

Monsters and Archetypes for All Your B-Movie Needs

Terra Primate RPG from Eden Studios (2002)

By [TexasZombie](#)

Original (non-Eden) concepts © 2002-2009, eviloverlord668@yahoo.com

No copyright infringement is intended.

All Flesh Must Be Eaten, icons, personalities, and images are copyright 2000 Eden Studios. All Flesh Must Be Eaten is a trademark of Eden Studios. Use of the All Flesh Must Be Eaten trademark on this site has been expressly granted by Eden Studios, but Eden exercises no editorial review or responsibility for the content of this site. Requests for such permission should be directed to eden@nycap.rr.com.

Sasquatch, Gentle Giant	
Gorilla Template	
Strength 10	Constitution 5
Dexterity 4	Intelligence 3 (animal)
Perception 4	Willpower 3
Life Points 70	Speed 18
Endurance Points 59	Essence Pool 26
Attack: Punch damage D6(3) x Strength	
Skills: Stealth 2, Running (Sprint) 2, Survival (Forest) 4	
Abilities/Cost:	
Attribute Bonuses +13	
Bipedal +2	
No Bite Attack +1	
Animal Communication -2	
Animal Intelligence -10	
Negative Buoyancy -1	
"Claws" +2 (actually huge, club-like fists)	
Increased Intelligence and Perception +3	
Total Template Cost: +8	
<p>This version of the Sasquatch is the quiet, elusive, and shy creature that is occasionally glimpsed along deserted stretches of road. It is unlikely to be a threat unless directly attacked by humans. Even then it is most likely to strike its opponent to the ground and proceed to move away quickly.</p> <p>This version of the Sasquatch is an omnivore, supplementing its vegetarian diet with fish and small animals that it can catch along streams and from under rocks. It is best used in games with evil hunters and heroic conservationists. Oh, and little kids that no one believes.</p>	

Sasquatch, Evil Monster	
Gorilla Template	
Strength 10	Constitution 5
Dexterity 4	Intelligence 3 (animal)
Perception 4	Willpower 3
Life Points 70	Speed 18
Endurance Points 59	Essence Pool 26
Attack: Punch damage D6(3) x Strength	
Skills: Stealth 2, Running (Sprint) 2, Survival (Forest) 4, Mauling* 5	
<p>Abilities/Cost: Attribute Bonuses +13 Bipedal +2 No Bite Attack +1 Animal Communication -2 Animal Intelligence -10 Negative Buoyancy -1 Aggressive -1 Carnivore -1 Situational Awareness +2 Nerves of Steel +3 Cruel, Level 2 -3 "Claws" +2 (actually huge, club-like fists) Increased Intelligence and Perception +3 Increased Skill Points +5 Total Template Cost: +12 New Skill: Mauling – This is the equivalent of Brawling, but for vicious monsters. It is basically the same (the victims gets the crap beat out of them), but much more scary to watch.</p>	
<p>This is the version of Sasquatch that kills campers and hunters and carries off human women (or men if it's a Ms. Sasquatch). It is also fond of destroying human property and terrorizing the populations of small isolated towns.</p> <p>This version of Sasquatch is a carnivore and will hunt large mammals, including humans, for food, clubbing its victims to death with football-sized fists and brute strength. It likes to howl and roar and throw small cars around to mark its territory.</p> <p>This version is best used in scenarios involving terrified and (usually) unarmed human victims who can only flee the wrath of this fearsome beast. Co-ed campouts and city slicker hunters work best, but pretty much any one will do.</p>	

Possible Adventure Seed: Good Sasquatch vs. Wicked Sasquatch. This would end up being like the Toho Studio's classic "War of the Gargantuas" but on a much smaller (though still pretty dang big) scale. Since Good Sasquatch can't Maul like the evil one can, Good Sasquatch would have to either be very clever or get human help to fight it's evil counterpart.

