

PROTOCOL ZERO PRODUCTIONS
presents

MOOKS
AMOK!



APE ATTACK!

M&M
SUPERLINK

MOOKS AMOK: Ape Attack

a Protocol Zero Production



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Apetopia

25 million years ago, in the lush primeval rain forests of Africa, the natural order of evolution was disturbed by the arrival of an alien technology. Accidentally dislodged from its vessel, an alien terraforming probe, itself almost alive, sensed the presence of primitive apes nearby. Following its programming, the device attempted to contact the creatures, sensing their potential intelligence. It took aeons for it to discover the telepathic wavelength of the early hominids, and during that time, they continued to evolve.

2 million years ago, the probe finally made true contact with the ancestral hominids. The probe did not have the capability to reach all the way to the grasslands where the first primitive humans had migrated, but found the great apes to be perfectly suitable for its purposes. In a mere thousand years, the probe accelerated the apes' evolution, resulting in a species retaining the rugged build of the great apes, but possessing a highly evolved intelligence. The probe taught this new species all it knew, imparting to them its masters' philosophy of contemplation, harmony with others and their world. In time, the alien artifact, now called the Great Oracle, evolved other species to act as friends, companions and allies to the founders of the great ape civilization.

Apetopia has lived in peace for millennia, watching their younger siblings from their hidden cities in the Great Rift Valley – Arboria, concealed within the canopy of the jungles; Sub-Terra, the great science-city buried within the cave systems of the Valley's volcanic mountains;

and Aquaria, the seat of the Apes' government, submerged beneath the dark waters of Lake Victoria. From their secluded fortresses, they have wept over humanity's wars, celebrated their triumphs, and admired their explorations. When the early human cities of Mu and Atlantis were cast beneath the waves, they welcomed the survivors of those civilizations as brothers and sisters, shielding them from the untutored barbarians that comprised the rest of humanity – survivors whose descendants still live among the apes. The Apes chose not to intervene again, however, concluding that the brutish humans, though they had potential, still had much to learn for themselves.

Today, Apetopia stands as a shining jewel embodying the best qualities of living, thinking beings. Their society is calm and thoughtful, built on the belief that problems can and should be solved through thought, experimentation, and compromise. They are peaceful, but not pacifist – they believe that passivity could prove as fatal as ill-considered action. They Great Apes have learned much in their observations of the human civilization, but thanks to their isolation and somewhat alien mindset, not all of it makes sense to them, despite the efforts of their human minority to help explain it to them. But in that lack of true understanding, the seeds of Apetopia's destruction may be wrought.

At the dawn of the Atomic Age, emissaries of Apetopia encountered agents of a Communist regime, humans who seemed more enlightened than many, who spoke of a society where all were equal, where men worked according to their abilities, and were provided for according to their needs. Intrigued, the ambassadors of Apetopia escorted the



Communist agents to their city of Arboria to meet with Apetopia's heads of state. Initially, the talks were quite cordial; the Communists seemed good sorts, at least to the Apes, and their society mirrored Apetopia's, at least in some aspects. When the Communists began to speak of the destruction of the West, of trading primitive atomic technology for the advanced weaponry the Apes could provide, however, the Apes were appalled. The humans were expelled from Apetopia, their memories of their visit obscured (imperfectly) by Ape Security's psychic monkey corps. But the Communists' message took root, and in some quarters, the seeds of rebellion were planted.

Every society has its share of malcontents, and Apetopia's disaffected elements are currently being exploited by Communist agents who hope to get their hands on the apes' advanced technology. These Communist Gorillas see themselves as oppressed by an overly-rigid society, and have decided that violence is an acceptable means to achieve their ends. They are outnumbered and out-gunned, however, and have turned, ironically, to guerrilla warfare. The Communist Gorillas (members of the Nigel Findley Revolutionary Brigade) are based out of the jungle surrounding Arboria. Supported by the Communists and (secretly) the Security Chief of Arboria, Samovar, the NFRB wages battle against the 'corrupt' civilization they hail from. So far, the conflict hasn't attracted the attention of any world-spanning organization, but the leaders of Apetopia, unwilling to enact serious reprisals against their brethren, are becoming desperate for help – desperate enough to break their millennia-long policy of isolation and contact the greater outside world.

Their situation is dire. Though the NFRB's weapons are primitive by Ape standards, a disturbing amount of super-science and Ape technology is appearing in the hands of the guerrillas. Martial law encroaches more and more on the freedoms of the ordinary Ape. Meanwhile, in the shadows, Samovar and his psychic monkey corps are planning a coup...

Minion Types

Psi-Monkey

Whether the product of advanced genetic engineering or some strange accident, the Psi-Monkey is a primate cut above. Smarter and more perceptive than their less advanced cousins, Psi-Monkeys are also possessed of extraordinary mental powers of telepathy and psychokinesis. Often found as the dim but clever spies of masterminds or in the company of spunky sidekicks, it's a mistake to underestimate the Psi-Monkey; those that do often end up learning the folly of their assumptions the hard way.

