within the hierarchy of ape society. Play intellectual chimpanzees garbed in green and brown who seek to better apekind through science and exploration. Become orangutan statesapes robed in tan and orange vestments whose weapons are philosophical debate, political savvy, and the power of the Sacred Scrolls themselves. Portray purple-panted and leather-studded gorilla soldiers honor bound to protect Ape City and lead aggressive expansions into new territories. Or, maybe you're an ape who defies the old conventions. Be a gorilla academician, an orangutan adventurer, or even a grizzled chimpanzee war veteran—the choices and combinations are yours to make!

These options and more await you amongst the remains of a dead world whose human masters pushed too far, too fast and paid the price for their arrogance. Will its ape masters do the same?

WHAT ELSE, IF NOT APE?

In addition to apes, you can assume the roles of time-lost astronauts struggling to grasp a world turned upside down. You can play a mute tribal human that scavenges for resources as murderous gorillas hunt you on horseback. Rules even allow you to play a mutant survivor and use the power of your mind to turn your enemies against each other.

YOUR CHARACTER, YOUR ADVENTURE

Be ye ape or beast, here you make the choices. Stand tall against the oppression of dogmatic tradition. Revolt against fascist regimes that put the state before its people—and its apes.

Defend yourself from strange creatures that lurk in the desert wilderness, transformed by millennia of post-atomic evolution.

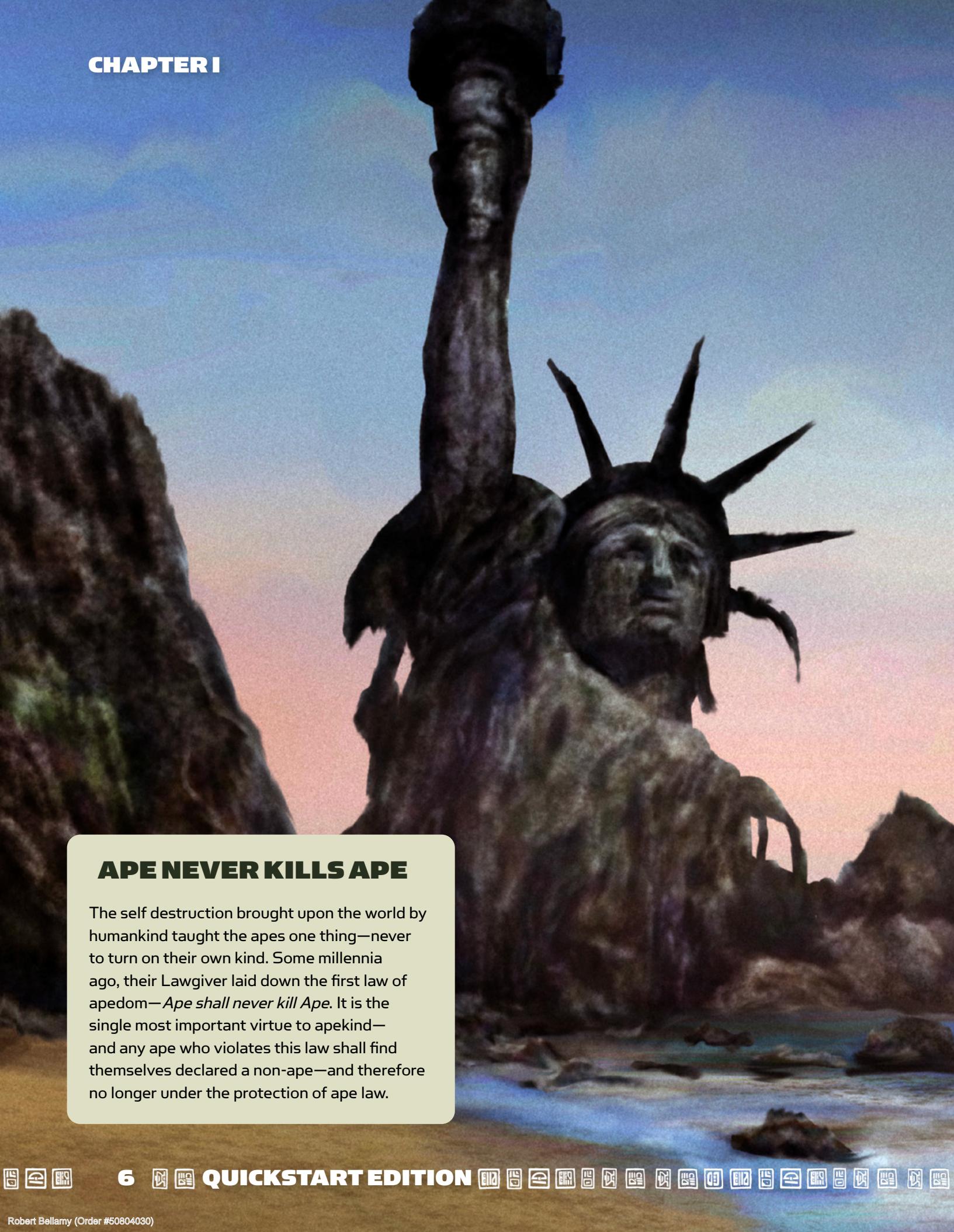
Resist psionic beings that create illusions both deadly and sublime. Unearth the remnants of advanced technologies that still survive in the ruins of humankind's hubris—gleaming metal machines, incredible spacecraft, and of course, world-shattering weapons. Explore the foreboding Forbidden Zone and sail the vast seas beyond in hopes of finding a paradise untouched by death and destruction.

And of course, you can seek out the one thing that matters to you in this upside down world—your destiny.

QUICKSTART ON THE PLANET OF THE APES

The sacred scroll you are reading is the Quickstart document for the official *Role-Playing Game of the Planet of the Apes*. A condensed and simplified version of the full game, the Quickstart is designed to introduce you to both a planet where apes evolved from men and the Magnetic Variant of the West End Games D6 System ruleset. It also includes an introductory adventure and six pre-generated characters to play.

For the full ape-tastic experience, you'll need the Core Rulebook available direct from Magnetic Press Play and at better book, game, and hobby stores everywhere.



APE NEVER KILLS APE

The self destruction brought upon the world by humankind taught the apes one thing—never to turn on their own kind. Some millennia ago, their Lawgiver laid down the first law of apedom—*Ape shall never kill Ape*. It is the single most important virtue to apekind—and any ape who violates this law shall find themselves declared a non-ape—and therefore no longer under the protection of ape law.

A BRIEF HISTORY OF THE PLANET OF THE APES

Some time ago, the hubris of humankind took animal exploitation, genetic experimentation, environmental degradation, technological advancement, and nuclear proliferation past the point of no return. They annihilated themselves in a cacophony of self-inflicted fear and violence.

A planet devastated. The nuclear exchange between major powers kicked the Earth off its axis and transformed the entire environment. Tectonic plates shifted, producing new volcanoes and seas of lava. Mega-tsunamis changed the shorelines of continents overnight. Huge tracts of toxic wastelands dubbed Forbidden Zones covered more than half the globe as surviving vegetation struggled to transform the rest into densely-wooded temperate rainforests and choked tropical jungles. The overgrown ruins of cities became monuments to humankind's folly.

Most people who survived gathered in survival enclaves and small farming communities until those too fell apart. Humanity devolved in the irradiated wilderness, their intelligence fading until they eventually reverted to a nomadic stone age society. Some survived by taking refuge deep underground, their minds and bodies mutated and misshapen by generations of radiation exposure.

From the ashes. From humankind's remains rose a new dominant species—the apes. Some say a mutating virus was the catalyst—others say genetic manipulation was responsible. The truth likely lay somewhere between the two. Forced to serve their human masters before their destruction, the apes learned how to adapt and grow, eventually standing up against their overlords and striking back.

They even learned how to articulate—led by an enigmatic ape who spoke a word that had been spoken to him time without number by humans. That ape said, 'No.'

Wake for a world. In the wake of the atomic fires, simians formed their own societies—developing systems that for the most part traded technologies and the trappings of humanity for a simplified life. Apes were free from the temptations of evil that had destroyed their masters. The new ape society was dominated by the three types of ape previously favored by their former masters—orangutans, chimpanzees, and gorillas. A Lawgiver rose and scribed a series of Sacred Scrolls to keep apes on the right track. A caste system was even put in place to keep every ape in their place.

As time wore on, simian origins of subservience to humans were covered up and forgotten, allowing apes to become the true masters of the new world. Now, humans are considered dumb, crude, and feral. They are hunted as animals, marked for target practice, and used for anatomical dissection and experimental surgery.

LEGENDARY RUMORS

The canon of this RPG is based on the classic 1968 film, *Planet of the Apes*, and its four sequels, *Beneath*, *Escape*, *Conquest*, and *Battle for the Planet of the Apes*. It incorporates the television series (1974) and *Return to the Planet of the Apes* (1975), and draws upon their excellent tie-in novelizations. The original novels *Conspiracy* (2011) and *Death of the Planet of the Apes* (2018) are also included, along with many aspects of the original comic series (1974-1976)—as well as nods and homages to over five decades of classic POTA source materials.



A CHARACTER OF YOUR OWN

The *Planet of the Apes Role-Playing Game* Core Rulebook walks you through crafting your own ape, human, or mutant character. Here's a quick rundown of what's in store for you.

You'll start with a specific archetype template and then tailor your character to your preferences and role within your party. You'll allocate points to your desired skills, and detail your **Character Persona** (see below).

As your character lives through more and more adventures, they gain **Adjudicating Rewards**. These are points that can be applied towards increasing skill level. Finally, everyone has some item that means more to them than anyone else could know. These **Mementos** give you a special edge above the rest (see the next page).

CHARACTER PERSONA

Player Characters may be larger than life, but they are still only ape—or human, or mutant. Your character can have personality Quirks that help define them, Motivations that affect the choices they make, and Remarkable Abilities that make them stand out in a crowd. Character Personas are teased here and covered in depth in the Core Rulebook.

"I'm a seeker, too. But my dreams aren't like yours. I can't help thinking that somewhere in the universe there has to be something better than man. Has to be."

—Col. George Taylor,
ANSA Mission Commander

MOTIVES

What drives you? Are you a seeker, looking for adventure and new beginnings? Would you walk into a live volcano to learn something no one else knew?

Or are you an ape after a quiet life of status quo, marriage, and a somewhat stimulating career? Your character's **Motives** help you define how to play them. Ambitions, money, and even love can be your motive. Often, you will have to reconcile your motives with those of the other PCs in your group—and that can lead to misunderstanding and conflict. Motives enhance your character's story. Sometimes they even offer benefits—and sometimes not so much. Engage in this goal-oriented behavior and you will be rewarded—ignore it and you'll find yourself lost.

QUIRKS

Many apes have serious personality quirks that are balanced with enhanced physical or intellectual abilities, making them ripe for dramatic roleplay. These **Quirks** have been designed to add flavor to your gaming table, giving inexperienced or timid players and apes alike a guide for roleplaying. While Quirks are optional, taking one lets you choose a **Remarkable Ability**, a specific way of bending the rules in your favor.

REMARKABLE ABILITIES

An ape who talks! Every ape has got a gift for something—and the most gifted apes are often the most troubled. **Remarkable Abilities** are a counterbalance to your Quirk, allowing you to bend the rules to your advantage in the right circumstances. Play your character according to the Quirk you've picked and you'll get one of these bonuses to help you succeed in the world. See the Core Rulebook for more.

PSYCHOMETRICS

At the end of the day, you're only simian. Characters on the planet of the apes often find themselves thrown into stress-inducing situations that can have a lasting effect on them. Sometimes it can feel like you are trapped in a madhouse. Imprisonment, torture, and strange revelations about just what planet you are on can take their toll. When things get to be too much for your PC, the **Fear & Madness** Tables in the Core Rulebook will chart what you are living with and what you can do to cope.

ADJUDICATING REWARDS

Life in a post-apocalyptic world means there are always challenges to be had. Either you learn from your experiences or they are your last. Called Merits and Demerits in other D6MV games, in *Planet of the Apes* these enhancement tools are called Adjudicating Rewards.

Adjudicating Rewards help you to keep track of your progress in two ways: **Experience Points** and **Hero Points**.

Experience Points (XP). These are your reward for getting the job done and doing it well. Called Skill Points in the classic D6 system, **XP Points** allow you to improve your skill proficiencies and gain new Remarkable Abilities.

Hero Points (HP). The action in the POTA RPG is brutal. **Hero Points** give you the edge you might need in a losing battle, helping you beat the odds and survive even in the worst of circumstances. You start each adventure with six of these points to spend and can gain more as the gaming session goes on.

See the Core Rulebook for more.

MEMENTOS

An ape can be just as nostalgic as a human. All sentimental creatures hold on to trinkets that represent somewhere or some when—some another time or place when they were happy, in love, or just damn lucky. Many own something that means a lot to them, such as a photograph of a loved one, military dog tags, or a lucky bullet. Just having that item in hand can make the day seem a little bit easier to get through. These are Mementos—unique pieces of equipment that resonate with your character.

Story-wise, a Memento serves to warn or remind you of an important event or even your status in life. Astro-nauts especially are beholden to their own past, and Mutants can even use their mementos to focus their psionic skills. Rules-wise, a Memento you a minor skill boost or in-game benefit. Each Archetype Template in the Core Rulebook comes with its own suggested Memento.

ARCHETYPE TEMPLATES

This planet of apes is run by several different ape, human, and mutant archetypes. You can assume many different roles, including the grizzled Ape Veteran, the shrewd Ape Investigator, the stoic Astro-naut Mission Commander, the Tribal Human Healer, and the illusion-casting Mutant Exile. You even have the option to take the role of a Gorilloid—a cybernetic mutant ape who lives in the Forbidden Zone. There are 24 unique character archetypes offering a wide range of characteristics in the Core Rulebook.

But first thing's first—will you be human, mutant, or ape?

A PLANET DIVIDED

History seems doomed to repeat itself, no matter which species is at the wheel. There are several factions at play in this dark future—factions bent on annihilating each other. If they can only work with each other, things might change...

GREAT APES

The planet of the apes is governed by three types of great apes—the orangutans, chimpanzees, and gorillas. While every individual is of course unique, each of the great apes is known for different attitudes, viewpoints, and career paths that were previously defined by a now-abolished caste system.

The quota system imposed a hierarchical status and lifestyle on apes—one which included constraints on occupational opportunities and advancement, limits on both acceptable social interaction and exclusion, and even endogamy. Since the Abolishment, most apes have simply stayed in their traditional lanes—until now, of course.

A WORD ABOUT DISCRIMINATION

The makers of the *Planet of the Apes* RPG stand tall against bigotry in all its forms.

The best science fiction points out flaws in our society and opens discussion on how to change. The views and actions of certain characters within the series are designed to draw attention to discrimination and other destructive behaviors. Apes hate mutants who hate apes and everyone hates humans.

Even within apekind itself, there is bigotry at play—gorillas are stereotyped as brutes while chimpanzees are dismissed as too liberal, etc, etc. Your character is better than all this, of course. The theme of a POTA game should always involve overcoming hatred, not succumbing to it. In this RPG, your character can stand against prejudice and disrespectful attitudes. They can work to defeat discrimination in all its forms and work towards living on a planet where everyone can exercise their human—and ape—rights.





"It wasn't "our war", it was the gorillas' war. Chimpanzees are pacifists."

—Dr. Zira, Animal Psychologist

CHIMPANZEES

Seen as intellectuals, chimpanzees are often advocates for greater social reform and equality. Many occupy administrative assistant roles such as clerks and accountants, but many become merchants, nurses, and most notably, **ape scientists**. The post-abolishment period has seen an increasing number of young chimpanzees stirring up trouble as **ape journalists** and **activist apes**. Others become **adventurer apes**, deciding to hold off applying to the academy for a year so they can go on walkabout and "find themselves." Some have even joined the military! While they make up the bulk of ape society, preconceived notions of chimpanzee progressive views has left them with the least representation in government. Taken as a political party, chimpanzee-sponsored changes only comes about through the citizens' council—and only then if they can get the orangutans or gorillas to find value in their point of view.

Chimpanzees wear earthy green and brown leather and cloth tunics, pants, skirts, and smocks. Some chimpanzee cultures wear deep forest greens with black leather accents instead.





***"No, you can't kill them.
I gave them my word."***

—Commander Zaku, Deputy Security



"I'll tell you one thing every good soldier knows... the only thing that counts in the end is power. Naked, merciless force!"

***—General Ursus,
Supreme Commander
of the Gorilla Army***

GORILLAS

Famed for their aggressive behavior, gorillas are often stereotyped as witless brutes. While they tend to lead with their fists, many of them are as smart as any chimpanzee—their predetermined societal roles and schooling has simply ensured their focus on practical rather than intellectual pursuits.

Gorillas make up nearly half of ape society. A gorilla will often serve the community as an **ape soldier**, as a member of the **ape constabulary**, or as a **civil service ape**. Without a major war in decades, many gorillas have survived army life to retire and reach **veteran** status.

Many gorillas feel the need to expand their territory—whether that means doubling their seats in the Citizens' Council or taking over a neighbor's plot of land. Whichever role they take, these trained professionals throw their lives into their work, making it their identity.

Most gorillas are garbed in violet, wine, burgundy, or brown jumpsuits and dresses with black accessories. The military adds leather jerkins, vests, and gloves to this ensemble. Leather helms are common amongst constabulary and military command, along with studded metal armor. Some simian societies dress their gorilla army in olive drab leather and cloth. High ranking officers add azure-blue studded-leather collars with orange jerkins and helms similar in color to an orangutan's overcoat.



***“Keep digging... you’ll find evidence of the master of this house—
—an ape.”***

—Dr. Zaius, Minister of Science

ORANGUTANS

Considered champions of long-established ape values, orangutans are renowned for their traditionalism and establishmentarianism. Many are proponents of maintaining the status-quo, lest ape civilization take a turn for the worst. A common orangutan saying is, “If it’s worked for so long, why even contemplate change?”

For centuries they have led the great ape civilization, striking a balance between what many consider the gorillas’ lust for war and the chimpanzees’ thirst for change. In the past, they have often assumed the roles of politicians, priests, doctors, administrators, and lawyers. Quintessential archetypes include the **statesape, ape philosopher, investigator ape, and ape lawgiver**.

Thought of as thinkers and not doers, many are known to wax and wane philosophically while partaking in elitist discourse.

Orangutans are typically adorned in overcoats (called “The Long Look by Zeeka”), tunics, pants, and dresses in oranges, yellows, and browns. When traveling, they wear tan riding pants and shadbelly jackets with burnt umber leather gloves and accents. The clergy don purple robes and vestments over their standard wear. In some ape cultures, orangutans wear sky-blue clothing with deep-blue leather accent—but these outfits are almost never seen in Ape City.