Genetically-Engineered Combat Ape

Chimpanzee Template

Strength 5	Constitution 3
Dexterity 6	Intelligence 3 (animal)
Perception 4	Willpower 3
Life Points 42	Speed 9/38
Endurance Points 35	Essence Pool 23
Attack: Biting damage D6(3) x Strength slashing, Claw damage D6(3) x Strength slashing	
Skills: Climbing 5, Brawling 3	
Leap: +30 yards/+30"	
Abilities/Cost: Attribute Bonuses +8 Animal Communication -2 Animal Intelligence -10 Brachiation +1 Fast Reaction Time +2 Negative Buoyancy -1 Aggressive -1 Carnivore -1 Partial Biped -1 Claws +2 (Actually exaggerated jaws) Claws +2 (Claw attack) Jump, Level 3 +3 Situational Awareness +2 Nerves of Steel +3 Cruel, Level 2 -3 Total Template Cost: +2	
<p>These primates have been genetically-modified and mentally conditioned for use as shock troops. They could be used in military-style games as support for Cast Members.</p> <p>Most likely, however, these creatures will have escaped their human masters and embarked on a killing spree somewhere among the civilian population. The Cast Members will either be innocent victim-er, um, targets, or a mixture of scientists and security personnel attempting to track down and recover or destroy their escaped inventions.</p> <p>At any rate, the last two left with cling to each other's bloodied bodies before dying, making us all feel like heels for what we've done to the poor critters. Bad people! Bad! Bad!</p>	

Thawed Caveman	
Heroic Archetype	
Strength 5	Constitution 5
Dexterity 4	Intelligence 1
Perception 3	Willpower 2
Life Points 65	Speed 18
Endurance Points 41	Essence Pool 20
<p>Qualities: Hard to Kill 5, Situational Awareness, Acute Senses (Hearing), Acute Senses (Smell), Fast Reaction Time, Resistance (Cold) 4, Resistance (Disease) 3, Resistance (Pain) 2</p> <p>Drawbacks: Minority (Thawed Caveman) 3, Paranoid (Who could blame him?), Atavism, Impaired Speech, Low Intellect, Carnivore</p>	
<p>Attack: Punch; Kick, Club, Spear/Spear Charge/Thrown Spear, Bashing Something With a Rock, Bite, Scratch, Head Butt, etc.</p> <p>Skills: Brawling 3, Climbing 1, Craft (Flint Weapons) 2, Dodge 3, Hand Weapon (Club) 4, Intimidation 2, Notice 4, Stealth 3, Survival (Tundra) 4, Throwing (Spear) 4, Tracking 3, Hand Weapon (Spear) 2, Hand Weapon (Rock) 3</p>	
<p>Gear: Animal skin clothing, mammoth bone club, flint knife, flint-tipped spear, ground sloth tooth necklace</p>	
<p>Personality: “Wanakana arrrrrrrrrbeck! Weeshoom’ah kalaminga! Harloolah, urka urka! Wanakana blurk! Baroo? BLURK! Yamana, kana blurk urg oo paraminawanagapook...”</p> <p>Quote: “AAAARRRRRRHHHHHHHHH!!!” *whack!*</p>	
<p>This is the poor prehistoric guy who was frozen in ice while hunting ground sloths and saber-toothed gophers and preserved to the modern era. After being defrosted by well-intentioned but irresponsible scientists, the misunderstood cave guy goes berserk, smashes the place up, and runs out into the rainy night to terrorize (chose one) 1) the rest of the Arctic base; 2) citizens of a small town; or 3) a group of teenaged hikers.</p> <p>It’s possible to have a Thawed Cavewoman, but I’ve never seen one in a movie. At any rate, both sexes would be equally hairy and covered in ochre-colored mud so the only real difference would be whether they carried off men or women to their modern day cave with the Mickey Rat Shrine and other shiny stuff.</p>	