Ape Emissary

A diplomat from a hidden civilization or an agent of destruction, the Ape Emissary is well-suited for the delicate maneuvering necessary for politics or espionage. The Emissary is also a student of an esoteric martial art – while usually unwilling to hurt opponents directly, the style practiced by the Emissary is eminently capable of sending unwary opponents into walls, furniture, or their own allies.

Communist Gorilla

Adherents to the philosophy of Communism, the Communist Gorillas may be the product of a deranged Stalinist experiment or disaffected members of a secret civilization of super-apes. Far more than simple, brutish animals, the Gorillas serve a higher purpose – the destruction of filthy Western Capitalism! Armed with Russian-made assault rifles and grenades, the Gorillas employ devastating teamwork to ambush and dispatch their foes. Woe betide the unwary hero who mistakes these primates for pushovers – in the forsaken jungles they call home, the Gorillas reign supreme!

Ape Attack!

Psi-Monkey

PL

7

ML

4

SAVES

FORTITUDE	+2
REFLEX	+4
WILL	+7
TOUGHNESS	+0

COMBAT

ATTACK	+6
DEFENSE	+4/+2
DAMAGE	+4/+5
INITIATIVE	+2

ABILITIES

STR	3	-4
DEX	15	+2
CON	10	+0
INT	8	-1
WIS	14	+2
CHR	5	-3

FEATS

Distract (1)
Set-Up
Teamwork (2)
Uncanny Dodge

SKILLS

Acrobatics 8 (+10)
Climb 17 (+13)
Notice 4 (+6)
Stealth 11 (+13)

POWERS

Additional Limbs (Tail) [1]

Shrinking [8]
PF: Innate
Flaw: Permanent

Telepathy [8] - DC:18:will
AP: ESP (Vision/Hearing) [5]
AP: Telekinesis (Extra: Damaging; PF: Precise) [5]
AP: Mental Blast [4] - DC:19:will

EQUIPMENT

MISC

Abilities -5 + Skills 10 (40 ranks) + Feats 5 + Powers 24 + Combat 12 + Saves 9 - Drawbacks 0 = 55 points

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APE EMISSARY

PL

7

ML

5

SAVES

FORTITUDE	+6
REFLEX	+6
WILL	+6
TOUGHNESS	+5

COMBAT

ATTACK	+4
DEFENSE	+4/+2
DAMAGE	+5
INITIATIVE	+2

ABILITIES

STR	21	+5
DEX	15	+2
CON	14	+2
INT	14	+2
WIS	18	+4
CHR	14	+2

FEATS

Defensive Attack
Dodge Focus (1)
Eidetic Memory
Evasion (1)
Grappling Finesse
Improved Grapple
Improved Pin
Improved Throw
Improved Trip
Inspire (1)
Skill Mastery (Bluff, Diplomacy, Computers, Profession: Diplomat)
Uncanny Dodge

SKILLS

Bluff 4 (+6)
Climb 13 (+18)
Computers 2 (+4)
Craft: Artistic 4 (+6)
Diplomacy 6 (+8)
Knowledge:
Business 4 (+6)
History 4 (+6)
Popular Culture 4 (+6)
Theology & Philosophy 4 (+6)
Notice (+4)
Profession: Diplomat 6 (+10)
Sense Motive 5 (+9)

POWERS

Growth [4]
PF: Innate
Flaw: Permanent

Mind-Reading [3]

Protection [3]

Super-Senses
Low-Light Vision [1]
Scent [1]

EQUIPMENT

MISC

Abilities 36 + Skills 15 (57 ranks) + Feats 12 + Powers 21 + Combat 20 + Saves 10 – Drawbacks 0 = 114 points

Ape Attack!

COMMUNIST GORILLA

PL

5

ML

4

SAVES

FORTITUDE	+6
REFLEX	+6
WILL	+2
TOUGHNESS	+5/+9

COMBAT

ATTACK	+2/+4
DEFENSE	+5
DAMAGE	+4
INITIATIVE	+2

ABILITIES

STR	21	+5
DEX	15	+2
CON	14	+2
INT	10	+0
WIS	12	+1
CHR	10	+0

FEATS

Attack Focus (Ranged) (2)
Equipment (7)
Sneak Attack (2)
Teamwork (2)

SKILLS

Climb 13 (+18)
Intimidate 9 (+9)
Civics 4 (+4)
Knowledge:
Current Events 4 (+4)
Tactics 4 (+4)
Notice 4 (+5)
Profession 4 (+5)

POWERS

Growth [4]
PF: Innate [4]
Flaw: Permanent [4]

Protection [3]

Super-Senses
Low-Light Vision [1]
Scent [1]

EQUIPMENT

Assault Rifle (15 pts)
Blast 5/Autofire

Grenades (15 pts) [5]
Blast 5/Explosion [5]

Body Armor (4 pts)
Protection [4]

MISC

Abilities 22 + Skills 10 (40 ranks) + Feats 13 + Powers 18 + Combat 0 + Saves 9 - Drawbacks 0 = 72 points

MOOKS AMOK!

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