***“Accept my premise, and
I will prove it to you logically.”***

***—Virgil,
Advisor to Caesar***

CHAPTER I



MUTANTS

While there are many mutations on this planet of the apes, the beings referred to specifically as the mutants are descendants of those survivors of the nuclear holocaust. Driven underground to protect themselves from surface radiation, they were left scarred, irradiated, and suffering from many mutations. While some were malignant, others granted them powers of the mind.

Telepathic illusion became their greatest asset.

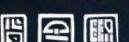
Those most commonly encountered include the mutant **orators** and the forward protectors called **vanguards**. Occasionally a mutant will be cast out to the surface. These **exiles** are often eager to find a new community to belong to. The strangest mutants of all would be the **gorilloids**—apes artificially augmented with machine parts by enigmatic beings called the Makers.

Over the centuries since the nuclear holocaust, radiation exposure has all but destroyed the dermis of most mutants. They now appear as fascia, muscle, and sinew over bone—a fate they often use robes, artificial skin, or their illusionary powers to conceal. To the unobservant ape, mutants might be mistaken for strangely-dressed humans or astro-nauts.



“Well suppose I am a mutant. How can the appearance of one mutant send you into a panic?”

—Colonel George Taylor, ANSA



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QUICKSTART EDITION





“We are a peaceful people. We don’t kill our enemies, we get our enemies to kill each other.”

—Inquisitor Ongaro, Fellowship of the Holy Fallout

FELLOWSHIP OF THE HOLY FALLOUT

Led by the House of Mendez for more than twenty-five generations, the Fellowship have been both physically and spiritually transformed by nuclear fallout. They worship the doomsday bomb itself as a divine being that grants new life through death. The Fellowship is divided into six houses, each trained in a distinct psionic discipline that complements the others.

Dressed in mostly whites and grays with color sashes to denote House affiliation, the Fellowship uses facsimile flesh to protect their skinless anatomy. For centuries they have only revealed the true nature to their god, and even then only during prayer.

THE UNDERDWELLERS

A mutant splinter group that has evolved into its own, the Underdwellers are led by the House of Krador. These mutants possess illusionary psionic powers like the Fellowship does, but they are also able to alter the physical in the form of psychokinetic energy bolts, psychic projection, and teleportation.

Like most mutants, the Underdwellers must protect their fascia from direct sunlight. As they do not possess the facsimile flesh the Fellowship does, they tend to wear UV resistant blue-gray robes with deep hoods that hide their features.

CHAPTER I



***“Where we come from, apes talk.
Humans are dumb.”***

—Dr. Cornelius, Archaeologist



HUMANS

As the Sacred Scrolls assure us, humans are nothing more than wild animals put on the planet for us apes to use as we see fit. But there are whispers that humankind was not always like this—some believe they used to have limited intelligence and served as indentured servants to the apes. Even the scriptures reveal that apes once kept humans as household pets—until the Lawgiver proved that man could not be tamed.

JUST DUMB BEASTS

Most apes and mutants alike dismiss tribal humans as crude, dumb, and mute animals—but certain cynical simian scientists believe humans have a greater intellect than the apes give them credit for. This is, of course, pure nonsense. While these brutish creatures are indeed smart enough to mimic ape behavior by clothing themselves in animal hides, apekind has never found any evidence of them crafting nor using tools.

Of course, any scientist worth his salt will tell you an absence of evidence is not evidence of absence—and it is this reason why the human population is constantly under the surveillance of ape scouts and the gorilla army. If the Ape High Council ever deems these beasts a danger to apekind, they will order a mass extermination.



“Man is a nuisance. He eats up his food supplies in the forest, then migrates to our green belts and ravages our crops. The sooner he is exterminated, the better.”

—Dr. Zaius, Minister of Science

TRIBAL HUMANS

Tribal humans live in nomadic hunter-gatherer groups. During the harvest season these mute creatures scour the countryside in search of fruit and vegetables, often raiding the apes' food stores before retreating back to the Forbidden Zone.

Tribal humans have a preliterate society that recognizes both matriarchal and patriarchal roles. A member of the tribe will contribute by becoming a **hunter, gatherer, or lookout**. Occasionally one of them will recognize herbs with medicinal applications and become a tribal **healer**. While some can be aggressive if cornered, most are docile and easily corralled.

Occasionally a rabid human will develop a taste for ape flesh, prompting a hunt to take down the creature for the good of the community.

LAWGIVER'S LORE: *Playing a mute tribal human has the unique challenge of having to communicate at the table without using open words. For more, see the Core Rulebook.*

These filthy unkempt beasts cover themselves with rags made out of old animal hide. While they may seem harmless enough foraging for food, you don't want to find yourself alone in a dark alley with one. Their wild eyes betray their crazed and murderous nature.



***“My tribe? They live on another planet
in another solar system.”***

—Colonel George Taylor, ANSA

THE “ASTRO-NAUTS”

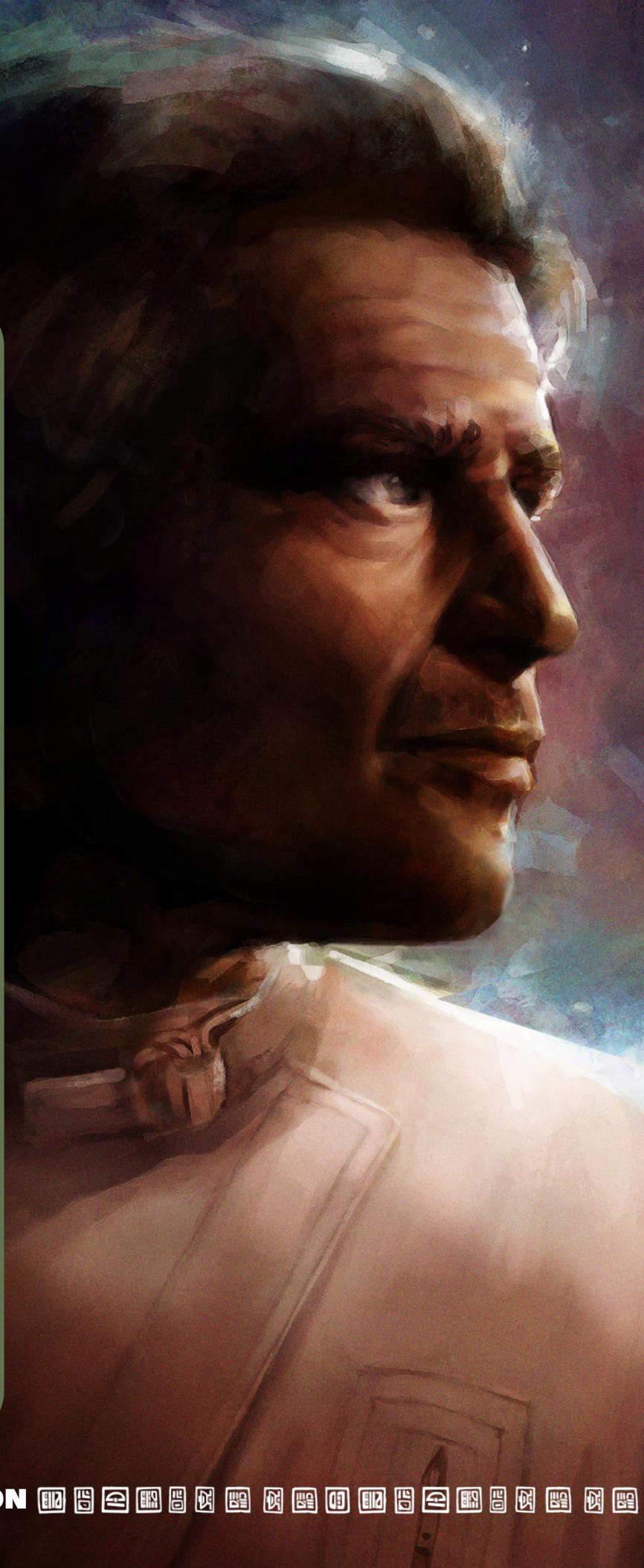
Strange human invaders from outer space, these alien creatures are much more clever and threatening than the average tribal human. Their advanced knowledge of tactics, riding, and fighting techniques makes them formidable foes. Worse than that, they have somehow acquired the power of speech!

Claiming to come from other worlds, astro-nauts have roles in their community similar to apes sent on a long expedition. Humans claiming to be **mission commanders, security specialists**, and even **science officers** have been encountered. They also have **technical engineers** trained in the maintenance and repair of their alien flying machines.

Where there is one astro-naut, there is usually another--and another, and another. If you encounter one, take efforts to contain and quarantine them before they infect the wild humans with their insidious ideas.

LAWGIVER’S LORE: *Like all character-types, playing an astro-naut comes with unique benefits and challenges. These are covered in detail in the Core Rulebook.*

These astro-nauts look mostly the same as other humans, save for their shorter hair and their latchless white, blue, or red clothing. Give them time to grow their hair and steal animal hides from their dumber cousins and they can blend in with our normal human population with ease. Beware!



EVIL HUMANS FROM THE STARS

For centuries, rumors have persisted that thinking humans sprang from the earth itself and that all humankind had the intelligence and anatomy needed to speak. Dismissed as fantasy by most, some believe that such humans are visitors from the stars who call themselves "astro-nauts", invading the planet of the apes with their insidious power of speech.

So-called "proof" of such origins comes in the form of a falling star heralding the appearance of these strangely garbed humans—although it is far more likely that they are either nature's deviants or ape-made abominations created in a lab by cynical chimpanzee scientists looking to discredit the Sacred Scrolls themselves.

Some apes claim that these astro-nauts come from our own past—from a dark time when humans supposedly ruled the earth and apes were kept in cages and zoos.

These blasphemous ideas can be traced back nearly a millennia ago to the now-banned childhood fairy tales written by chimpanzee author and convicted agitator, Jillia. Her incendiary tales were purposely contradictory to the Sacred Scrolls—a fact that eventually earned her a life sentence at the Reef seaboard prison facility.

Jillia's books still saw circulation for the next few centuries as a study of what constitutes heresy. It wasn't until some 100 years ago that social reform saw her books finally banned.

Unfortunately, the damage had already been done, as grandmothers passed the tales down to their grandchildren as word-of-mouth stories designed to frighten the young ones at the campfire.



"I have always known about man. From the evidence, I believe his wisdom must walk hand and hand with his idiocy. His emotions must rule his brain. He must be a warlike creature who gives battle to everything around him—even himself."

—Dr. Zaius, Minister of Science

WHAT IS A ROLE-PLAYING GAME?

“What I know of man was written long ago, set down by the greatest ape of all, our Lawgiver.”

—Dr. Zaius, Minister of Science

IS IT Lawgiver, LAWGIVER, OR Ape lawgiver?

Some clarification for gamers and fans alike.

The Lawgiver. The Greatest Ape of All is the Lawgiver. Both prophet and deity, the Lawgiver is the divine force whose teachings became the foundation of the simian system of laws and traditions. This revered teacher is referred to by His proper name, the Lawgiver.

LAWGIVER (LG). A Gamemaster makes rulings over humans, apekind, and the planet itself, just as the Lawgiver would. Abbreviated as LG, in a POTA game the term LAWGIVER in all caps replaces the traditional moniker of Gamemaster or GM.

Ape lawgiver. Finally, the ape lawgiver archetype is a priest or clergy ape who has dedicated themself to the word of the Lawgiver’s lessons, quotes, and parables. The ape lawgiver archetype can be found in the Core Rulebook.

THEY CALL THEMSELVES “ASTRO-NAUTS”

Apes have a distinct way of pronouncing the word astronaut. As such, this is reflected in its spelling throughout this book. Astronauts are typically referred to as “astro-nauts”.

Role-playing is a unique form of gaming—a cultural expression that combines tabletop gaming with cooperative storytelling. Role-playing games give you a set of rules to let you and your friends create your own story. One of you assumes the role of the LAWGIVER (LG), a guide to lead the others—the Player Characters (PCs)—on an adventure through a well-developed world. Called the Gamemaster in other games, the LAWGIVER also assumes the roles of supporting characters called NPCs as well as any creatures the PCs may encounter. A series of books and boxed adventures and campaigns gives the LAWGIVER the tools they need to make the experience a memorable one.

NO BOARD—AND NO PATH BUT YOUR OWN

While characters’ actions and movements can be plotted on a map using detailed miniatures, there is no board for this game. How to proceed is completely up to you. If the adventure seems to be leading your character to Ape City, you can turn around and head into the Forbidden Zone. Not your smartest plan, bright eyes—but who is the LAWGIVER to stop you? There may be an alternative solution to your problem somewhere in the Zone—or, it might just get you dead. Either way, the choice is yours.

The free-will aspect of RPGs often means that no two gaming sessions of the same adventure will ever be alike. It is this freedom of choice that makes RPGs all the more fun.

WEST END GAMES: RETRO RPG ROOTS

The D6 System is a tabletop role-playing game rule set created by humans calling themselves West End Games (WEG). Best known as the basis for movie-based tabletop games such as the original *Star Wars* and *Ghostbusters* RPGs, the D6 System has provided the tabletop foundation for many popular role-playing games since. Widely beloved for its ease of play, the D6 System is the perfect rule set for introducing new players to tabletop gaming. The system is named after the many 6-sided dice rolls used to determine success and failure in the game.



THE MAGNETIC VARIANT

CLASSIC GAMEPLAY RE-ENVISIONED FOR THE MODERN APE

Before humankind's downfall, various versions of the D6 System have been developed by West End Games and its affiliates for different types of gameplay. Now under ape management, *Planet of the Apes: The Role-Playing Game* uses the "Magnetic Variant" of these classic tabletop role-playing game rules (D6MV). The Magnetic Variant rewinds the D6 system back to its classic roots—back to a time before humans blew up their own world. It then streamlines that system for a forward-thinking modern ape audience. What follows are some of the rules variations unique to the Magnetic Variant of the system.

GENRE-DEFINED ATTRIBUTES, STREAMLINED SKILLS

The original D6 System utilized six core attributes—**Dexterity, Knowledge, Mechanical, Perception, Strength, and Technical**. The Magnetic Variant embraces this rule of six but melds the Technical attribute into Knowledge and Mechanical to create room for **Willpower**—your strength of spirit and determination of mind. Willpower is important for sticking to your convictions and rejecting the mind games and illusions cast by whatever inhabits the Forbidden Zone. Additionally, skill lists have been reorganized and boiled down to just six signature Skills per Attribute, all for a civilized ape's ease of play. These Attributes and Skills are covered in Chapter II (page 24).

NEW COMBAT OPTIONS AND ATTACKS

Combat order can change every round through the application of new **Initiative** rules. **Auto-fire, Pulling Punches, and Armor Stacking** round out the rules for a grittier combat experience. See Chapter III: Combat on the Planet of the Apes (page 39) for details.

COMBAT DEFENSES

You never know when some fool chimpanzee radical is going to let a human out of its cage without a leash. If you find yourself staring one down in a back alley or dank jungle, you'd better have a weapon handy and be ready to act fast.

To keep combat swift and action-oriented, the Magnetic Variant moves away from reaction skill rolls and boils defenses down to an easy **SRP—Surprised, Readied, and Psyche** (page 54). Vehicles range from simple horse-pulled wagons to experimental space capsules and have similar defenses that are covered in the Core Rulebook.

MENTAL DEFENSES

Between mind-bending mutants, stampeding humans, age-old weapons of mass destruction, and even gorilla brutality—the planet of the apes can be a scary place. Luckily, your character comes fortified. These mental defenses, called Psyche, will help protect you from pressure, torture, and illusion. Sometimes, however, the **Fear** and **Horror** can overpower your character and lead to **Madness**. These things are covered under **Psychometrics** in the Core Rulebook. For now, see Mental Recovery on page 46.

SHAKE, RATTLE, & ROLL

The D6 system makes use of the same six-sided dice you'd find in a typical casino or board game. Magnetic Press Play makes two differently colored sets of Alpha/Omega dice. Every die in the set is numbered one to five, with the sixth side displaying an Omega symbol. Each set of five dice included in the set includes a special "irradiated" **Wild Die** as well.

The Wild Die adds an almost human element of chaos to the game—a single Wild Die roll can change the entire course of an encounter—for better or for worse—as explained on page 29. Of course, this Quickstart doesn't come with dice. Fear not, however—any old six-sided dice will do—just use a different colored one to represent the Wild Die. Even with official dice in hand, you might want to raid the closet for extra six-siders. The more proficient in a skill your character gets, the more dice you get to rattle and roll.

PSIONIC POWERS

Radioactive fallout from long-forgotten conflicts has given rise to centuries' worth of mutations. While physical malformations is the norm for those afflicted, some species have developed powers of the mind to counteract these disadvantages. Below is a brief look at how these abilities work.

MANIPULATE, DIVINE, & TRANSMOGRIFY

The force of a mutant's mind is expressed via these classically-inspired powers. **Manipulate** your adversary's perceptions of pain and reality. **Divine** their thoughts, probing for secret truths and hidden weaknesses. **Transmogrify** your own thoughts into mind-melting psychokinetic bolts. Use the right combination to force your enemies to fight each other to the death, transfer people or objects great distances, or perform other psychic feats of intrepidity. Find out more about these PSI Skills in the Core Rulebook.

NOT A GAMER? WE'VE GOT YOU COVERED

Reference materials are an essential part of an RPG, opening up a world to possibilities that exist beyond the core materials. This game compiles and expands upon decades of existing POTA lore to create a living breathing planet where danger, intrigue, and lost knowledge abounds. Additional releases are designed to enhance both your knowledge and your game with new histories, biographies, rules, settings, archetypes, and adventures—everything you need to expand the boundaries of your ineluctable power. Now, if you do decide to play...

HERE'S WHAT YOU NEED

Supplements for the *Planet of the Apes* RPG include maps, quest cards, terrain modifiers, character counters, miniatures, and custom dice—but you can play without all that. You've already got what you need to start in front of your simian face.

Tabletop. Going old school? The Core Rulebook will allow you to do it all. To try things out, you'll need it—or at least this Quickstart—a tabletop, a pencil, printed-out copies of the included adventure's pre-gen characters, a handful of everyday six-sided dice, and a group of like-minded apes to play with. A bunch of bananas for the table wouldn't hurt, though.

Interwebs. Living before the fall of humankind? You just might have Internet. A PDF of the Core Rulebook or at least this Quickstart, a wifi enabled device, a digital dice randomizer, a chat app, and apes from around the planet will do.



“The proper study of apes is apes. But certain young cynics have chosen to study man. Yes! Perverted scientists who advance an insidious theory called... evolution.”

***—Dr. Honorius,
Deputy Minister of Justice***



CHAPTER II: A PRIMATE RULES PRIMER

HOW THE BASIC RULES WORK,
SKILLS & ATTRIBUTES

RULES MISCELLANY

The POTA RPG Core Rulebook provides guidance for just about anything a player might want to do in a game. Here's a sample of some of those rules you can use right away.

