

Free Content Friday - August 2020

BIG MARY

Written By:
Brian Greene

Graphic Design & Layout:
Christopher J. De La Rosa, Alex Huilman, Stephanie Gottesman

Background

In the early days of quantum physics research it was a free-for-all of mad science. OneWorld Scientific was leading the pack in that regard. They were researching all manner of cutting edge technology, even if they were operating in an ethical grey area. Phase shifting technology was one of their big secret projects. They had some of their brightest and best working long hours to beat the Ruskies in teleportation and stealth technology breakthroughs. The day Dr. Mary Bornstein ran the first human test trials for phase shifting was the day everything fell to shit. It was the perfect storm of science and bad circumstance that resulted in Big Mary being created. As the phase test began, an all out assault started in the cafeteria and the outbreak rampaged through the facility, making its way into the phase lab. Now, Big Mary roams the grounds outside and within the halls of the OneWorld Scientific building. A massive amalgamation of bodies

twisted in on themselves, arms and legs reaching and scrambling, a mouth in the middle of a torso, five eyes embedded into the chest of another, appendages that taper down to bloody bone spikes, teeth in all the wrong places. Big Mary is a nightmare of 5 bodies merged into each other in no discernible order. Mary moves in a manner more like pulling and throwing her mass toward her target than it is like intended and direct movement. Arms and legs struggle for control. Bodies all pull in the direction of the target but often work against each other.

Just when you think you've managed to out maneuver Mary, just when you start to feel like you might make it, you hear what sounds like static sparks directly in front of you. That's when you realize exactly how fucked you are. Mary can phase shift.

OPPONENT

Undead O.B.M.

⊕ ⊕ ⊕ or ⚠ 100

Size: 2

Strength: 45
 Perception: 25
 Empathy: Special
 Willpower: Special

Vitality

Health Points: 5
Damage Threshold: 14
Vital: 5 + OL

Skill Check(s)

{Grapple 75%, Dodge 40%, Brawl 60%}

Special

Deadly (1): Add for any Attack {SC%} made.

Immunity: [Ra, Po]

Willpower: Automatically passes any {SC%} that has Willpower as a Primary Attribute (except {Hold%} which she may not use), and also count as having a Wb of 10 (which is factored into the high Damage Threshold they have).

Clumsy: Add to attack any Size 1 targets (average adult) and to attack any Size 0 targets (average dog).

Huge: Automatically passes {Balance%} Save Throws against attacks made by Size 1 or smaller attackers.

Loud: Generates d3 per round as Mary smashes through obstacles while cries and screams emit from the mass of flesh.

Resilience (1): Remove all or lower dealt to Big Mary at the end of the round if not enough Damage was inflicted during the round to cause the loss of a Health Point.

Hazards / Upgrades

Phase Shift

10

Big Mary can become intangible to attacks for a few seconds at a time. Effect lasts one Round, but also cannot attack herself.

Phase Lunge

20

Big Mary can phase through material objects such as walls. She can teleport up to 20 feet from her line of sight (the five eyes embedded into the middle torso must be facing the intended target to make the jump).

Assimilation

25

Big Mary can pull a victim into her mass and consume them in a manner. This can only be triggered when Mary has a victim in Grapple state. Once Mary has successfully assimilated a limb or other body part, she will continue to pull the victim into her slowly. Any survivor being assimilated has 3 Rounds before they are fully assimilated. In order to escape assimilation, they must sever the attached limb being pulled into Mary. Once a survivor is pulled in up to the shoulder or hip, there is no hope of severing from Mary without fatal damage to the survivor.

Triggered Effect(s)

Bash: - [Bl]

Gouge: - [Sl]

Impale: - This option is a special selection for Big Mary when within Grapple range. She uses her incredible strength to lift the character into the air and savagely impale them with the weapon like a skewer that is her appendages, instantly killing the target.