PROTOCOL ZERO PRODUCTIONS
presents

MOOKS AMOK!

APE ATTACK!
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

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**ABILITIES**

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**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]

**EQUIPMENT**

**MISC**

Abilities: 5 + Skills 10 (40 ranks) + Feats 5 + Powers 24 + Combat 12 + Saves 9 – Drawbacks 0 = 55 points
**Ape Emissary**

**PL** 7  **ML** 5

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<tr>
<td>CHR</td>
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**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]

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