FOR CLASSIC D6 SYSTEM FANS

If you're coming to the *Planet of the Apes* Role-Playing Game (or POTA RPG) from previous D6 System games like *Star Wars: The Role-Playing Game*, you may notice the attributes are a bit different. If you have already enjoyed a D6MV game from Magnetic Press Play then this will look very familiar to you.

The first thing you might notice is that we've broken up Technical between Knowledge and Mechanical and introduced Willpower to cover most situations involving social interaction and self-discipline.



***“Don’t try to follow us.
I’m pretty handy with this.”***
“Of that I am sure.”
***—Col. George Taylor
& Dr. Zaius***

ATTRIBUTES & SKILLS

The capabilities of every ape, PC, NPC, and creature are represented by their Attributes. These represent natural physical and mental abilities. Each Attribute is further defined by six Skills that represent familiarity or training with specific applications of their Attribute. All characters have a die code for each Attribute, but most won't have a die code for every Skill. The six core Attributes and their Skills are:

Dexterity (DEX). A balance of grace, reflexes, speed, hand-eye coordination, and fine motor skills—a chimpanzee's best friend. Skills: *Acrobatics, Melee, Reflex, Ride, Sleight of Hand, Stealth*.

Knowledge (KNO). Intellect, learning, know-how, recall, and the theory or practical application of what is known. While such a skill set is common amongst the chimpanzee population, it is the orangutans who have mastered—and suppressed—it. Skills: *Espionage, Medical, Scholar, Sciences, Survival, Technical*.

Mechanical (MEC). Operating, repairing, and inventing vehicles and other machinery. Skills: *Demolitions, Drive, Engineer, Gunner, Pilot, Repair/Disable*.

Perception (PER). Sensory and spatial awareness, insight, and deductive reasoning. Skills: *Evaluate, Gambling, Instinct, Investigate, Marksmanship, Streetwise*.

Strength (STR). All the health, vitality, brawn, and toughness of a gorilla. Skills: *Brawl, Climb/Jump, Lifting, Stamina, Swimming, Throwing*.

Willpower (WIL). Personality, social aptitude, shrewdness, will, mental endurance, and fortitude. Skills: *Bargain, Charm, Command, Con, Grit, Intimidation*.

There are three special **PSI Skills** that are in addition to those presented here but separate from Attributes. Called *Divine, Manipulate*, and *Transmogrify*, they allow a character to use the power of their mind for both attack and extrasensory perception. Unless they have a mutation of some kind, most characters do not have die codes in these Skills and never will! See the Core Rulebook for more details.

DIE CODES

Each Attribute has a number listed next to it. Called its die code, this number tells you how many D6s (six-sided dice) to roll when your character does something related to that Attribute. The higher an Attribute's die code, the stronger the Attribute is—and the more powerful your character is.

ROLL AN ATTRIBUTE. When using an Attribute, roll a number of dice equal to its die code, then add together the results on all the dice. The total is compared to a target number to determine whether the roll succeeds or fails.

For example, a character with DEX 3D rolls three six-sided dice when using their Dexterity attribute. If they had DEX 5D, they'd roll five six-sided dice instead.

If you see a +1 and +2 after the die code, like 3D+1 or 4D+2, that means you add that modifier to your total after rolling the dice pool.

For example, a character with STR 3D+1 rolls three six-sided dice, resulting in 2, 3, and 5, for a total of 10. They then add that +1 modifier for a final result of 11.

ROLL A SKILL. When using a skill, add its die code to the die code of the associated attribute, and roll that many dice.

For example, a character with DEX 2D+1 and Acrobatics 1D rolls 3D+1 when using Acrobatics.

CHAPTER II

DIFFICULTY NUMBERS

The Difficulty Number (DN) of a roll measures how easy or hard it is. The higher the DN, the more difficult the task. After rolling a dice pool, add any modifiers to the result and compare the total to the DN. If the total equals or exceeds the DN, it's a success. If it doesn't, it's a failure.

There are two ways the LG can establish the DN for a roll. Most of the time they choose a number corresponding to the difficulty of the task, as shown on the table below.

DN	LEVEL OF DIFFICULTY
5	Very Easy
10	Easy
15	Average
20	Difficult
25	Very Difficult
30	Extremely Difficult

Other times, a character's Attribute or Skill roll is compared to another ape's, usually an ape who's actively trying to interfere with or stop them, and whoever rolls higher wins. Called an opposed roll, this can include things like arm wrestling, haggling over the price of fruit, or convincing a notable NPC that you're some ape that you are not.

LAWGIVER'S LORE: *In the event of a tie, the player always wins.*

YOU DID IT!

If the result of a roll is an **Ordinary Success**, the character gets what they wanted. On an **Exceptional Success**, they get a little extra—repairing the carbine doesn't take as long as expected, improves the carbine rather than just fixing it, or the like. On a **Partial Success**, there's some sort of **Setback**—the repair takes longer than expected, or will only hold for a couple of hours before breaking down.

SUCCESS & FAILURE

There are multiple degrees of success and failure in the POTA RPG, ranging from exceptional success to catastrophic failure.

DN	LEVEL OF DIFFICULTY
3x DN or better	Exceptional Success —The character gets what they wanted, and a little more. The task is completed more quickly, cheaply, easily, or impressively than expected. On an attack roll, an exceptional success doubles the attack's damage.
DN+1 to 2x DN	Ordinary Success —The character gets what they wanted. No more, no less.
DN	Partial Success —The character gets what they wanted out of the roll, but with a setback.
DN -1 to -9	Ordinary Failure —The character doesn't achieve what they set out to do.
DN -10 to -19	Exceptional Failure —In addition to the failure, some other bad thing related to the task will happen soon.
DN -20 or worse	Catastrophic Failure —Some other bad thing happens now. Guns explode, wagons or spacecraft suffer irreparable damage—the character is in for some bad times. This is the “Well, at least we still have our—oh, it's gone” of failures.
—	Setbacks —The task takes more time, energy, or resources than expected.

FAIL.

If the result of the roll is a failure of any kind, then the character doesn't achieve what they set out to do. On an **Exceptional Failure**, some other bad thing is about to happen—the carbine's firing pin is bent, making the repair more difficult. Or maybe two wild humans try to bust through the door. But on a **Catastrophic Failure**, the bad thing happens right now—the carbine had a round jammed in it and it explodes, or those filthy humans at the door are rabid!

THE WILD DIE

In every dice pool, there's one special die that can have a dramatic effect on the situation. This is the **Wild Die**, and it's always part of the dice pool when making an Attribute or Skill roll, even if no other dice are rolled.

For example, when making a 3D+1 DEX (Acrobatics) roll, one of the three dice is the Wild Die. If the die code for a roll is 1D, then that one die is the Wild Die.

To distinguish the Wild Die from the other dice, the official POTA Wild Dice are translucent green with an Ω symbol in place of the 1.

All you really need, though, is a die of a different size or color. Distinguishing the Wild Die from your other die rolls is important. Whether the roll succeeds or fails, the Wild Die's result could add an **Advantage** or **Complication** to your current predicament.

Ω ADVANTAGES

If the Wild Die roll is a 6, something advantageous happens, in the form of an Advantage. This advantage can take many forms.

If the roll is already successful, the player can choose one of the following:

- » *An Ordinary Success becomes an Exceptional Success, and the player gains one Hero Point.*
- » *The player gains 2 Hero Points.*
- » *Another player or ally in the scene gains 1 Hero Point.*

If the roll fails, the player can choose one of the following:

- » **Exploding Dice.** *The Wild Die is rolled again, and the result is added to the total. If this second roll of the Wild Die results in another 6, keep rolling and adding it to the total until you roll something other than a 6 on the Wild Die. Whether the roll succeeds or fails, the player still gains 1 Hero Point, regardless of how many times the Wild Die was a 6.*
- » **Nice Try.** *The roll fails, but the player grants 1 Hero Point to another player or an ally in the scene.*

Ω COMPLICATIONS

If the Wild Die roll is a 1, something disadvantageous happens in the form of a Complication. A Complication is a penalty or narrative dilemma the LG can use to make the PC's life more "interesting."

If the roll succeeds, the LG can choose one of the following:

- » *Introduce a Setback—additional time or resources are required.*
- » *An Ordinary Success becomes a Partial Success, and the player gains 1 Hero Point.*
- » *The roll fails; the player gains 2 Hero Points.*

If the roll fails, the LG can choose one of the following:

- » *Introduce a Setback.*
- » *Turn an Ordinary Failure into an Exceptional Failure, and the player gains 1 Hero Point.*
- » *Turn an Exceptional Failure into a Catastrophic Failure, and the player gains 2 Hero Points.*

LAWGIVER'S LORE: Players are allowed to choose their Wild Die advantages, while the LG gets to pick any Complications.

CHAPTER II

BONUSES & PENALTIES

Circumstances can conspire to turn an easy task into a difficult one, or vice-versa. To reflect this, a player may have a bonus or penalty to a roll. They may even have both! These bonuses and penalties apply to the die code of a roll, such as a +1D bonus or -2D penalty.

A job for the LG. Deciding what kind of bonus or penalty to apply to a roll is part of the LG's job, but an easy part. For every favorable circumstance, the roll gets +1D. For every unfavorable circumstance, it gets -1D.

The source. The source of a bonus or penalty depends on the action being taken. Fog would impose a -1D penalty to spot an enemy, but could also provide +1D when trying to sneak past them. Use your best judgment and common sense.

Multiples. When there are bonuses and penalties from multiple sources, subtract the total penalty from the total bonus and apply the result. In the example used above, a PC with +1D and -2D on a roll would have a penalty of -1D.

Zero sum. If a penalty reduces a die code to zero or below, you'll still roll one die—the Wild Die. This gives characters the chance to pull off some truly amazing feats in the face of seemingly unbeatable odds.

XP POINTS

Players are awarded XP Points at the end of each adventure. A player can spend XP and do the following to improve their character:

- » **Develop Skills.** Increase their character's Skill ratings.
- » **Learn a New Trick or Two.** Accrue more Remarkable Abilities.

Spending XP Points is in the Core Rulebook.

HERO POINTS

Players can acquire Hero Points from advantages and complications, as described above, or as a reward from the LG for ingenuity, creativity, or entertaining roleplay. A player can spend a Hero Point to do one of the following:

- » **Times Two.** Double the die code of a single roll after penalties are applied but before rolling.
- » **Redo.** Reroll a failed roll.
- » **Just a Flesh Wound.** When you gain the Wounded, Incapacitated, or Mortally Wounded condition, reduce it to Stunned instead. See *Injury Levels* on page 45 for more on what this means.

Hero Points can also be used to increase a character's Attributes. For details on the costs, see the Core Rulebook.

KEEPING TIME

The POTA RPG keeps track of time in two different ways. When how long it takes to do something isn't especially important, like having a conversation or weaving a rope, time is measured in scenes. When time is of the essence, such as in combat, time is measured in rounds.

SCENES. Scenes last as long as necessary to resolve the situation. A conversation with Dr. Zaius could be a scene, as could a montage of several conversations between the ape-thorities when figuring out what to do with a captive astro-naut. Think of it as a scene in a movie. Once the scene plays its role in the story, the action cuts to something else.

ROUNDS. These are much more concrete. Each round is about five seconds long. Combat occurs in rounds, but other things can as well, such as an astro-naut prisoner picking her cell's lock before the guard comes back or a gorilla unjamming his rifle before he is mobbed by humans.



ABOUT TIME

Most gameplay takes place in scenes, only switching to rounds when the situation calls for it. One can turn into the other, as well—when a fight breaks out in a scene, time is measured in rounds, and when that fight ends in the other side's surrender, rounding up the survivors would be a scene.

QUICK, BASIC, & SLOW ACTIONS

A character can accomplish a lot in a single five-second round. They might shout out a warning to a friend, leap over a fence, and fire their pistol mid-air, for example. But not everything a character does takes the same amount of time. Accordingly, every action a character takes is **Quick**, **Basic**, or **Slow**.

QUICK. A Quick action happens in a split-second. Quick actions include remembering a fact, speaking a few words, and dropping a handheld object.

BASIC. A Basic action takes one round, or five seconds, to properly complete. Basic actions include fast-talking an enemy sentry, firing a gun, and throwing a punch.

SLOW. A Slow action is anything that takes more than one round, from minutes to weeks or longer. Slow actions include dismantling a machine, conducting research, and administering long-term medical care.

Characters can take more than one action in a round (see using Multiple Skills on page 35).

COMBINED ACTIONS

You can't do everything yourself. Sometimes you need an ape or two to give you a hand. An NPC or PC who helps someone accomplish something acts as a support character, lending +1D bonus as part of a **Combined Action**.

For example, a PC is trying to push a boulder off a cliff in the Forbidden Zone, using his STR of 4D. Another PC and an NPC are with him, so they step into support roles to help, adding a total of +2D to his roll (That's +1D per support character, thus increasing his STR roll from 4D to 6D).

SKILLS IN BRIEF

This overview of Skills should give you a good sense of what a given skill can do. Several of them, such as Medical and Disable/Repair, have some very specific rules governing their use.

Each Skill has several different applications, each of which may require more or less time to use, as indicated in the Skill descriptions following.

LAWGIVER'S LORE: *Each Skill description grouping also has notations written by former Minister of Science Augustus. A conservative traditionalist and head of the anti-reformist committee, Augustus was a stout believer in the caste system and a proponent of human extermination.*

Rumors persist that an ancestor of Augustus was one of the first apes to maintain records of encounters with the so-called astro-nauts, several hundreds of years ago. Unfortunately, Augustus passed away without confirming if such memoirs exist. His son, Dr. Zaius—Chief Defender of the Faith and Minister of Science himself—remains tight-lipped on the matter.

Unless the Sacred Scrolls are challenged in the text, the comments written by Augustus are scribed in brown ink. If the text is blasphemous in nature, his notations are in red.

DEXTERITY SKILLS

ACROBATICS

(Quick, Basic, Slow)

Balance, tumbling, and other apeful movements.

MELEE

(Basic)

Hand-to-hand weapon combat. See Attacking on page 39 for details.

REFLEX

(Quick, Basic)

Reacting to danger and determining initiative in combat. See Combat on page 39 for details.

RIDE

(Quick, Basic)

Riding horses and other beasts of burden. Most apes travel via horse. Fancy riding is favored by the gorilla army who train their horses for battlefield maneuvers.

SLEIGHT OF HAND

(Basic, Slow)

Lockpicking, palming or concealing tiny objects, and other feats of manual dexterity. *Acts of deceit performed by thieving astro-nauts.*

STEALTH

(Basic, Slow)

Camouflaging, concealing, sneaking, and hiding. *Things one might expect a human to do.*

KNOWLEDGE SKILLS

ESPIONAGE

(Basic, Slow)

Codebreaking, forgery, and any other duplicitous action not covered by other skills.

MEDICAL

(Basic, Slow)

First aid, medical treatments, and surgery. Most medical doctors are chimpanzees, but almost every chief surgeon will be an orangutan. For treating injury and disease, see page 47.

SCHOLAR

(Quick, Basic, Slow)

Fields of knowledge other than applied sciences. Includes art, history, philosophy, religion, tactics—and sometimes even forbidden knowledge. Unless related to war, this field of study is traditionally passed up by gorillas and pursued by chimpanzees and orangutans.

SCIENCES

(Quick, Basic, Slow)

Basic and applied sciences, including physics, chemistry, biology, geology, archeology, agriculture, and mathematics.

There is no contradiction between faith and science—true science!

SURVIVAL

(Quick, Basic, Slow)

The purview of scouts, astro-nauts, and wild humans. Surviving and thriving in the wilderness, including navigation, orienteering, fire-making, tracking, foraging, and the like.

TECHNICAL

(Quick, Basic, Slow)

~~Knowledge relating to the industrial or electrical technologies.~~

Sounds to me like the infernal machines used by the astro-nauts and their underdweller kin!

MECHANICAL SKILLS

DEMOLITIONS

(Basic, Slow)

Setting, making, and defusing explosives.

DRIVE

(Quick, Basic)

Operating any vehicle that moves on land or water, including wagons, carts, boats, ships, and ~~even bikes, cars, trucks, and tanks.~~
NONSENSE!

ENGINEER

(Basic, Slow)

Designing, planning, evaluating, and inventing structures, tools, machines, and devices. *A chimpanzee tinkerer's toolbox.*

GUNNER

(Basic)

Ranged combat with vehicle-mounted weapons and artillery. Taught to the gorilla army. See the Core Rulebook for details.

PILOT

(Quick, Basic)

~~Operating gliders and other flying machines.~~
IF APES WERE MEANT TO FLY, THE LAWGIVER WOULD HAVE GIVEN US WINGS!

REPAIR/DISABLE

(Basic, Slow)

Repairing, modifying, and disabling wagons, rafts, furniture, doors, locks, and weapons—amongst other things—as well as the aforementioned infernal machines.

CHAPTER II

PERCEPTION SKILLS

EVALUATE (Basic, Slow)

Determining the value of an object, course of action, or intention.

GAMBLING (Quick, Slow)

Playing games of chance and just how lucky you happen to be in general.

INSTINCT (Quick, Basic)

Sixth sense or gut feeling. Sometimes called “human intuition” in reference to their animal instincts, Instinct determines Initiative in combat. See page 40 for details.

INVESTIGATE (Basic, Slow)

Gathering information, doing research and finding, compiling, and analyzing clues, data, and patterns. *Excelling at by orangutans.*

MARKSMANSHIP (Basic)

Ballistic weapon combat, from bows to rifles to automatic weapons. See page 42 for details.

STREETWISE (Slow)

Making contact with unsavory apes of lesser castes and other criminal types, as well as locating places to acquire, sell, trade, or buy black-market or illegal goods and/or services.

STRENGTH SKILLS

BRAWL (Basic)

Unarmed combat and grappling. See Hand-to-Hand Attacks on page 42.

CLIMB/JUMP (Basic)

Something for all apes. Scaling surfaces, leaping, and overcoming other similar physical barriers.

LIFTING (Basic)

Picking up, moving, bending, and breaking things. *A gorilla flex if ever there was one!*

STAMINA (Basic, Slow)

Endurance and resistance to disease, pain, poisons, and toxins. See Fatigue on page 46.

SWIMMING (Basic)

The distinctly unsimian act of moving through and under the water.

THROWING (Basic)

Throwing any sort of object, whether for combat or sport. See Ranged Attacks on page 42 for details.

WILLPOWER SKILLS

BARGAIN

(Slow)

Bartering and haggling for goods or services. Bargain rolls can be made against a flat DN set by the LG or opposed by the opposing character's Bargain. *A chimpanzee skill.*

CHARM

(Basic, Slow)

Convincing some ape of your viewpoint through empathy, body language, and demeanor. Charm can sometimes be opposed by Evaluate or Grit.