Neo-Primitive Cannibal Champion “Heroic” Archetype	
Strength 5	Constitution 5
Dexterity 4	Intelligence 1
Perception 3	Willpower 2
Life Points 65	Speed 18
Endurance Points 41	Essence Pool 20
<p>Qualities: Hard to Kill 5, Situational Awareness, Acute Senses (Hearing), Acute Senses (Smell), Fast Reaction Time, Resistance (Pain) 5, Resistance (Disease) 4</p> <p>Drawbacks: Minority (Inbred Cannibal Hillbilly) 3, Atavism, Impaired Speech, Low Intellect, Cruel Level 2</p>	
<p>Attack: Punch; Kick, Bite, Scratch, Head Butt, or by Weapon</p> <p>Skills: Brawling 3, Dodge 3, Hand Weapon (Knife) 2, Hand Weapon (Hay Hook) 2, Notice 2, Stealth 2, Tracking 3, Gun (Rifle) 2, Hand Weapon (Machete) 4, Hand Weapon (Club) 3, Craft (Improvised Weapons) 3, Craft (Skinning People) 2, Mechanic 2, Surveillance 2</p>	
<p>Gear: Human skin clothing, Mickey Rat hat, rusty machete/axe thing, club wrapped in barbed wire, rusty rifle and ammo, house hidden way back up in the hills</p> <p>Special: Where there’s one, there’s bound to be another. These folks tend to cluster up in tightly-knit clans numbering 3D12 in number. Not all will be “Heroic” cannibals, however. Some will be Pre-Heroic (adjust points downward) while others might be Powered or so bestial as to be considered modified Chimpanzees. There are also usually one or two clan members who are a little less inbred than the rest that are used as intermediaries with the rest of the world, as bait, or as diplomats of a sort.</p>	
<p>Personality: “Neewer knowd’un how’s ‘eed gut thiswayseere. Meenin wee’uns goshta’eet, eh? ‘N’gotchera casher’n’em ‘n’gut’em. How’s ‘eed gut thisways creechin’n’crybin’n’yall. Eh?”</p> <p>Quote: “Hoooooollllllll? Yinthair? Teeheeheehee!”</p>	
<p>And here we find our inbred cannibal from way back up in the hills, a modern day caveman if you will. Sure, he may know how to keep an ancient truck clattering and smoking along, but he’s most at home bashing innocent college kids upside the head with a machete-axe-thing and dragging them back home with a hay hook.</p> <p>You might notice a lack of Drawbacks reflecting “normal” mental abnormalities. This is because the inbred cannibal hillbilly is “sane” in his own culture (there are usually a group of them). From the viewpoint of everyone else, the guy is definitely nuts, but he’s cool with what he’s doing, as are his mother/sister, his cousin/father and his uncles/brothers.</p>	

Neo-Primitive Cannibal Toady

Pre-“Heroic” Archetype

Strength 4

Constitution 4

Dexterity 3

Intelligence 1

Perception 2

Willpower 1

Life Points 42

Speed 14

Endurance Points 32

Essence Pool 15

Qualities: Acute Senses (Hearing), Acute Senses (Smell), Fast Reaction Time, Resistance (Disease) 4

Drawbacks: Minority (Inbred Cannibal Hillbilly) 3, Atavism, Impaired Speech, Low Intellect, Cruel Level 2

Attack: Punch; Kick, Bite, Scratch, Head Butt, or by Weapon

Skills: Brawling 3, Hand Weapon (Knife) 2, Notice 2, Stealth 2, Tracking 3, Gun (Rifle) 2, Hand Weapon (Machete) 3, Hand Weapon (Club) 2, Craft (Improvised Weapons) 5, Craft (Skinning People) 2, Mechanic 2, Surveillance 2

Gear: Human skin clothing, rusty machete/axe thing, filthy room in a house hidden way back up in the hills

Special: Where there’s one, there’s bound to be another. These folks tend to cluster up in tightly-knit clans numbering 3D12 in number. Not all will be “Heroic” cannibals, however. Some will be Pre-Heroic (adjust points downward) while others might be Powered or so bestial as to be considered modified Chimpanzees. There are also usually one or two clan members who are a little less inbred than the rest that are used as intermediaries with the rest of the world, as bait, or as diplomats of a sort.

Personality: “Neewer knowd’un how’s ‘eed gut thiswayseere. Meenin wee’uns goshta’eet, eh? ‘N’gotchera casher’n’em ‘n’gut’em. How’s ‘eed gut thisways creechin’n’crybin’n’yall. Eh?”

Quote: “Hoooooollllllll? Yynthair? Teeheeheehee!”

And here we find our inbred cannibal from way back up in the hills, a modern day caveman if you will. Sure, he may know how to keep an ancient truck clattering and smoking along, but he’s most at home bashing innocent college kids upside the head with a machete-axe-thing and dragging them back home with a hay hook.

You might notice a lack of Drawbacks reflecting “normal” mental abnormalities. This is because the inbred cannibal hillbilly is “sane” in his own culture (there are usually a group of them). From the viewpoint of everyone else, the guy is definitely nuts, but he’s cool with what he’s doing, as are his mother/sister, his cousin/father and his uncles/brothers.