COMMAND

(Basic)

Inspiring, instructing, and leading other apes.

CON

(Basic, Slow)

General dishonesty, including lying and disguise. Con can sometimes be opposed by Evaluate when lying, or even Investigate when disguised. *A human & mutant "skill."*

GRIT

(Basic, Slow)

Shaking off mental and social manipulation, mental anguish, and fear. When a character is suffering psychological hardship, Grit aids in getting them through it.

INTIMIDATION

(Basic)

Coercion through body language or threats. Intimidation can be used to make mental attacks. Favored by gorillas. See Psyche on page xx.

PSI SKILLS

As previously mentioned, these skills are the result of mutation—and as such aren't like the others. In addition to not being attached to any attributes, most characters probably won't have a die code in any of them. In brief, characters can use PSI skills to create illusions, project and read thoughts, and make psychokinetic attacks.

Rules for the PSI Skills and PSI Powers can be found in the Core Rulebook.

USING MULTIPLE SKILLS, TAKING MULTIPLE ACTIONS

Sometimes a character will want to do two things at once, like talking an enemy into surrendering while grappling them, grabbing for a runaway horse's reins while avoiding gunfire, or just trying to stab a thieving human more than once. That's great—but trying to do too many things in a round means that each of those things is less likely to succeed.

Every Basic action in a single round beyond the first reduces the die code of each roll by 1D, whether using the same skill for each roll or a different one.

In other words, taking two Basic actions, like running and shooting, imposes -1D to all rolls. Taking three Basic actions, like running, shooting, and stabbing, means -2D to all rolls, and so on.

CHAPTER II

COMMON TASKS

Here are some guidelines for setting and modifying the DN for some common tasks.

Persuading an NPC (DN15 Charm).

- » *They're a friend:* -10
- » *They distrust or dislike you:* +5
- » *They hate you:* +10
- » *The request inconveniences them:* +5
- » *The request involves risk or investment of resources or time:* +10 to +20

Giving an NPC orders (DN10 Command).

- » *You're total strangers:* +10
- » *You're part of the same organization:* -5
- » *They outrank you:* +10
- » *You outrank them:* -5 to -15
- » *The orders are dangerous:* +5 to +15
- » *The orders benefit them:* -10

Lying to an NPC (DN15 Con).

- » *A friend or someone who trusts you:* -5
- » *A fool:* -5
- » *A trained investigator:* +5 to +10
- » *A social superior:* +10
- » *They dislike or distrust you:* +5 to +10
- » *They flat out hate you:* +15
- » *Implausible lie:* +5 to +10
- » *Unbelievable lie:* +15

Getting the word on the street (DN10 Streetwise).

- » *Using Charm instead of Streetwise:* +5
- » *Common knowledge:* +0
- » *Secret knowledge:* +5 to +15
- » *You look the part:* -5
- » *You don't:* +10
- » *You have a contact:* -5 to -10
- » *You know the area:* -5 to -10
- » *You don't:* +10

Acquiring illicit goods or services (DN15 Streetwise or Bargain).

- » *Supply exceeds demand:* -5 to -10
- » *Demand exceeds supply:* +5 to +15
- » *Good reputation:* -10
- » *Bad reputation:* -5
- » *No reputation:* +10
- » *Constabulary in area:* -5 to +10
- » *Small town:* +5 to +10
- » *Big city:* -5
- » *No questions asked or strings attached:* +15



“And I told them to condition him to fire!”

—The Captain

SCALE

When two things of significantly different sizes interact, we compare them using different Scales—in most cases, Character, Transport, and Grand. There's a broad range of sizes within each Scale, but not so much that those differences affect die rolls.

Character Scale. Covers everything the size of a typical adult ape and smaller. Backpacks, rifles, mutants, monkeys—these are all Character Scale. Even humans fall into this category.

LAWGIVER'S LORE: *Differences in scale between apes, vehicles, and other objects can affect how they interact in combat. Vehicles are briefly covered on page 55 and are detailed in the Core Rulebook.*

Vehicle Scale. Covers most vehicles. Everything from wagons to boats to flying machines are Vehicle Scale, as are structures like the average ape's residential house and the ruins of one of the ancients' three-story buildings.

Grand Scale. Covers everything larger than that, such as the massive ape city-ships that ply the open seas, and even the strange monolithic structures left over from the time of the ancients. If it's larger than Vehicle Scale, it's Grand.

TRUSTING TO LUCK

Sometimes a character is forced to rely on pure luck. You've ducked into a cave to hide or find some shade in the Forbidden Zone—is there a rock in there you can use as a makeshift weapon? That aged and tattered rope bridge to the Monastery of Kygoor looks none too safe, but feral humans are hot on your heels—and there is no other way across the gorge. Will the bridge hold your weight while you hurry across it?

In situations like these, if the LG doesn't feel like just saying "Yes" or "No" for whatever reason, they can ask the player to roll the Wild Die either once or a number of times equal to their Gambling die code, whichever is greater. For every 6 rolled, they're in luck. And the more 6s, the better that luck is. One 6 will do for finding a rock in a cave, but if you expect that old bridge to hold while you run across it, you'll need to roll at least three of them.





"If we lose this battle, that's the end of the world as we know it! We will have proved ourselves inferior! Weak! And all those grovelling cowards who are alive, when the battle is over, will be the weakest of all!!

—Arnold J. Breck, Governor of Modern City



CHAPTER III: COMBAT ON THE PLANET OF THE APES

THE COMBAT SEQUENCE

When combat begins, the action unfolds according to these six steps:

I Set the Scene. The LG describes the situation—backdrop, foes, and other details—to the players and establishes who's on whose side. Usually, there are only two sides, the PCs and the NPCs.

II Determine Order. All sides roll initiative. Combatants who are expecting a fight roll DEX (Reflex). Combatants who aren't expecting a fight or are otherwise unaware roll PER (Instinct). Whichever side has the highest individual initiative total goes first. In the event of a tie between a PC and an NPC, the PC's side goes first.

III Decision Time. The LG decides what the NPCs will do and each player decides what they want their character to do.

IV Action Time. The side with the highest initiative declares and completes its actions, including movement, attacking, and so on, in any order they wish. Then the side with the next-highest initiative acts. This continues until all sides have declared and taken their actions.

V End of Round. Resolve any ongoing effects, environmental elements, bookkeeping, and preparing for the next round, if needed.

VI Wash and Repeat. Repeat the process as a new combat round begins. Combat continues until one side runs away, surrenders, or is defeated.

ROLLING INITIATIVE

Initiative is a key part of the combat sequence. It's a useful way to keep the chaos of battle organized enough to manage while allowing for the unpredictability that chaos brings.

Roll. When you roll initiative, you'll use one of two skills, depending on the circumstances:

Ready for Action. When your character is ready for trouble, like when they're in the middle of a fight, you roll Reflex.

or

A Bad Feeling. When your character is not ready, such as when a fight hasn't broken out yet, you roll Instinct.

Because of this, the first initiative roll in combat almost always uses Instinct, and all subsequent initiative rolls use Reflex.

Pick a side. Combatants are typically on one side or another of a fight—for example, the PCs and their allies on one side and their enemies on the other.

Only the best. Only the character with the highest Reflex or Instinct on each side rolls for initiative each round, and the side with the highest total acts first. The players win all ties.

SURPRISE

Catching the enemy by surprise comes with a special benefit for the attackers—a Surprise Action. This lets the ambushers take one Basic action, or two Basic actions if one of them is movement, before initiative is even rolled. After that, combat proceeds as usual.



DECLARING ACTIONS

After determining the initiative order, everyone on the side with the highest initiative declares what they'll be doing that round, including what skills they plan to use and what movement they'll take if any. Usually, it's simple to decide which skill corresponds to the desired action, but when in doubt, the LG and players can work it out together. Everyone acts in whatever order everyone on that side wishes, whether they're players or the LG.

Once the first side has taken all their actions, the side with the next highest initiative total declares and takes their turns. If there are more than two sides, this continues until every side in the combat has taken its turn.

WHY ROLL EACH ROUND?

Tension. You never know what will happen next.

Fairness. If you lost the initiative last round, you might win it this time.

Pulp action. Combat has the ebb and flow of a blockbuster movie or action-packed graphic novel.

DISTANCE & RANGE

When accurate distance matters, such as a weapon's effective range or the ground a character can cover in a one-round sprint, it's measured in meters. You won't be literally measuring the distance between one point and another, but a fair estimation is important for a few reasons.

For one, it helps everyone at the table agree on what the physical environment looks like and enables tactical thinking. It's also useful for things like weapons and vehicles when figuring out how far away your target is or how much of a lead you have on your pursuers.

Moreover, many RPG players like using gaming miniatures and maps to further aid visualization. If you're not sure and you're the LG, your best guess will be fine. If you're a player, ask the LG!

RANGE CATEGORIES

There are four range categories: **Point-Blank**, **Short**, **Medium**, and **Long**. Most hand-to-hand weapons are only effective at Point-Blank range, which is less than 3 meters. For ranged weapons, the range category sets the base DN for the attack, although the distance encompassed by each range category depends on the weapon class.

RANGE CATEGORY	DN
Point-Blank	5
Short	10
Medium	15
Long	20

WEAPON CLASSES & RANGE

Every weapon belongs to a general weapon class, and all weapons of each general weapon class have the same Short, Medium, and Long range, as shown in the table below.

GENERAL WEAPON CLASS	SHORT	MEDIUM	LONG
Hold-Out	3-4	5-8	9-12
Pistol/Machine Pistols	3-10	11-30	31-120
Submachine Guns	3-25	26-60	61-250
Assault Rifles/Sporting Rifles	3-30	31-100	101-300
Sniper Rifles	3-100	101-300	301-900
Shotguns	3-6	7-14	15-30
Sawed-off Shotguns	3-4	5-8	9-12
Light Machine Guns	3-50	51-120	121-300
Medium Machine Guns	3-60	61-150	151-400
Heavy Machine Guns	3-75	76-200	201-500

ATTACKING

There are two main types of attacks: hand-to-hand and ranged.

Hand-to-Hand Attacks. Hand-to-hand attacks require the attacker to be within reach of their target (less than 3 meters) and attack with bare hands using Brawl or a melee weapon using Melee. The difficulty is set by the target's defense, as explained later in this chapter.

Ranged Attacks. Ranged attacks use Marksmanship for ranged weapons, Thrown for thrown weapons, and Gunnery for artillery, vehicle-mounted weapons, and the like. The difficulty of a ranged attack is set by a combination of the target's defense modified by the range of the attack. The further away the attacker is, the more difficult it is to score a hit.

UNUSUAL ATTACKS

There's a whole lot more a character can do in combat besides poking holes in their enemy. Grappling, disarming, and tricking your foe are time honored traditions.

The POTA RPG Core Rulebook has the details on all of that, but common sense will get you far. Pick the skills and defenses that you feel fit the action, and roll those dice.

For example, wrestling an opponent to the ground could involve both combatants making opposed STR (Brawl) rolls at -1D.

SITUATIONAL ATTACK MODIFIERS

Here are a few combat situations that would provide a bonus or penalty to the attack roll.

SITUATION	Effect on Attacks
Impaired visibility	-1D to -4D
Cover	-1D to -4D
High winds	-1D (ranged)
High ground	+1D (hand-to-hand)
Bracing	+1D (ranged)

FULL DEFENSE

When a character's prime concern in a combat round is not getting hurt, they can go Full Defense as a Basic action on their turn. This lets them add their Reflex or Instinct die code to any STR roll they make to resist physical damage, or add their Grit die code to any WIL roll they make to resist mental trauma.

For example, if a character with STR 3D and Reflex 2D goes Full Defense against an attack, they'd roll 3D+2 to resist its damage.

In practice, Full Defense is rolling with a hit to avoid the worst of the damage, or gritting your teeth and enduring fear, torture, or other mentally taxing situations. Full Defense has no effect on a character's Surprised, Ready, or Psyche defenses. If the character takes another Basic action in the round, they lose the benefits of Full Defense.

SRP DEFENSES

Every character has three defenses: a

Surprised Defense, a Ready Defense,

and a **Psyche Defense**. The first two are for avoiding physical attacks, such as in combat; the third is for resisting intimidation or fear. The relevant defense sets the DN for the attack roll.

Surprised. Your Surprised Defense applies when you don't see an attack coming. Whether you're being ambushed or simply stabbed in the back by a "friend," this is your attacker's target number.

Ready. Your Ready Defense applies when you do see an attack coming. Whether you started it or the other guy did, the higher this defense, the harder you are to hit.

Psyche. Your Psyche Defense applies whenever someone tries to bully or scare you. It can also come into play when you're confronted with the terrifying or supernatural, such as mind-bending illusions in the Forbidden Zone.

- » **Surprised Defense = PER x 3**
- » **Ready Defense = DEX x 3**
- » **Psyche Defense = WIL x 3**

When calculating these Defenses, drop any modifiers to the Attribute.

For example, the defenses of a character with DEX 3D+2, PER 2D+1, and WIL 3D are Surprised 6, Ready 9, and Psyche 9.

MOVEMENT IN COMBAT

Walking or running typically isn't cause for rolling dice unless there are other factors at play, like running across a frozen lake or struggling through the underbrush. However, walking or running in combat can have an effect on your Skill rolls.

Quick. Quick Movement is anything up to six meters in a single round, whether walking, tumbling, or using a wheelchair. Quick movement has no effect on die rolls.

Basic. Basic Movement is more than six meters, to a maximum of twelve meters, and imposes -1D to all skill rolls that turn.

STANDING OR PRONE

A character is either considered **Standing** or **Prone**, and can voluntarily fall Prone as part of their movement, or at the end of their turn.

Prone characters are more accurate when attacking with firearms (+1D) and are harder to hit at range (-1D). However, they have difficulty with thrown and muscle-powered ranged weapons (-1D) and make for easy targets in hand-to-hand combat (+1D to the attacker).

Getting Up from Prone is a Basic move as well, and prevents any further movement. In other words, you can stand up, but you can't go anywhere just yet—unless, of course, you forgo Getting Up and decide to Crawl instead.

CRAWLING

A prone character's movement is limited to **Crawling**, which is considered Basic movement of 2 m or less. You do not need to Get Up from Prone in order to Crawl, but you must Get Up to go from Crawling to Standing.

DAMAGE

The amount of damage a weapon can inflict is dictated by its Damage (DMG) die code, as shown on the Weapons Table. For muscle-powered weapons like swords and clubs, DMG is the attacker's STR plus modifiers from the weapon, while the DMG of firearms is independent from the attacker's attributes. However, hitting doesn't automatically mean wounding—the defender has a chance to resist some of that damage.

Roll DMG opposed by the defender's STR. This is a Quick action for the target, so there's no combined action penalty for this roll.

Compare the DMG and STR totals, then consult the table below to determine the degree of injury, if any.

DMG Total	INJURY LEVEL
Less than STR total	Stunned
Between STR total and STR total x 2	Wounded
Between STR total x 2 and STR total x 3	Incapacitated
STR total x 3 or more	Mortally Wounded

For example, the defender gets a 15 on their STR roll. They are Stunned if the DMG is 14 or less, Wounded if DMG is 15 to 29, Incapacitated if DMG is 30 to 44, and Mortally Wounded if DMG is 45 or more. See Recovering from Damage, Disease, and Trauma on page 47 for information on recovering from damage.

MENTAL TRAUMA

Because attacks against a character's Psyche are of a less tangible nature and more variable nature, they're handled a little differently. If the defender is an average NPC and the attack succeeds, it's usually enough to say that they are appropriately affected by whatever form the "attack" took. They back down when threatened or collapse in the face of horror.

If the defender is a PC or an NPC that's more important to the story, then things get a little more interesting. The severity of the penalty depends on the attack's margin of success. In addition to the effects shown below, the source of the trauma may impose a secondary effect, such as panic, delusions, irrational behavior, or worse. For Basic Trauma levels, see page 46.

ATTACK TOTAL	TRAUMA LEVEL
Between Psyche & less than Psyche x 2	Stunned
Between Psyche x 2 & less than Psyche x 3	Shaken
Between Psyche x 3 & less than Psyche x 4	Traumatized
Psyche x 4 or more	Severely Traumatized

LAWGIVER'S LORE: See *Recovering from Damage, Disease, and Trauma* on page 47 for information on recovering from damage.



"As you can see, we are defenseless—defenseless against the slaughtering, monstrous, materialistic apes."

—Caspay, Mutant High Guildmaster

INJURY LEVELS

Each injury level carries its own effects on the target, as described below.

Stunned

The defender can't take any Basic actions for the rest of the combat round.

Wounded

The defender must succeed on a DN 15 STR (Stamina) roll or fall prone. Even if that roll succeeds, they can't take Basic actions for the rest of the combat round, and have -1D to all rolls until they are no longer Wounded. A Wounded character who is Wounded again becomes Incapacitated.

Incapacitated

The defender falls prone and unconscious, and can't take any actions until no longer Incapacitated. An Incapacitated character who is Wounded or Incapacitated again becomes Mortally Wounded.

Mortally Wounded

As Incapacitated, but until they are no longer Mortally Wounded, the defender must roll 2D at the end of every round. If the result of this roll is less than the number of rounds that have passed since they became Mortally Wounded, the character dies. If they're Wounded, Incapacitated, or Mortally Wounded again, they are instantly killed.

CHAPTER III

MENTAL RECOVERY

A character suffering from **Mental Trauma** can receive treatment from another character using a Skill appropriate to the nature of the trauma, such as Medical or even Charm. A character can also “heal” themselves using WIL (Grit). (The penalty imposed by the trauma doesn’t apply to these rolls.) The DN of the roll depends on the severity of the penalty, as shown below.

CONDITION	RECOVERY DN	ACTION (time required)
Stunned	—	None (automatic recovery/end of round)
Shaken	10	Slow (2D minutes)
Traumatized	15	Slow (1D hours)
Severely Traumatized	20	Slow (1D days)

FATIGUE

Extended strenuous physical activity can take a toll on a character as can a variety of other activities that can have detrimental effects on a character’s constitution. In these circumstances, the LG may call for a STR (Stamina) roll, using the following guidelines.

FATIGUE TABLE

ACTIVITY	DN
Running 1 km	5
Running 10 km, engaging in a day's hard labor, eating rotten food	10
Enduring a harsh environment for an hour	15
Enduring a harsh environment for several hours	20
Treading icy water for an hour	25

A failed STR (Stamina) roll in these circumstances results in Fatigue.

Each time a character becomes Fatigued, they suffer a cumulative -1D to all Attribute and Skill rolls until the circumstance ends and they’re able to recover. If the penalty from Fatigue equals or exceeds their STR die code, they are Mortally Wounded (page 45) and may die.



BASIC TRAUMA LEVELS

Only the basics of Trauma are included in this Quickstart. In the Core Rulebook, Trauma can go beyond negative modifiers. Some behavioral traits can be applied to PCs and NPC because of exposure to **Fear Effects**. New Trauma Levels include more varied results like **Drop, Flee**, and an even higher level of **Enduring Trauma**. Also exclusive to the Core Rulebook is the optional **Madness Table**.

Stunned Trauma

No Basic actions can be taken for the rest of the combat round.

Shaken

-1D to all rolls for 2D minutes.

Traumatized

-1D to all rolls for 1D hours. In the full game, the character would also gain a random Madness Quirk result for the duration of 1D Hours. (DN10 to cure).

Severely Traumatized

Treat as Incapacitated for 1D days. The Core Rulebook also gives the character a random Madness Quirk result for the duration of 1D days. (DN15 to cure).

RECOVERING FROM DAMAGE, DISEASE, & TRAUMA

The Medical skill is used to provide both immediate and long-term care to apes, mutants, and the human animal. The severity of the patient's condition determines both how difficult they are to treat and what kind of action is required to treat them (but it's almost always Slow).

INJURY/CONDITION	DN	ACTION (time required)
Stunned (full recovery)	5	Basic
Minor toxin or disease symptoms	5	Basic
Wounded (full recovery)	10	Slow (2D minutes)
Mild toxin or mild disease symptoms	10	Slow (2D minutes)
Incapacitated (one level)*	15	Slow (1D hours)
Moderate toxin or disease symptoms	15	Slow (1D hours)
Mortally Wounded (one level)*	20	Slow (1D days)
Serious toxin or disease symptoms**	20	Slow (1D days)
Deadly toxin or disease symptoms**	30	Slow (2D days)

* Reduce injury level by one degree.

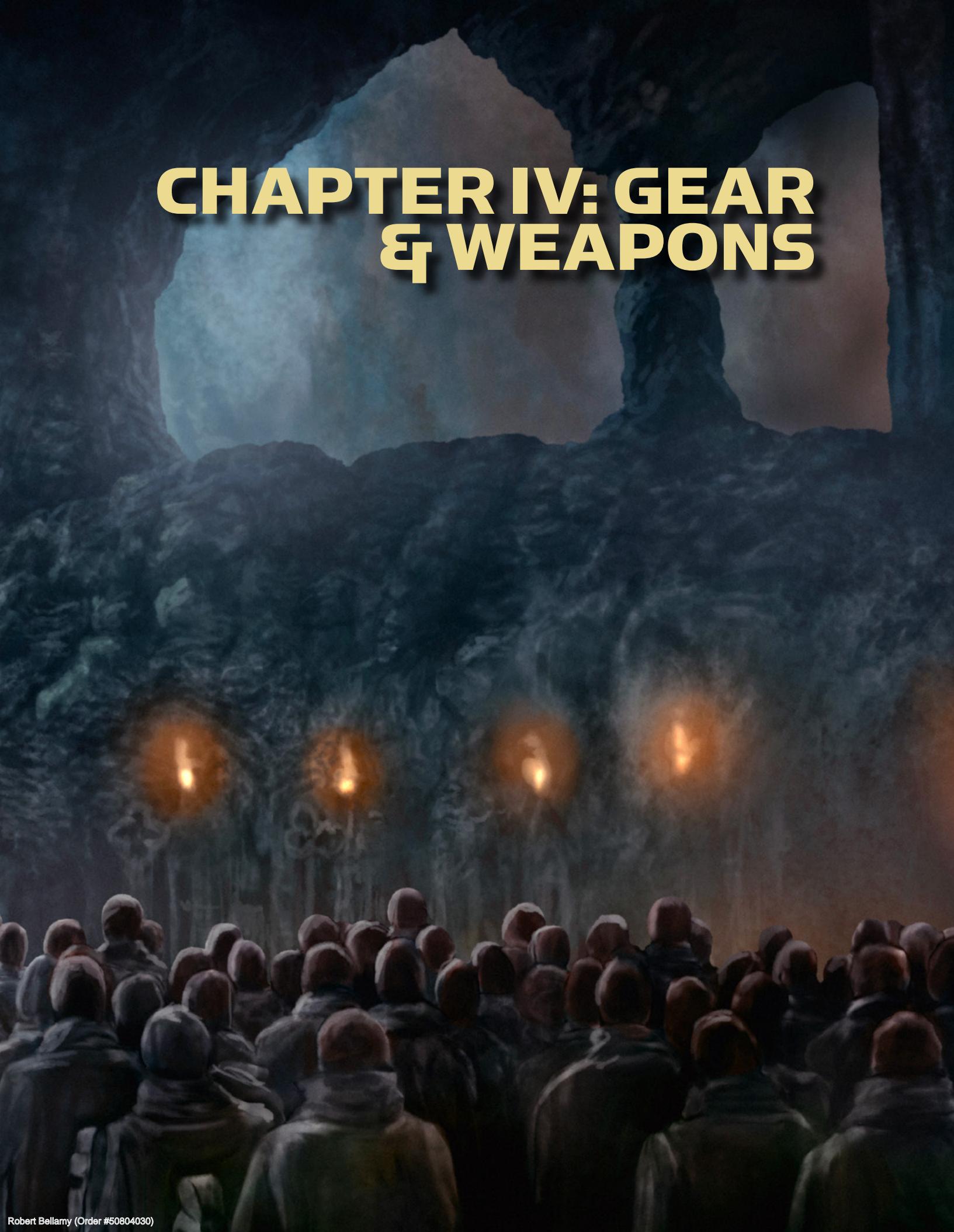
** Reduce the severity of a toxin or disease's effects by one degree.



***"This is the Alpha and Omega Bomb.
It can destroy not only Ape City, but the
entire Earth. Activate it and we become
nothing. Leave it and its very presence
will ensure that at least we remain
something."***

—Mendez I, Mutant Prophet

CHAPTER IV: GEAR & WEAPONS



CHAPTER IV

ARMOR

Armor can mean the difference between a live ape or a dead one. When making a STR roll to resist damage, add your Armor's die code (ARM). This is the only benefit of armor—it doesn't add to any other uses of STR or STR Skills.

BASIC ARMOR TABLE

ARMOR TYPE	ARM	NOTES
Basic Ape Dress/Heavy Clothing	+1	Thick, layered materials such as wool, canvas, furs, animal hides or leather.
Helmet	+1	Stacks with any armor that doesn't already include a helmet.
Astronaut Survival Suit	+2	Environmental suits and to insulate, as well as cool the wearer
Gorilla Soldier/Security Jerkin	+2	Plated leather combined with altered cloth
Gorilla Battle Vestments	1D	Plated Leather, studded with steel over layered cloth, includes a helmet and weighted gloves

ARMOR LIMITS & STACKING

Multiple armor pieces can be, and frequently are, worn together. This is called **Stacking**. When stacking armor, add their ARM die codes together.

For example, wearing a Gorilla Security Jerkin (ARM +2) and a helmet (ARM +1) results in a total ARM of +3, while wearing a basic ape dress (ARM +1) and Gorilla Battle Vestments (ARM 1D) together would give you ARM 1D+1.

However, there are limits. A character's ARM can't exceed their STR. Anything greater than that is just too heavy for them to handle. Even if their STR is sufficient for their armor, it can still interfere with their movement and skills

ARMOR LIMITS TABLE

TOTAL ARM	EFFECTS
1D or less	None
1D+2 to 2D+1	-1D
2D+2 to 3D+1	-2D, Quick movement only
3D+2 or more	-3D, Quick movement only

The armor penalties above apply to all DEX Attribute and Skill rolls, as well as to Brawl, Climb/Jump, Drive, Gunnery, Marksmanship, Pilot, Repair/Disable, Swimming, and Throwing.



If we shoot, we'll break twelve years of peace!"

"Yes, it has been rather boring, hasn't it?"

—Mendez I & Governor Kolp

ABOUT GEAR & WEAPONS

The *Role-Playing Game of the Planet of the Apes* Core Rulebook has a great variety of weapons and detailed descriptions. Here's a sampling of stats to get you started.

APE CURRENCY

"In for a frailin, in for a gridgen."

—Old ape saying

The gridgen is the financial-standard currency of Simia. A pounded-metal brass coin, the gridgen is mostly used in Ape City itself. In the provinces, apes still barter goods for services and vice versa.

DENOMINATIONS: Gridgen coinage increments breakdown as follows:

The gridgen is divided into 100 frailins.

Frailin = 1/100 Gridgen.



"Do you have any weapons? Any guns?"

"The best—but we won't need them."

"I'm glad to hear it. I want one anyway."

—Col. Taylor & Cornelius

MELEE WEAPON EXAMPLES

MELEE WEAPON	DAMAGE (DMG)
Unarmed Attack	STR
Knife	STR+1
Bayonet	STR+1D
Club/Sap	STR+1D
Enforcement Cudgel	STR+1D+2
Catch Pole	—*
Crude Spear	STR+1D+1
Sword	STR+1D+2

RANGED WEAPON EXAMPLES

Most of the ranged weapons listed here are described on the next page, but a few old world weapons have been included for comparison purposes. For much more, see the Core Rulebook.

RANGED WEAPON	DAMAGE (DMG)	RANGES (S / M / L)	NOTES
Serling Arms Model .38	4D+2	3-10 / 11-30 / 31-120	Ammo 6, pistol (revolver)
Old World Revolver	5D	3-10 / 11-30 / 31-120	Ammo 6, pistol
Rea Voom 88 Manhunter Rifle	5D	3-30 / 31-100 / 101-300	Ammo 15 (box magazine), sporting rifle
Old World Hunting Bolt-Action Rifle	4D	3-30 / 31-100 / 101-300	Ammo 5 (box magazine), sporting rifle
Old World Pump-Action Shotgun	8D*	3-6 / 7-14 / 15-30	Ammo 5, shotgun
Crude Stick Bow	STR+1	3-10 / 11-30 / 31-50	
Zeat Security Crossbow	4D	3-10 / 11-30 / 31-50	Ammo 1*

*See Ammunition and Reloading, page 54

MELEE WEAPONS

The deadly weapons described here are featured in the included adventure, “Hunted on the Planet of the Apes” on page 63. There are many more in the Core Rulebook.

Catch Pole. A long pole with a leather loop on one end, the catch pole is utilized by zoo keepers, security personnel and veterinarians. The loop can be pulled tight around a target’s neck or limb to grapple allowing a +3 Bonus to opposed Lifting Rolls vs. the grappled target. Availability DN10, Price: 4G.



Crude Spear. This is basically a sharpened stick that can be used as thrown or melee weapon. Price: free (tree branch) to 1G.

Club/Sap. This includes everything from heavy tree branches and rifle butts to sap clubs and the like. These weapons are usable by even the untrained ape or brutish human equally well. Availability DN5, Price: free (tree branch) to 1G (Sap).

Knife. An essential tool for every ape. Made from the finest simian-crafted steel and honed to a razor’s edge sharp enough to dry shave the beard off a filthy human. Comes with a fine man-leather sheath. Availability DN5, Price: 1G.



MODERN APE-MADE FIREARMS

Serling Arms Model 38 Pistol. Designed by Rea Voom’s competitor, this venerable six-shot wheel gun has earned a place on officers’ hips for its accuracy, sturdy design, and handmade quality. Twenty years later, Rea Voom is still suing Serling over the similarity in wood-crafted hilts to their weapons. DMG 4D+2, Availability DN15 Price: 12G



Rea Voom 88 Manhunter Rifle. Bring home a big man trophy with this finely crafted weapon. The Manhunter ‘88 sports a solid wooden stock, reinforced barrel, and smooth semi-auto action. A sturdy longarm good for any environment and one any ape would be proud to own. Availability DN5, Price: 14G



AMMUNITION & RELOADING

In the POTA RPG, firearms and bullets are not commonplace outside of hunting or military use. Most police forces only use clubs and crossbows.

AMMO STYLES

There are two ways to handle ammunition and reloading in your games: **Unlimited Ammo** or **Quartermaster Ammo**. It's up to the LG to pick the one that best fits the play-style of the group.

Unlimited Ammo. Lead sprays freely, revolvers rarely seem to run low on bullets, and only when it is pivotal to the story does an ape need to reload. With Unlimited Ammo, ammo is a state of mind. A PC's gun only runs out of bullets when the player rolls a 1 on their Wild Die, or when the LG gives them a Hero Point in exchange.

Quartermaster Ammo. They put ammo capacities into the game for a reason, you know. With Quartermaster Ammo, every player tracks their ammunition expenditures, and when they're out, they're out. This means a bit more bookkeeping, but not a lot. Every firefight feels even deadlier when you know there are only so many times you can pull that trigger.

RELOADING

Ammo comes in many different forms, from arrows and loose bullets to spring-loaded magazines. Some weapons on the Ranged Weapons table (page 51) are listed as using box magazines that store rounds and feed them into the gun's chamber for rapid firing. The rest have to be loaded a round at a time.

LAWGIVER'S LORE: *For simplicity's sake, the guidelines for reloading are broken down into general types and their corresponding actions, as shown in the table on this page.*

RELOAD	TYPE	ACTION REQUIRED
Nocking an arrow or readying a sling.	Quick	
Loading a single bullet, shell, or crossbow bolt.	Basic	
Changing out a magazine or drum, or using a speedloader.	Basic	
Changing an ammo belt or loading a black-powder weapon.	Basic, and adds an additional -1D penalty	
Swapping out a device's battery cell.	2 Basics	

VEHICLES

While all but unknown to the gorillas, chimpanzees, and orangutans, spaceships play a major role on the planet of the apes. Also, planes, automobiles, and other powered vehicles from another time could be discovered in your campaign. There may even be ape cultures out there past the wastelands using such technologies as you read this.

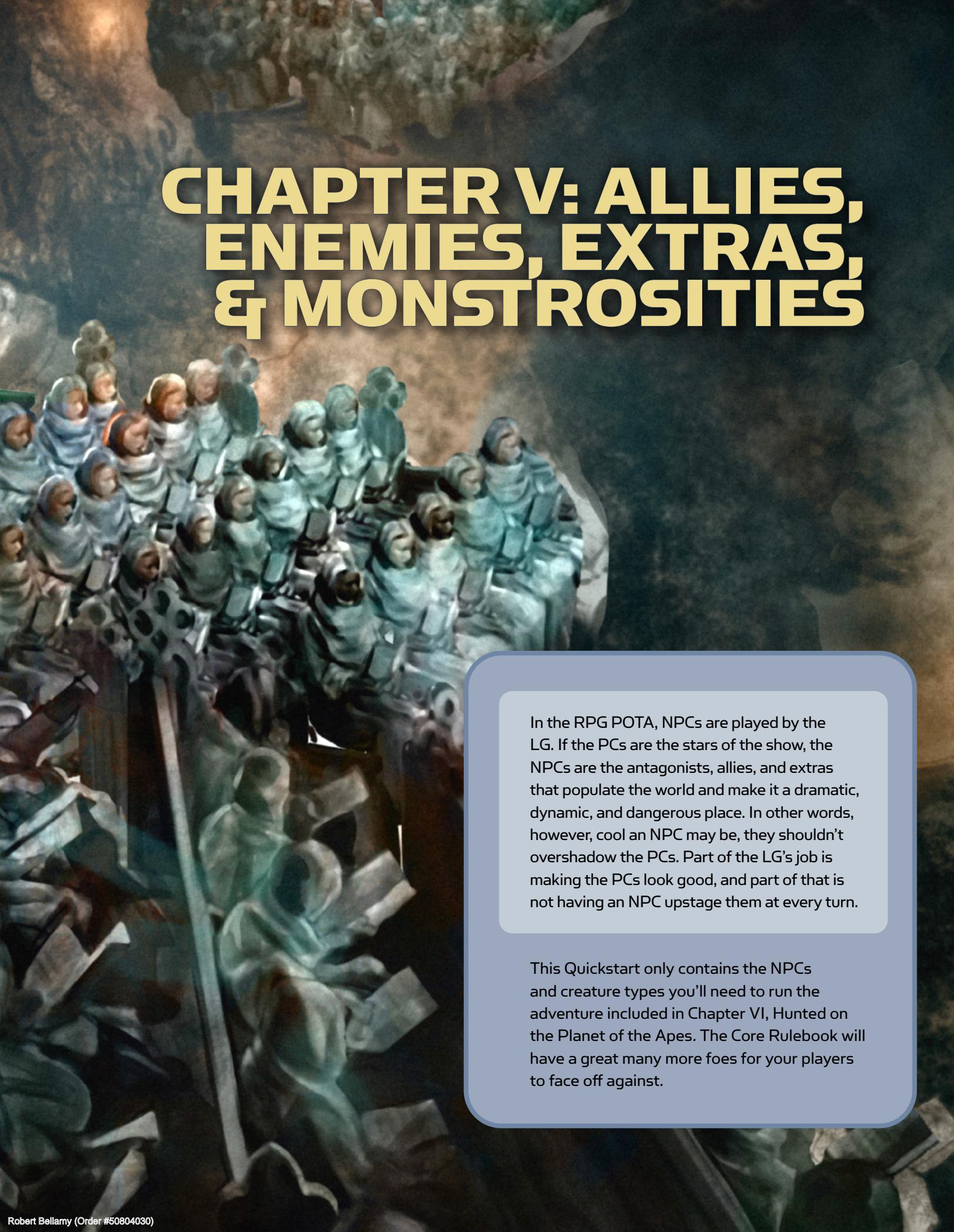
Inclusion of vehicles more than wagons or carriages in an ape campaign is up to each LG themselves. Maybe you're a traditionalist and it's just horse and carts. Maybe, you want a gorilla in a tank or something even more fantastic. We don't have room to cover vehicles in depth here, but they are in the POTA RPG Core Rulebook.



***“May the Blessings of the Bomb
Almighty, and the Fellowship of the
Holy Fallout, descend upon us all. This
day and forever more.”***

—His Holiness, Mendez XXVI





CHAPTER V: ALLIES, ENEMIES, EXTRAS, & MONSTROSITIES

In the RPG POTA, NPCs are played by the LG. If the PCs are the stars of the show, the NPCs are the antagonists, allies, and extras that populate the world and make it a dramatic, dynamic, and dangerous place. In other words, however cool an NPC may be, they shouldn't overshadow the PCs. Part of the LG's job is making the PCs look good, and part of that is not having an NPC upstage them at every turn.

This Quickstart only contains the NPCs and creature types you'll need to run the adventure included in Chapter VI, Hunted on the Planet of the Apes. The Core Rulebook will have a great many more foes for your players to face off against.



Above all, the LG should play the NPCs more or less like real apes, making decisions based on their interests and perspectives. Every NPC falls into one of three categories:

Allies. As you might expect, allies are NPCs who are on good terms with the PCs. They can be anything from a friendly serviceape to a timid human tribal healer to a fearless chimpanzee radical who'd put their life on the line for the PCs. Allies tend to be weaker than the PCs, to keep the spotlight on the stars.