Neo-Primitive Cannibal Less-Inbred Intermediary

Pre-“Heroic” Archetype

Strength 2

Constitution 4

Dexterity 3

Intelligence 2

Perception 2

Willpower 2

Life Points 34

Speed 14

Endurance Points 29

Essence Pool 15

Qualities: Acute Senses (Hearing), Fast Reaction Time, Resistance (Disease) 3

Drawbacks: Minority (Inbred Cannibal Hillbilly) 3, Cruel Level 2

Attack: Punch; Kick, Bite, Scratch, Head Butt, or by Weapon

Skills: Brawling 3, Hand Weapon (Knife) 2, Notice 2, Stealth 2, Gun (Rifle) 2, Hand Weapon (Club) 2, Surveillance 2, Smooth Talking 3, Hagglng 3, Acting 2/Specialty - Acting Normal 4, Drive (Pickup Truck) 3, Streetwise 3

Gear: Ragged clothing, big-a\$\$ed knife tucked into boot

Special: Where there’s one, there’s bound to be another. These folks tend to cluster up in tightly-knit clans numbering 3D12 in number. Not all will be “Heroic” cannibals, however. Some will be Pre-Heroic (adjust points downward) while others might be Powered or so bestial as to be considered modified Chimpanzees. There are also usually one or two clan members who are a little less inbred than the rest that are used as intermediaries with the rest of the world, as bait, or as diplomats of a sort.

Personality: “Nah, nah, nah! Y’all done went and gone the wrong way! What y’all need to do is turn around and head back ‘bout a mile or so then turn on to the trail that’s yonder by the burned-out Winnebago. That’ll get ya back to the highway in no time. Say! Y’all’re lookin’ pretty well fed. That’s good. That’s *real* good!”

Quote: “Heheheh. Save some for me, Geetch!”

This is the less-inbred cousin that helps the inbred cannibals get by in the modern world. They’re still buga\$\$ed crazy compared to the rest of the human race, but not so crazy they attract a lot of attention down to the gen’ral store when they’s getting’ supplies. Their main function is snookering city folks down some unmapped backwoods road to meet the rest of the clan...

You might notice a lack of Drawbacks reflecting “normal” mental abnormalities. This is because the inbred cannibal hillbilly is “sane” in his own culture (there are usually a group of them). From the viewpoint of everyone else, the guy is definitely nuts, but he’s cool with what he’s doing, as are his mother/sister, his cousin/father and his uncles/brothers.

This particular cannibal is a result of first-cousin marriages over several generations. That’s why they’re never fully accepted by the rest of the clan. There’s also the distinct possibility that one of these less inbred cousins will fall in love with dinner and try to help it escape.

Super Dog	
Modified Attack Dog Template	
Strength 3	Constitution 5
Dexterity 4	Intelligence 2 (Human)
Perception 5	Willpower 3
Life Points 29	Speed 28
Endurance Points 38	Essence Pool 22
<p>Attack: Bite D6(3) x (Strength + 1)</p> <p>Skills: Brawling 4, Dodge 2, Notice 3, Tracking 2, Surveillance 5, Stealth 2</p>	
<p>Abilities</p> <p>Animal Communication</p> <p>Fast Reaction Time</p> <p>Situational Awareness</p> <p>Nerves of Steel</p>	
<p>This dog has been genetically enhanced by military scientists to function as the ultimate guard dog. It is capable of operating independently and of alerting its human companions of approaching danger.</p> <p>It is also capable of resenting its status as a piece of military wetware and running away from its evil masters. It usually ends up in rural America hanging out with a kid lacking a strong male role model. "The Boy" becomes the Super Dog's best friend and new squad mate, and the Super Dog will not only teach the kid valuable life lessons; it will also defend "The Boy" against all threats. Super Dog only kills truly evil people, though, and only by tricking them into destroying themselves or getting them shot by other evil people in an unfortunate friendly fire incident.</p> <p>Super Dog is best used in scenarios with evil black ops military types terrorizing the "The Boy's" family in order to discover the whereabouts of the Super Dog.</p>	

Terra Primate, icons, personalities, and images are copyright 2000 Eden Studios. Terra Primate is a trademark of Eden Studios. Use of the Terra Primate trademark on this site has been expressly granted by Eden Studios, but **Eden exercises no editorial review or responsibility for the content of this site.** Requests for such permission should be directed to Eden Studios.

Email comments to eviloverlord668@yahoo.com.

None of my work is Eden Studio's fault. They're nice folks.