Enemies. Any NPC that wants to see the PCs fail or die should be considered an enemy. They can be even more varied than allies; whether a gorilla footsoldier or a tyrannical orangutan counselor, an enemy doesn't need to know the PCs personally to seek their downfall. Some enemies are major NPCs that warrant statistics on par with a PC, but most are cannon fodder—minor threats whose main purpose is to make the PCs look good by comparison. These NPCs don't make STR rolls to resist damage. If an attack hits them, they go down.

Extras. This category is for everyone else—the minor NPCs the PCs interact with once or twice and never see again. Extras can easily be promoted to either ally or enemy, depending on the circumstances.

Of the three, enemies usually need game statistics, because they're most likely to engage the PCs in conflict. Most allies and extras can be handled freeform, without any attributes, skills, or other numbers.

SAMPLE NPCs

The *Planet of the Apes* RPG Core Rulebook has game statistics for many NPCs, along with guidelines for creating them. The next few pages are just a sample to give you an idea of what they look like, including a gorilla thug, some monstrous mutations, and a few everyday Ape Commoners.

While they can be very helpful to PCs, the common folk are typically more inclined to help apes of the same type than they are others. For example, a chimpanzee farmer who is suspicious of the new gorilla in town is the same ape who will take in a chimpanzee vagrant that's "just passing through" without a second thought. Is it right? No. It's just the world of mistrust the apes have grown accustomed to—one your PCs will have to adapt to.

BEAST HORSE

DEX: 3D+1

Reflex 1D

KNO: 1D

MEC: 1D

PER: 2D

Instinct 1D

STR: 4D+2

Climb/Jump 1D

Stamina 1D

WIL: 2D

SRP DEFENSES

Surprised: 6

Readied: 9

Psyche: 6

HOOVES

Hoooves (DMG STR+1)

TRAINED ANIMAL

The Horse's movement is not reduced while ridden or loaded.

FAST QUADRUPED

The Horse's Basic move is 10 m.

CANNON FODDER GORILLA THUG

DEX: 2D

Melee 1D

KNO: 1D

MEC: 1D

PER: 2D

Marksmanship 2D

STR: 4D

Brawl 1D

Stamina 1D

WIL: 2D

Intimidate 1D

SRP DEFENSES

Surprised: 6

Readied: 6

Psyche: 6

ARM: +1

Security Jerkin

EQUIPMENT

Rea Voom 88 Manhunter Rifle

(DMG 5D, Ammo 15 (mag))

Enforcement Cudgel (DMG STR + 1D+2)

Rifle Ammo (2 mags 15 Rounds each)

BATTLE HARDENED

The Gorilla Thug can ignore any damage, suffering no ill effects until an hour after they are received by succeeding on an STR (Stamina) roll, DN 10 for Stun, DN15 for a Wound, DN20 Incapacitated, DN25 mortally wounded.



EXTRA CHIMPANZEE COMMONER

DEX: 2D

Reflex 1D

KNO: 2D+1

MEC: 1D

PER: 2D

Instinct 1D

STR: 2D+2

Stamina 1D

WIL: 2D

Grit 1D

ARM: --

SRP DEFENSES

Surprised: 3

Readied: 6

Psyche: 6

HELPFUL

Most likely to help chimpanzees in need.

Chimpanzee Commoner adds an additional +2 to the normal +1D when being a Support Character as part of a Combined Action.



EXTRA GORILLA COMMONER

DEX: 2D+1

Melee 1D

KNO: 1D

MEC: 1D

PER: 1D

STR: 4D+2

Brawl 1D

Stamina 1D

WIL: 2D

Grit 1D

SRP DEFENSES

Surprised: 3

ARM: --

Readied: 6

Psyche: 6

HELPFUL

Most likely to help gorillas in need. Gorilla Commoner adds an additional +2 to the normal +1D when being a Support Character as part of a Combined Action.



EXTRA ORANGUTAN COMMONER

DEX: 1D

KNO: 2D+1

Scholar 1D

MEC: 1D

SRP DEFENSES

Surprised: 6

Readied: 3

Psyche: 6

PER: 2D

Evaluate 1D

STR: 3D

WIL: 2D+2

Charm 1D

Grit 1D

ARM: --

HELPFUL

Most likely to help orangutans in need.

Orangutan Commoner adds an additional +2 to the normal +1D when being a

Support Character as part of a Combined Action.

EXTRA COMMON TRIBAL HUMAN

DEX: 3D

Reflex 1D

Stealth 1D

KNO: 1D

Survival 1D

MEC: 1D

SRP DEFENSES

Surprised: 6

Readied: 9

Psyche: 6

SEPTIC BITE

Any injury Tribal Human causes by biting (STR +1 DMG) counts as a Mild Disease (DN10). Any creature affected counts as Fatigued until the wound is cleaned and cured.

ON EDGE

Tribal Human Extra adds an additional +1D to all Instinct and Reflex Skill rolls.

HELPFUL

Most likely to help non-apes in need, but will help any who are kind to them. Adds an additional +2 to the normal +1D when being a Support Character as part of a Combined Action.



CHAPTER V

FLORA GREEN FEASTER

DEX: 3D
KNO: 1D
MEC: —

PER: 2D
Instinct 2D
Investigate 2D
STR: 5D
Brawl 3D
Lifting 1D+2
WIL: 2D

SRP DEFENSES
Surprised: 6
Readied: 6
Psyche: 6

GRAB/BITE

Tendrils (DMG STR +1D) reach targets up to 10 m away. Maw Attack (DMG STR +3D)

MULTI-ACTION

The Green Feaster may make a number of attacks equal to its DEX in a single round without it counting as multiple actions.

SWALLOW

If a maw attack causes damage the target is swallowed and suffers automatic Maw damage each round until the Green feaster is slain. The maw may not attack again while it has a living creature swallowed.

FLORA RESISTANCE

The plant suffers no wound modifiers until destroyed.

SLOW CREEPER

Move 2 m.

This emerald green massive carnivorous plant resembles a 2-meter tall, toothy bulb that opens flower-like with a sticky adhesive interior. The large bulb sits on a nest of withering rope-like tendrils. The green feaster slowly crawls along until it finds a game trail or a ready source of edible animals, apes, or humans.

BEAST RAD BOAR

DEX 2D+2
Reflex 3D
KNO 1D
MEC 1D

PER 2D
Instinct 4D+1
Investigation 2D
STR 8D+2
Brawl 5D+1
Stamina 4D+1
WIL 3D
Grit 5D +1

SRP DEFENSES

Surprised 6
Readied 6
Psyche 9

ATTACKS

Tusks/Bite (DMG STR +2D) Hooves (DMG STR+1)

SCENT

The Rad Boar gains +1D on all PER Attribute and Skill rolls that involve smelling.

QUADRUPED

The Rad Boar's Basic move is 8 m.

WOUNDED FURY

Rad Boar ignores all negative modifiers from damage until slain and gains +10 to all DMG rolls it makes.

RADIATION IMMUNITY

The Rad Boar suffers no harm from any radiation.

2.4 to 2.7 meters from head to rump and weighing a massive 700 to 1,200 kilograms, the rad boar is a fearsome creature. They have razor-sharp tusks and steely hides thicker than the best military armor. Rad boars will eat and attack anything they see. Young rad boars grow to adult size in a matter of days after birth and begin feasting and destroying everything in their path. Sometimes they root around still radioactive areas, sticking their snouts into holes and emerging with glowing maggots attached. The maggots then slowly eat the boar's face away, driving it mad.

FUNGA PUFFER POD

DEX: 1D

KNO:

MEC:

PER: 4D

Instinct 2D

Investigate 2D

STR: 2D+2

WIL: 2D

SRP DEFENSES

Surprised: 7

Readied: -2

Psyche: 6

ARM: 1D

Natural 1D

SPORE CLOUD

A type of honeycombed black fungi, the Puffer Pod attacks with a 5-meter cloud of deadly spores. Any living creature in the area must succeed on a DN 20 STR (Stamina) or drop unconscious for 1d6 hours. If not brushed, washed, or burned off, the spores will begin to slowly burrow into their victim. If aware of them, the victim may clean the spores from themselves at any time. Once every hour the victim must succeed at a DN 20 STR or fall mortally wounded. If they fail a final roll, they become fertilizer for a fresh bed of Puffer Pods. Success means their body uses fever to kill the infection.

FUNGA RESISTANCE

The fungi suffers no wound modifiers until destroyed.

STATIONARY

Move 0 and -5 to Readied and Surprised Defenses

This sickly gray-black meter-high fungus resembles a sphere-shaped honeycomb. The swollen pod is seated atop a thick fleshy stalk that is crisscrossed with pulsing white veins. The Puffer Pod grows in ever-expanding patches dependent upon the number of living creatures that pass within range of their deadly spores.

FLORA MURDERVINE

DEX 5D

Stealth 4D

KNOW 1D

MEC —

PER 1D

Investigate 1D+2

STR 5D

Brawl 3D+2

Climb/Jump 2D

Lifting 3D+2

WIL 2D

SRP DEFENSES

Surprised 3

Readied 15

Psyche 6

ARM: +2

WEAPONS

Vine Strike (DMG STR +1D) attacking targets within 20 m.

STRANGLE

If a vine attack causes damage, the victim is strangled and suffers automatic Vine Strike damage each round until the Murder Vine is slain. The Murder Vine may not attack another target while it has a living creature strangled. To escape a strangled creature must either slay the Murder Vine or succeed in an opposed STR (Lifting) test.

FLORA RESISTANCE

The plant suffers no wound modifiers until destroyed.

CREEP

8 meters over land or while climbing.

Sometimes called the Executioner's Noose, the murder vine hang from trees and attack from above, strangling their prey. They also often conceal themselves along the ground and trip any food source that happens by. They survive by slaying living creatures and then feeding off the rotting remains of their victims. Because of their thickness and their slithering movements, these 20-meter-long fleshy vines could easily be mistaken for large constrictor snakes.

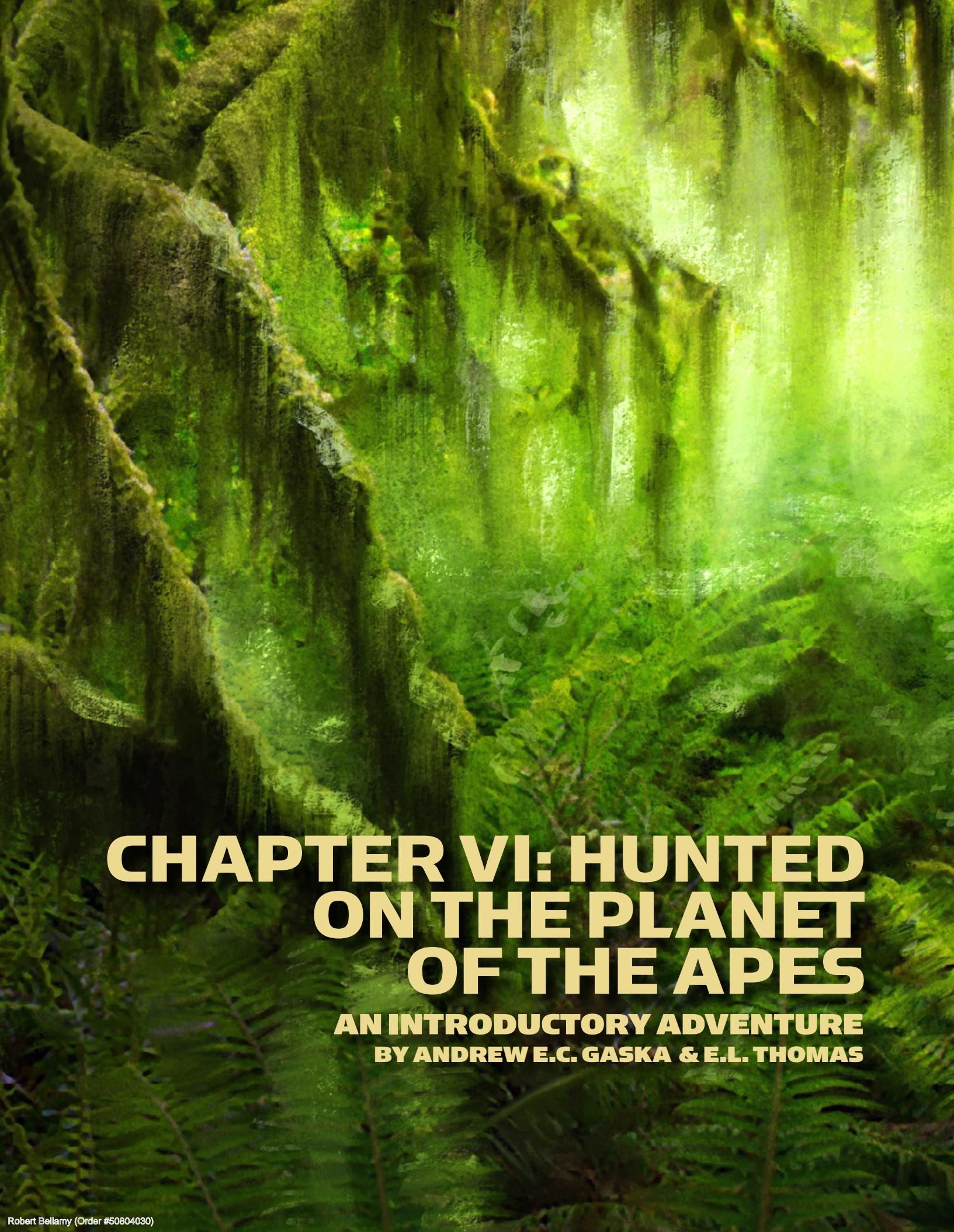
THE DEADLIEST PREY

An affluent chimpanzee uses his station and connections to lead a lawgiver-sponsored hunt for the most dangerous predator to arise in the last decade—a meat-eating, ape-murdering human that is more cunning and deadly than any ever encountered. Of course, the hunters soon find themselves the Hunted on the Planet of the Apes.



“It’s a question of simian survival!”

—Dr. Zaius, Minister of Science



CHAPTER VI: HUNTED ON THE PLANET OF THE APES

AN INTRODUCTORY ADVENTURE
BY ANDREW E.C. GASKA & E.L. THOMAS

WELCOME TO THE HUNT

This adventure is designed to thrust PCs into the simian-ruled world of the *Planet of the Apes*. Each pregenerated PC (Pre-gen) ape has their own unique story, Motives, and Skills to add to the adventure.

4-6 PLAYERS

This adventure is best served with up to 4 players plus the LG. As the tables turn on the PCs, they will find themselves the ones being hunted. As such, the two PCs not chosen should be treated as NPCs until a PC dies.

If a PC is killed, allow their player to take over one of the remaining pre-generated characters). If you start to run out of pregens, well... this is a hunt, after all.

PRE-GEN CHARACTERS

The Pre-gen PCs on pages 78-83 are designed for this hunt with a modicum of game balance in mind. Each has at least six Hero Points. Hero Points can let PCs get away with anything short of murder, so encourage your players to use them—their PCs will live longer! For more on Hero Points, see the Core Rulebook.

THE MISSION

Safari! Your expedition is on the hunt for an alleged rabid human terrorizing the jungle outside the small village of Solta. You are to track down the murderous beast and kill it before it can strike again.

OVERVIEW

The events of this scenario are divided over twelve locations (see **Areas Of The Hunt**, page 70). Each is detailed enough for the LG to easily run while being open-world enough to allow for player agency. There are several locations to be explored in the hope of hunting down the murderous human. But the PCs target is more dangerous than any gorilla, more relentless than any orangutan, and twice as smart as any chimpanzee (see **Preamble: A Human Perspective** on the next page for what's really going on). The situation could turn ugly very quickly. The PCs are in for a deadly fight for their lives—and the wrong decision at any turn could get them real dead, real quick.

The PCs will start the expedition equipped with a good amount of ammo for their personal gear and weapons—all to hunt down a single human. That changes real quick, leaving them only with what they had in their personal tents.

The adventure starts in medias res as the hunters' not-quite-so-secure base camp is ransacked. Service apes are dead and the group's horses and equipment are missing (see **The Not So Good Morning** on page 68 to jump into the action).

If the players give up the hunt—turn tail and run or even just decide to make for the safety of the settlement—things will just get worse for them (see **The Hell With This** on page 69). In addition to the prewritten locations, any exploration not detailed can be handled by consulting the **Random Encounters & Happenings** section on page 71. Finally, gossip at its worst can be found on the **Rumors & Reports Table** on page 66.

PREAMBLE: A HUMAN PERSPECTIVE

The “murderous human” is actually two different ones—ANSA Mission Commander Janis Knox and ANSA Security Specialist Reese Riley—special humans called “astro-nauts.” Stranded here from another time, these beasts are different than the tribal humans that wander the hillsides—they are clever, devious, intelligent, and therefore dangerous. Worse than that, they can speak—and for that sacrilege alone, they must die.

Ejected from their flying machine when it flew too close to the desert, the two astro-nauts went looking for their missing crew members. Instead, they ran into Camila—a gorilla fighting for her life against a deadly Murdervine (page 61). The astro-nauts tried to help but were too late—Camila was killed by the lethal plant. A group of apes found the gorilla’s body and a hulking human in white over her. The apes immediately attacked, and the human fled into the jungle.

Having left home at a time when apes had been domesticated as pets, the two astro-nauts are nonetheless surprised to find out the former pets are now humankind’s superiors—and that they can now speak!

The two astro-nauts have taken measures to protect themselves—setting passive traps to take out any ape pursuing them and killing any caught alone for their supplies and weaponry. They still cling to the hope that they will find the other crew and escape this nightmare together. When they discover the PCs have come to hunt them, both Knox and Riley vow not to rest until they’ve eliminated every threat in the area.

WHERE ARE THE HUMANS?

The astro-naut statistics and bios can be found on page 76-77.

JUNGLE RUN!

Apes in this time period are civilized folk. They have forsaken the freedom of jungle life for the comfort of warm blankets and chocolate icing. As such, traveling in the jungle is hard going. Unless on a marked trail, every hour spent in the rainforest counts as enduring a harsh environment and, in this case, requires succeeding on a DN15 STR (Stamina) roll each round of becoming Fatigued (page 46). The astronauts have been trained and conditioned for such movement, only ape PCs and NPCs must make this test.

A Rad Boar steps out of the foliage, six feet long and four feet high at the shoulder. The gargantuan pig-like beast grunts, spewing hot air from its fist-sized nostrils. Its acrid breath is palpable—you can taste it even from this distance. The air smells of vomit, and... And something else—rotten meat.

The beast’s ribs show through its scar-crossed flesh. While it is massive, it is also lean—too lean for its size. It looks emaciated. Hungry. Its long snout curls past broken, weathered tusks. Those tusks taper into a twisted face that somehow seems to writhe.

But it isn’t its face that is moving—it’s what’s crawling through it. Covered in radioactive maggots, the pig-thing is being eaten alive.

Unfortunately, that makes it all the more dangerous. The beast coils, ready to attack...

CHAPTER VI



SO YOU'VE HEARD A RUMOR

The players have heard only rumors and second-hand reports about the murderous beast they are after—they have no true knowledge of what kind of human they are hunting. Each player's PC has heard 1D rumors that will be generated before play begins from the **Rumors And Reports Table** to the right. Whether the rumor or report is true or not should be kept secret from the players.



"Gossip among chimpanzees is universally ridiculed. Gossip among orangutans is called theory, idea, or fact. Gorillas do not gossip—they only deal in truths."

—General Ollo, leader of the Aldonites

RUMORS, REPORTS, MYTHS, & LEGENDS

D66	RUMOR OR REPORT INFO	VALIDITY
11	The beast killed an innocent ape—some claim it was a juvenile.	FALSE
12	The human seems unusually smart and cunning for its species.	TRUE
13	The human is an albino beast—stark white from head to toe.	FALSE
14	The human beast is a large, male specimen.	TRUE
15	The human beast is a small, female specimen.	TRUE
16	The creature is braver than most of its species.	TRUE
21-22	The area where the human beast was first spotted is filled with dangerous flora.	TRUE
23-24	The area where the human animal was spotted is known for Rad Boars.	TRUE
25-26	The area where the beast was spotted is a dense jungle and no place for horses.	TRUE
31	The beast used almost military tactics to avoid being killed or captured thus far.	TRUE
32-33	The beast can mimic ape voices.	FALSE
34	The creature leaves no tracks.	FALSE
35-36	The beast eats apes.	FALSE
41-42	An abandoned nest was found after a heavy rain. Piled charred branches suggest the beast is intelligent enough to build a fire.	TRUE
43	The beast was spotted on the jungle trail.	TRUE
44-45	The beast was spotted by the watering hole.	TRUE
46	The beast also killed the horse of one of the apes it murdered.	FALSE
51	The beast was wounded before it killed the apes.	FALSE
52	The human beast is part of a tribe that was run off from the area in the past.	FALSE
53-54	The beast is covered in strange cloth, head to toe.	TRUE
55-56	The beast tried to lure a young ape into the jungle.	FALSE
61	A knife was missing from one of the apes the human killed.	TRUE
62	The place where the apes died is full of natural dangers.	TRUE
63	There is an ancient ruin near where the apes died that would serve as a good hiding place.	TRUE
64	There is a place where humans fear to go—the bone clearing—because many were killed there once. It would be a safe place for an ape to camp.	TRUE
65	A strange object fell from the night sky one week ago, the same day the apes were killed. Some apes say the object has something to do with all of this.	TRUE
66	An odd piece of bleached cloth was found in the fist of one of the dead apes, covered in dry blood.	TRUE

PART I: THE NOT-SO-GOOD MORNING

Once all the rumors the PCs know have been generated, read the players the following:

You wake up to the sound of screaming! Your camp had been attacked during the night. Your horses are gone, and your supplies are toppled and strewn about. Someone or something had stolen or destroyed most of the food, water, and weapons. The screaming comes from one of the hired bearers. Four other bearers lay dead, each with their throat roughly punctured with some sort of large fang or spear.

NOT A LOT OF OPTIONS

The PCs have only the gear listed on their character scrolls and what they can scrounge from the ruins of their campsite (see the table on the next page). They can either try and hike back to civilization or finish what they started and eliminate the murderous human threat... Either way, they will be hunted by a cunning enemy.

TO HELL WITH THIS

If at any time during the adventure the players decide to stop the hunt and just try to get back to civilization, the astro-nauts will stalk and track them. As moments present them with opportunities to strike, these humans from the stars will do so. They will target a single PC each time in an attempt to eliminate them.

If the PCs make it out of the jungle and back to a settlement, the astro-nauts will not risk exposing themselves to greater odds. They'll let the PCs go and hope to finish their search of the area for their missing crew members.

SIFTING THROUGH THE WRECKAGE

Only two bearers survived the night (One Gorilla Commoner named Titus and the PC Gorilla Civil Serviceape Collo). All other survivors are PCs. Anyone investigating the camp has a chance of locating the following clues:

Clue: DN10 PER (Investigate) shows it was no mere animal attack. A distinct blood trail leads into the southern jungle and abruptly stops. A DN15 KNO (Survival) shows the tracks were carefully erased using a brush.

Clue: A DN20 PER (Investigate) reveals that the supplies were purposefully ruined and made to look like they were just scavenged.

Clue: DN5 KNO (Survival) finds the horses have run off towards the jungle trail leading north, towards the ape township miles away.

WHAT CAN BE FOUND TABLE

The PCs can either rely on luck to find useful objects via a PER (Gambling) roll, or use PER (Investigate) to thoroughly search the area. Each PC may keep looking for items until they find a maximum of six, or they fail to find anything using either Skill or a mix of the two. Consult the table on the bottom of the next page.

RANDOM ENCOUNTERS & HAPPENINGS

If the PCs leave the adventure areas (pages 72-75), roll 1D on this random list to generate encounters.

1) AMBUSH. An astro-naut makes a hit-and run attack on the group's trailing PC or NPC.

2) OTHER APES. The PCs encounter a Gorilla Commoner who lives in a small cottage 1D km away. They are... (Roll 1D): 1-2 = foraging for food; 3-4 = cutting wood; 5-6 =lost.

3) CREEPY FEELING. All PCs must succeed at a DN25 PER (Instinct) or (Investigate) or feel like someone is watching them.

4) BOAR ATTACK. An aggressive Rad Boar charges from the jungle and attacks!

5) BOOBYTRAP. All the listed traps can be spotted with a successful DN25 PER (Investigate) roll. If not spotted, a trap is triggered by the first PC to enter the area. A boobytrap attacks by rolling its STR (Melee) diecode against a character's or creature's Surprised Defense. For the type of trap encountered, roll 1D and see below:

1-2 = Spear Trap. STR (Melee) 5D/DMG 6D+1.

3-4 = Dropping Log Trap. STR (Melee) 6D/DMG 10D.

5-6 = Swinging Spiked Log Trap. STR (Melee) 6D/DMG 12D.

6) DEAD TRAIL. DN15 KNO (Survival) or PER (Investigate) reveals the following. Roll 1D:

1 = Broken Branch. Something ape-sized came through here. A DN10 KNO (Survival) roll reveals the branch's break is fresh—made less than an hour ago. There are no prints.

2 = Rad Boar Signs. A DN10 KNO (Survival) discovers signs that a single Rad Boar passed this way less than 1D hour ago.

3 = False Blood Trail. A DN20 KNO (Survival) can tell the trail is false and leads directly into a trap. See 5) BOOBYTRAP.

4 = Boot Prints. DN10 PER (Investigate) or DN15 KNO (Science) discovers that the prints are not shaped for ape feet. A DN20 KNO (Science) determines the boots are sized for a human female or young adult beast. Roll 2D6 to see what area they lead towards (page 79).

5-6 = Fresh Trail. A DN10 KNO (Survival) determines the trail is only 3D6 minutes old. The trail ends in only a few paces. Were you followed?

WHAT CAN BE FOUND TABLE

LUCK DN	INVESTIGATE DN	ITEM FOUND
Less than 9	Less Than 5	Nothing useful.
10-14	6-8	1D days rations.
15-19	9-11	Waterskin (roll 1D: 1-2 empty, 3-4 half full, 5-6 full).
20-24	12-16	Roll 1D: 1-3 Knife, 3-6 1D loose rounds of Rifle Ammo.
25+	17-22	Roll 1D: 1-3 50' coil of hemp rope, 4-6 Saddle and Bridle.
	23-27	Fully loaded Serling Arms Model .38 Pistol.
	28-30	Ammo Bandolier with 2D fully loaded rifle magazines.
	31+	Fully loaded Rea Voom 88 Manhunter Rifle.

PART II: THE SANDBOX

NO SET ENCOUNTERS

Player agency takes center seat in this adventure as they get to decide what course to take next. Once the PCs are out of the starting camp area, their players have to choose where they go. Each location has a short description, a list of possible threats, clues, things useful to the PCs, and rules to help run the area. If the PCs enter one of the areas, the LG can refer to its area entry over the next few pages.

AREAS OF THE HUNT

Each area is broken down as follows:

AREA NUMBER, TITLE, & DESCRIPTION.
Located in a light-colored box, this section can be read out loud to the players.

LAWGIVER'S LORE. *This offers the LG rules and/or lore insights to help you run any situations that develop at that area.*

Threat. Threat covers the dangers and potential encounters the area offers.

Clue. Clues help further the storyline and lead your players to their next decision.

Useful to PCs. This section offers benefits for the players to find at that area.

1.) JUNGLE TRAIL. *A dried flood path, this trail is easy to walk. Unfortunately, you are also exposed and surrounded by dense jungle.*

LAWGIVER'S LORE: *There is no place to hide on the trail, but hiding in the jungle grants a bonus 2D to any DEX (Stealth) rolls. Of course, this bonus is applicable to enemies as well as to the PCs.*

Threat. The astro-nauts will attack the group of PCs from the rear, then retreat back into the jungle. They will attack the PCs again anytime they let their guard down.

Useful to the PCs: Travel on the trail does not count as difficult and does not require succeeding on an STR (Stamina) roll each hour or suffer Fatigue (page 46).

2.) WATERING HOLE. *This tranquil pond is fed from a small stream. The stream snakes its way downhill to spill into a rocky depression at the base of the valley. All is quiet.*

LAWGIVER'S LORE: *Used by the many apes and animals that traverse this section of the jungle, this water source is clean.*

Threat: Roll 1D to see what the PCs will encounter each time they either arrive here or stay a while: 1 = a Rad Boar (page 60); 2-3 = Chimpanzee Commoner (page 58); 4-5 = a Booby trap (roll a random trap on the booby trap suitable on page 69), 6 = clear.

Threat: The astro-nauts will attack the PCs and retreat to hide. They will attack them again if the PCs remained by the watering hole.

Clue: A DN10 PER (Investigate) notices smudged boot prints (too smudged to identify, other than they were not made by any ape). A muddy trail leads into the woods but dies only after a few meters. A DN10 KNO (Science) or (Survival) determines the trail is less than 1D hours old by the dryness of the mud.

Useful to the PCs: Freshwater! Remember, every hour spent in the rainforest requires succeeding on a DN15 STR (Stamina) roll to avoid becoming Fatigued (page 46). Stay hydrated to skip these rolls.

LAWGIVER'S LORE: The encounter list on page 69 can be just the beginning. Who's waiting for them at the end of 6/5: the Fresh Trail? Maybe the PCs run into the beast mentioned in 6/1: Rad Boar Signs. Feel free to make up your own encounters or extrapolate on what's there.

10.

1.

3.

4.

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2.

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11.

12.

8.

2.

AREA MAP KEY

- 1.) JUNGLE TRAIL
- 2.) WATERING HOLE
- 3.) BONE CLEARING
- 4.) RUINS
- 5.) CLIMBING VINES
- 6.) FIRE PIT
- 7.) THE STAR STONE
- 8.) TANGLED TREES
- 9.) GREEN BULBS & FUNGI FLUSHES
- 10.) MUD WADDLES
- 11.) THE SINGING DOME
- 12.) FISSURE & TREE BRIDGE

3.) BONE CLEARING. *A clearing in the jungle is littered with human bones—the site of a long-ago massacre. As long as apes can remember, tribal humans avoid this place.*

Threat: While this area is safe from tribal humans, the astro-nauts will strike here.

Clue: A DN10 KNO (History) will allow a PC to remember hearing that this place was haunted with vampire human ghosts. A DN15 WIL (Instinct) roll is needed to “chase the ghosts away” and get any rest while here.

4.) RUINS. *All that remains of the ancient poured-stone buildings that once blocked out the sky are a few standing vine-encrusted walls that the jungle has yet to reclaim.*

LAWGIVER'S LORE: *The ruins stand on a cliff that can only be reached by hacking through 1D6/2 hours of uphill jungle (see Jungle Run, page 65). The area can be reached in minutes if ascending from the Climbing Vines (5).*

Threat: If the PCs stay more than a few hours' time, the astro-naut's will assault them with hit-and-run tactics.

Clue: A DN5 PER (Investigate) notices a pile of brush that was made into a sleeping pallet hidden along one wall and signs that someone—not something—has slept here. A DN10 KNO (Science) or (Survival) roll determines the trail is less than 1D days old.

Useful to the PCs: A successful DN20 PER (Investigate) roll notices a well-tooled folding knife and the worn photo of a comely human female and child (the missing science officer and her mother) hidden under the pallet.

5.) CLIMBING VINES. *This area is curtained and carpeted with twisted vines. A dank smell hangs in the air. Listen carefully and you can hear the crinkling of leaves underfoot. Something slithers through the growth.*

Threat: The sounds coming from the foliage are 1D+4 carnivorous Murder Vines creeping about. Any movement within this area made without at least a DN15 DEX (Stealth) will garner the attention of the deadly vines (see stats on page 61).

Clue: A DN15 PER (Investigate) notices that a multitude of ape, human, and boar bones litter the ground amongst the twisting vines.

Clue: A DN25 PER (Investigate) notices the crushed remains of an astro-naut crew member—Science Officer Kelly Carter—hidden among the twisting vine carpet. The dank smell is her corpse—it is bloated and has just started to rot. There is a full water canteen with the remains.

Useful to the PCs: With a A DN10 STR (Climb/ Jump), any non-lethal vines here can be used to climb to the Ruins (4) on the cliff above.

6.) FIRE PIT. *This area shows signs of recent use—ashes from a pit-dug campfire and matted brush where someone—something—has been sleeping.*

Threat: The astro-nauts slept here and will return if badly hurt. If the PCs are here, these humans from the stars will ambush them repeatedly, striking again just when the PCs believe them to be gone.

Clue: A DN 5 PER (Investigate) notices many old ape and boar bones litter the ground amongst the twisting vines.

Clue: A DN20 KNO (Survival) roll picks up trails left by a booted human that lead almost to the Singing Dome (11), the Watering Hole (2), and the Jungle Trail (1). All boot prints die out a few meters from their destination.

Clue: A DN15 KNO (Survival) roll to examine the fire pit and sleeping areas can discern that this area is being used as a current camp almost nightly. A DN20 KNO (Survival) roll indicates there's more than one human.

7.) STAR STONE. *The summit of this pile of boulders is taller than the surrounding jungle. The stones and the clearing are used by tribal humans to stargaze and camp in the area.*

Threat: 3D Tribal Humans are here the first time the PCs arrive. They are looking to the sky for shooting stars. If outnumbered, the tribal humans will attack with rocks. If not, they flee.

Clue: A DN10 KNO (Survival) examining the clearing shows that the bare feet of tribal humans are the only tracks here.

Useful to the PCs: Freshwater in 3D gourds and 4D days worth of food (fruit).

8.) TANGLED TREES. *This tangle of tightly set trees is thick with twisted vines and dense undergrowth. Splashes of color here and there vie for your attention.*

LAWGIVER'S LORE: *A Slow action is required just to move each round, unless a successful DN12 DEX (Acrobatics) roll is made each round or by causing 20 DMG with sword or blade to clear 5ft of space.*

Threat: There is a 4-in-6 chance each hour here that the astro-nauts will ambush them.

Useful to the PCs: The color splashes are opers—fresh fruit that is an ape delicacy. Eating an oper can combat Fatigue (see page 46 and Jungle Run on page 65) and keep an ape hydrated (skip your next Fatigue roll).

9.) GREEN BULBS & FUNGI FLUSHES.

This wide swath of spotty jungle gives way to patches of beautiful ape-sized bulb-like plants and groupings of strange, squat, gray-black, honeycombed fungi in every direction.

Threat: There are 2D Green Feasters and 3D Puffer Pods here (pages 60 & 61). A DN12 KNO (Science) identifies the danger they pose. A successful DN10 DEX (Stealth) is needed to avoid detection and attack.

10.) MUD WADDLES. *A den of matted grass and shallow mud waddles dominate this area. Amongst the grass and muck are bones. The earthy scents of rot mingled with boar dung are thick on the calm air.*

Threat: 1D+1 Rad Boars dwell here at any one time. They are aggressive and will only stop fighting or chasing an enemy when killed.

11.) THE SINGING DOME. *This small clearing is fully domed over by interwoven branches filled with hundreds of colorful singing birds.*

LAWGIVER'S LORE: *There are no threats here, as the birds are small parakeets of every color of a rainbow and only make noise and flutter about if threatened.*

Useful to the PCs: If the PCs stay here for at least an hour, the birds become used to them. Any new creatures entering the area will set the birds off like an alarm. One can bypass this by succeeding on a DN12 DEX (Stealth).

12.) FISSURE & TREE BRIDGE. *The fissure that divides this area is 10 m wide and nearly 30 m deep. An old tree has fallen across it that makes for a useful bridge.*

Threat: Crossing the tree bridge requires moving carefully (one move per turn) and succeeding in a DN10 DEX (Acrobatics) roll (DN20 if in a rush). Failure means 6D falling damage. A DN12 STR (Climb/Jump) can ascend or descend the sides of the fissure.

Threat: There is a 4-in-6 chance the astro-nauts will attack while someone is crossing the tree bridge using a hit-and-run ambush.

PART III: ADVENTURE'S END

If the PCs actually defeat the astro-nauts:

Though this hunt did not go as expected, you have brought down the killer humans. You have made the world a safer place by disposing of these two rabid beasts. May the day not come again that such vicious creatures threaten apekind.

If the PCs flee for their lives and escape:

Somehow, you are alive. Now you have two choices—tell the authorities you killed the beast(s) or return with a small army and put down these hellish fiends. You know such humans cannot be allowed to reproduce, but there is your own health to think of. Either way, it is indeed a question of simian survival.



EARNED REWARDS

At the end of a POTA RPG session, the PCs earn XP Points to advance their characters. A good guide for awarding XP is as follows:

Goals. Award the players 1-5 XP Points each if you can answer the following question with a “Yes.”

- » *Did the PCs accomplish their task of hunting down the two deadly humans?*

Group. Give each player 1 XP Point for each question below that you can answer with a “Yes.”

- » *Did all the PCs survive?*
- » *Did the players figure out it was astronauts hunting them?*
- » *Did the PCs use their skills to avoid all booby traps?*
- » *Did the players portray their characters well? (1-3 XP Points each)*

Growth. Evaluate each player separately and award them XP Points accordingly. For each of these questions you can answer with a “Yes,” award one XP Point.

- » *Did the player make an effort to roleplay?*
- » *Did the player stay in character?*
- » *Did the player make sure to play their character's motive?*

BONUS POINTS!

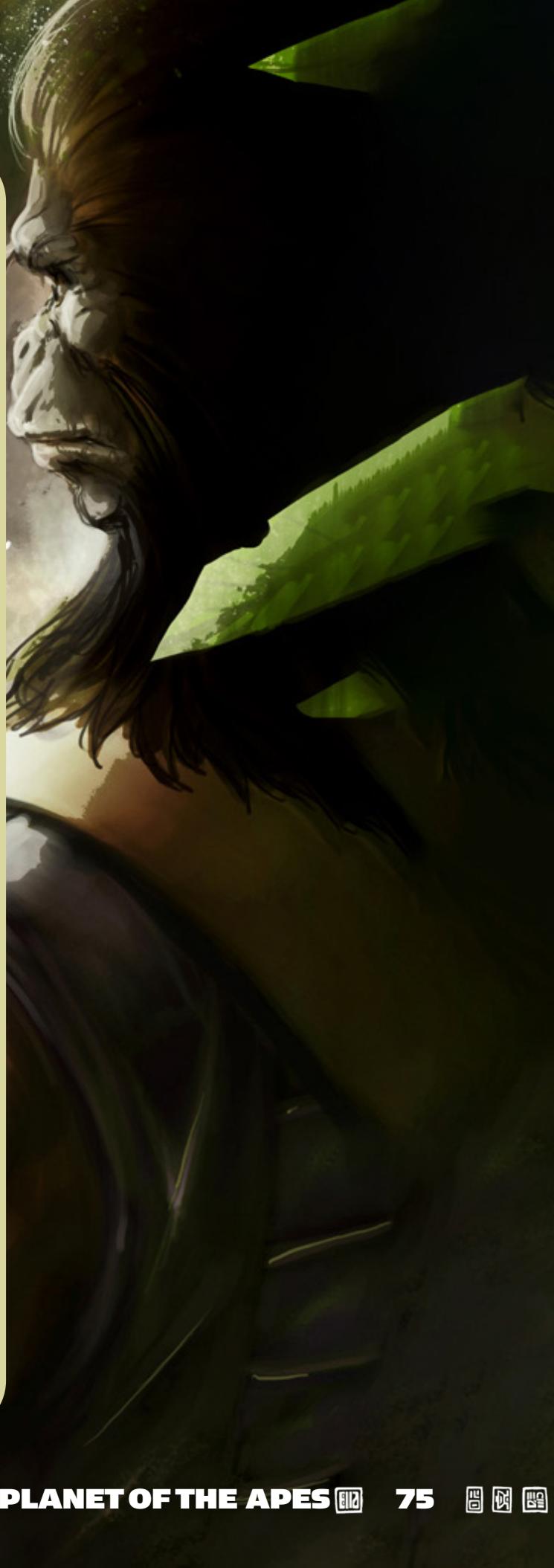
Give everyone a bonus XP Point each if:

- » *The group worked well together.*
- » *Everyone had a good time.*

HERO POINTS

Award each PC for the following:

- » *1 Hero Point each per astro-naut they defeated.*
- » *1 Hero Point for any PC that performed an heroic action that resulted in saving another PC or NPC.*



RUNNING THE NPC "ASTRO-NAUTS"

The astro-nautes have only encountered angry apes, so unless something happens to the contrary, they will see all apes are threats. They believe at least one of their missing crew members ejected over this jungle, so they will not leave until it all has been fully scouted. The use of fear, stealth, surprise, and hit-and-run tactics are the only real advantages the astro-nautes have against the stronger and better-equipped apes that hunt them. Fearful of drawing more enemies after them, they can't allow any apes to leave the area before they can fully scout it for their missing crew. To that end, they will hunt down anyone trying to flee as well as those who pursue them.

ANSA ASTRO-NAUT MISSION COMMANDER JANIS KNOX

QUOTE: *"Goddamn apes could never be trusted. I say kill 'em all."*

AGE: 44

BACKGROUND: A victim of hibernation psychosis, Commander Knox is unhinged, angry, and out for blood. Hailing from the 2400s of a timeline where apes do not rebel until the 2550s, she never trusted the idea of having domesticated apes in the home. Now, it appears to her she had been right all along.

MOTIVE: Knox sees apes as monsters and will kill any she can. Unfortunately, her crew and own safety come second to this want of killing. She likes to leave a bloody or grisly reminder every time she kills—something that the apes can focus their fear on. This can take the form of a ragged wound, a severed limb, head, or the like.



**LEADER
RIVAL**
**ANSA MISSION
COMMANDER KNOX**

DEX 3D Stealth 1D	PER 3D Instinct 1D Marksmanship 1D
KNO 3D Scholar 1D Survival 1D Technical 1D	STR 3D Brawl 1D
MEC 3D Pilot 2D	WIL 3D Command 3D Grit 1D

SRP DEFENSES

Surprised 9	ARM: +2
Readied 9	ANSA Flight Suit +2
Psyche 9	

AURA OF COMMAND:
The Mission Commander may grant, as a Fast Action, a bonus equal to their die code in WIL (Command) to a single skill roll of a single Ally that can see or hear them.

ANSA ACCELERATED TRAINING CORPS:
Astro-naut gains a +2D bonus to all KNO and MEC Skill rolls.

HIBERNATION PSYCHOSIS
Anyone afflicted gains +1D on STR Skill rolls—including causing and resisting damage. They also suffer a -1D penalty to all PER-based rolls save for Marksmanship.

WEAPONS
Crude Spear; Serling Arms Model .38 Pistol; Knife



**SOLO
RIVAL
ANSA SECURITY
SPECIALIST RILEY**

DEX 3D+1

Melee 1D
Stealth 1D

KNO 3D

Espionage 1D
Survival 1D
Technical 1D

MEC 2D

Pilot 2D

SRP DEFENSES

Surprised 9
Readied 9
Psyche 9

TRUST YOUR GUT

The Security Specialist may add their Instinct die code to any other PER-based Skill rolls they make.

ANSA ACCELERATED TRAINING CORPS

Astro-naut gains a +2D bonus to all KNO and MEC Skill rolls.

WEAPONS

Crude Spear; Rea Voom 88 Manhunter
Rifle; Knife

ANSA ASTRO-NAUT SECURITY SPECIALIST REESE RILEY

QUOTE: *"I need your clothes, your gun, and your water supply. Turn them over real easy, and you just might leave this jungle alive, monkey."*

AGE: 36

BACKGROUND: As her security officer,

Riley is loyal to Knox to a fault. While he will kill any ape that directly attacks him, his primary motive is to gather supplies in the safest way possible. He'll use stealth and theft when possible, setting traps to disable his opponents and strip them of useful gear. He doesn't yet realize his commander is ill—but if he does, he will take steps to talk her down and find a peaceful solution. While reasonable, he will only outright disobey Knox if she becomes dangerous to him and their missing crew.

MOTIVE: Secure the missing crew and find a safe place to hold up until they can figure out this world.

A NOTE ABOUT THE PRE-GEN PCS

The PCs on the following six pages have already used all their starting skill points during character generation. If your players want to make their own characters, they may do so—but remember that the existing PCs' backgrounds and motives are catered to fit the train-wreck that this “hunt” is about to become. They are designed with game balance in mind, so be thoughtful of making arbitrary changes. For the best experience, we recommend pre-gen on this one.



QUOTE:
"Enough about me,
how do you like
my new boots?"

MEMENTO:
Badge of Office. (+1D to
all WIL (Command) rolls.)

BACKGROUND:
Using family connections, you manipulated
your way into a position of power until you
were made Prefect of the small but productive
village of Solta. The youngest ape to ever
hold the title, you were surprised to find
out just how boring the job was. At least
the position leaves plenty of leisure time
for your latest pursuit—hunting. Sparing
no expense in your hobby—you've even
hired the best hunter in the Provinces as an
advisor. Now, luck appears to be on your side.
The appearance of this murderous human
will put Solta on the map—especially when
the papers report that the Prefect himself
took down the mighty beast. Now you just
need to find the thing and pull the trigger.

PERSONALITY:

You are charming, but entitled. You abhor
physical labor because you don't like to
sweat. You do, however, love being the
center of attention. You are more than
happy to let others do the hard things and
then take the credit for them yourself—a
circumstance that you reckon is fair.
After all—you are the one in charge.

MOTIVE:

Fame. You want to be the most famous
ape with the most hangers-on.

CHIMPANZEE STATESAPE

AGE: 28

PREFECT
SOLTA

DEX

1D+2

SD

KDO

2D

Scholar

MEG

2D+2

3D

PER

1D

Marksmanship

STR

3D+2

3D+2

WIL

1D

Bargain

2D

Charm

1D

Command

SRP DEFENSES

S	9
3	R
P	6

WOUND STATUS

STUNNED	<input type="radio"/>
WOUNDED	<input type="radio"/>
INCAPACITATED	<input type="radio"/>
MORTALLY WOUNDED	<input type="radio"/>

EQUIPMENT:

An Ape's brand new hunting outfit
(ARM +1), belt, & hip holster; Family
Heirloom Pith Helmet (ARM +1)
pipe & leaf pouch; a fully-loaded,
brand new, Serling Arms Model
.38 Pistol; and a new shiny Knife.
Right of Passage Permit for area.

ARMOR
RATING

+2

**HERO
POINTS**

6

QUIRK:



Old Silverback" Atticus

GORILLA VETERAN

AGE: 58



QUOTE:

"Human droppings, fresh. Ready your rifles, they are close."

MEMENTO:

Lucky human toe (+1 Hero Point per game session).

BACKGROUND:

Your service to the gorilla army was spent mostly as a scout, living off the land while surrounded by humans. You quickly learned that the adults are faster than they look. When lining them up in your sights, you've got to give them a decent lead. Going after the little ones is mostly the same—they've just got shorter legs—so you don't lead them quite as much. A member of the Hunt Club in good standing, you retired to find work as the "old silverback"—a guide, huntsape, and part-time bounty hunter. When hunting humans became the latest local pastime, it was not surprising your reputation brought you many clients of the rich and influential variety. You don't care about money, but you do care about your perfect success rate and the thrill of the kill.

PERSONALITY:

You have seen things in your years that many an ape would not be able to live with. You're tougher than that. You've come to the conclusion that there is nothing some apricot wine or a bullet can't cure.

MOTIVE:

Achievement. To test your skill versus the most dangerous prey.

SRP DEFENSES

S 12

G R

P G

WOUND STATUS

STUNNED

WOUNDED

INCAPACITATED

MORTALLY WOUNDED

GORILLA VETERAN

AGE: 58

DEX

2D+2

Melee

1D

Ride

1D

2D

KNO

2D

Survival

MEC

2D

HD

PER

2D

Marksman

STR

4D+2

2D+2

WIL

1D

Grit

ARMOR
RATING

HERO
POINTS

?

EQUIPMENT:

Basic Ape Dress, Leather waistcoat (ARM +2); Serling Arms Model .38 Pistol; shoulder holster; Rea Voom 88 Manhunter Rifle; 2 extra rifle magazines of 15 rounds each; Knife.

+2

QUIRK:

**QUOTE:**

"All apes put upon this good planet must expect everything, and ought to face everything."

MEMENTO:

Mini scroll case of Lawgiver verses.
+1D on all KNO (Scholar) rolls.

BACKGROUND:

The oldest of eight, you have been protecting others all your life. You consider yourself an intellectual, and your knowledge of the Lawgiver's teachings helps you come across as such. The job of a provincial constable comes naturally to you. You're not as concerned with the letter of the law as you are with what is right. Eliminating humans as a species would go a long way to keeping all apes safe. You are happy to kill every last one of the two-legged vermin yourself to see that happen.

PERSONALITY:

You are the strong and silent type, only speaking when something needs to be said. You think actions speak louder than words and always try to be ready for that action. Your duty comes before your life. To you, happiness is a job well done.

MOTIVE:

Protect. You will always defend apes from harm—even from themselves if need be.

GORILLA CONSTABLE**AGE: 33****CONSTABLE
ASA****DEX****3D****Melee****1D****Ride****1D****2D+1****KNO****MEG****2D****3D+1****PER****1D****Investigate****1D****Marksman****STR****5D****Brawl****1D****2D+1****WIL****1D****Command****1D****Grit****SRP DEFENSES**

S	12
G	R
P	S

WOUND STATUS**STUNNED****WOUNDED****INCAPACITATED****MORTALLY
WOUNDED****EQUIPMENT:**

Security Jerkin (ARM +2);
Constabulary helmet (ARM+1);
Serling Arms Model .38 Pistol;
belt and hip holster; Rea Voom
88 Manhunter Rifle; and a Knife

**ARMOR
RATING****+1D****HERO
POINTS****6****QUIRK:**



QUOTE:
"The Sacred Scrolls, of course, can be open to interpretation... what did you have in mind?"

MEMENTO:
 Lucky Flask (+2 to WIL related skills when taking a swig)

ORANGUTAN LAWGIVER

AGE: 38

DEX

2D

3D+2

KNO

2D

Scholar

MEC

1D

2D+1

PER

1D

Evaluate

1D

Investigate

1D

Marksman

STR

4D

5D

WIL

1D

Charm

1D

Con

PERSONALITY:

You are confident to a fault. As a lawgiver, you are more than willing to reinterpret scripture to better your career and social standing over the 'letter' of the law. You are secretly a coward and will not risk yourself. Given the choice, you will pick your safety over that of others.

MOTIVE:

Self-advancement. If you can't help yourself, how can you help anyone else?

SRP DEFENSES

S S
G R
P S

WOUND STATUS

STUNNED
WOUNDED
INCAPACITATED
MORTALLY WOUNDED

EQUIPMENT:

Shadbelly Jacket and a new leather sporting outfit (ARM +1); Rea Voom 88 Manhunter Rifle (brand new, never been fired); extra rifle ammo (2 magazines of 15 rounds each); waterskin.

ARMOR RATING

HERO POINTS

6

QUIRK:

LECTOR KAYLER

**QUOTE:**

"Just the facts, please... and speak slowly, I don't want to miss any details."

MEMENTO:

Loosely bound journal contains notes from her field work. (+2 to any KNO skill rolls).

BACKGROUND:

Everyone has a story to tell—and you want to be the one to tell them all. Unfortunately, the only news outlet that's been interested in publishing your stories has been that tabloid rag, the *Simian Star*. All that's about to change. Through flattery, you've managed to attach yourself to a safari expedition being led by a local leader—Prefect Janus. Your job will be to "document" his great hunt for the ape-killing creature. You are really hoping to expose the local corruption, scandal, and wrongdoing that is sure to take place on this hastily sanctioned hunt. If somehow there is none, well, that's worth reporting as well. You'll write anything it takes to get noticed by Simia's only worthwhile newspaper—*The Ape*.

PERSONALITY:

You are a no-nonsense, straight shooter that is brave when you need to be. You don't take no for an answer and are overly curious... you have an innate "need" to know anything others want to keep secret.

MOTIVE:

The truth. You always want to tell the story just as it happened, and you want to tell it now.

SRP DEFENSES

S	12
G	R
P	9

WOUND STATUS

STUNNED	<input type="checkbox"/>
WOUNDED	<input type="checkbox"/>
INCAPACITATED	<input type="checkbox"/>
MORTALLY WOUNDED	<input type="checkbox"/>

CHIMPANZEE JOURNALIST**AGE: 23****DEX****2D****KNO****[C]****1D****Scholar****MEC****2D****HD****[E]****1D****Instinct****2D****Investigate****STR****3D+2****3D+1****[W]****1D****Charm****1D****Con****1D****Grit****EQUIPMENT:**

Secondhand army leather vest (Security Jerkin, ARM +2); writing utensil; a camera with tripod (1+D6 rounds to set up); & a satchel containing flash powders & plates for two dozen photos.

ARMOR RATING**+2****HERO POINTS****6****QUIRK:****Điểm**



QUOTE:
*"Yes, sir, right away!
 By the way, did I
 ever tell you what
 a good shot I am?
 I could show you."*

MEMENTO:
 15-year-old Army
 rejection letter.
 Bitterness adds +1D
 to any WIL (Grit) roll.

BACKGROUND:

You always thought you'd be a soldier, but your flat feet kept you out of the military. The caste system was still in place, leaving only one other recourse available to you—civil service. Looked down upon by other, more militant gorillas, you are always trying to prove you are worthy of respect. Ridiculed by your former peers, you moved out of Ape City and started a new life in the outer provinces.

You had hoped that working as a porter for rich-ape hunting safaris would get you the respect you deserve, but so far, the gorillas have mostly ignored you while the chimps and orangutans treat you no better than a human.

PERSONALITY:

You are a hard worker and take pride in every job you do, no matter how minor. You can be a bit too talkative. Desperate for recognition, you are always trying to impress others—a trait that unfortunately tends to make them think even less of you.

MOTIVE:

Acceptance. You want to be respected by civilians and welcome by warriors.

SRP DEFENSES

S	S
9	R
P	S

WOUND STATUS

STUNNED	<input type="checkbox"/>
WOUNDED	<input type="checkbox"/>
INCAPACITATED	<input type="checkbox"/>
MORTALLY WOUNDED	<input type="checkbox"/>

GORILLA CIVIL SERVICEAPE

AGE: 32

DEX **3D**

Melee

1D

Ride

1D

KNO **2D**

2D

KNOWLEDGE

Scholar

MEC **2D+2**

PER **2D**

1D

PER

Marksmanship

STR **5D+2**

Brawling

1D

Lifting

1D

Stamina

1D

WIL **2D+2**

1D

WIL

Grit

ARMOR
RATING **4**

**HERO
POINTS**

6

QUIRK:

EQUIPMENT:

Basic Clothing; Backpack;
 Club; and a Knife.

--

**HERO
POINTS**

6

GORILLA

***"I can't help thinking that somewhere in the universe
there has to be something better than man.***

Has to be."

***—Col. George Taylor,
ANSA Mission Commander***

This Quickstart is just the beginning of your journey across a planet controlled by apes. In addition to adventures and rules for playing pregenerated simians, the *Role-Playing Game of the Planet of the Apes* Core Rulebook allows your players to create their own characters. Just choose an ape and then choose an archetype to play. With the former quota system abolished, any ape can have any career. And gorillas, orangutans, and chimpanzees are just the beginning. You can also assume the roles of mute tribal humans, two factions of mysterious mutants, and the most dangerous creatures of all—the so-called “astro-nauts”!

Instead of playing within one character group, you might want a more diverse gaming experience. You can even run adventure parties comprised of apes, mutants, and humans working together! Utilizing the Magnetic Variant of the world renowned West End Games D6 game system (D6MV), the Core Rulebook also contains rules and statistics for the following:

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- » **Twenty-four character templates to choose from!**
- » **New Character Quirks, Motives, and Remarkable Abilities.**
- » **Heroic Stun Rules.**
- » **Mysterious mutant Psionic Powers.**
- » **Keep track of fear, terror, and tensity with Psychometrics and Mental Trauma rules.**
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