

MOKOSH BIOLOGY

Description

Most mokosh are slightly larger and heavier than the average human, with more muscle and denser bones. The difference is not great, however, and they exhibit the same variety in size and weight that humans do, so particularly small or large mokosh are not unknown. The most striking mokosh feature is the large protruding snout, the front of which is filled with prominent incisors. Mokosh jaws are extremely powerful, and they can crack bones beneath their teeth.

To complement the aggressive jaws, many mokosh clean and sharpen their claws, to ensure that they can be used in an emergency. Some mokosh claws are not long enough to be effective in a fight, but some individuals sport talons several inches long that are capable of ripping open an enemy's throat.

The skin is covered in a fine layer of fur, which tends to be shortest around the hands, where it is often barely visible, and longest on the body. Fur colour varies enormously and is an inherited characteristic. Fur markings like stripes or spots are relatively rare, but not unknown in some families. None have anything more than the most vestigial tails.

A pregnant mokosh will carry her babies for six months before giving birth to a litter of typically between one and three young. The newly born babies are initially helpless, rarely weighing more than a few pounds. Their eyes open a day after birth but they are dependent on their mother's milk for up to six months. In more primitive areas the smaller cubs tend to die if the mother has a particularly large litter.

Both male and female mokosh become sexually mature at the same age, usually around fifteen or sixteen if they are not malnourished, and female mokosh remain fertile until their fiftieth year in normal circumstances. On average they enjoy life spans slightly longer than humans and slightly shorter than avians, typically reaching dotage around ninety. Mokosh are physically compatible, but always infertile, with all other bipedal races in the Known World; they are not compatible at all with dragons, ophidians or myrmidons.

All mokosh are omnivorous by nature, but diet varies significantly by culture. Gnolls and Merisusi eat a diet which consists primarily of meat and fish, but in Kamakura fruit and vegetables are eaten in large quantities and some Kamakurans are vegetarians by choice.

Racial rules

- You should not pass these rules on to other players

Please note that the following rules have not been released to the general player base and are only given to those players playing, or intending to play, mokosh characters. The Maelstrom campaign is enhanced if players are able to discover information about the game through purely IC sources so we ask players not to pass these sheets to other players. We believe that some of the advantages available to you will be lost if these rules become widely known.

Armour mastery

- You gain two armour points if you wear heavy armour
- You gain one armour point if you wear any other armour

All mokosh primary characters gain additional benefits from wearing any piece of armour. The total protection provided by a suit of standard armour or a light armour special item is considered to be one point higher than normal while worn by you. The total protection provided by a heavy armour special item is considered to be two points higher than normal while worn by you.

These additional armour points are always lost last. These armour points can be restored in the same way as any other armour points. You only gain this additional protection whilst wearing armour and not whilst wearing clothing that has been given armour points through magic.

This ability is only available to primary mokosh characters, their retainers and men-at-arms. Secondary characters do not receive this benefit.

Great warriors

- Your death count is increased by 100

All mokosh primary characters can survive the effects of mortal wounds for longer. Your maximum death count is 400 seconds instead of the standard 300 seconds. Levels of fortitude and other enhancements provide further increases as normal.

This ability is only available to primary mokosh characters, their retainers and men-at-arms. Secondary characters do not receive this benefit.

Claws

- You may have claws up to fifteen centimetres long

If you have suitable, weapon safe, phys-reps for claws may use them to call SINGLE in combat. The rules for using claws are described in chapter four of the Event Rules. Your claws must be no longer than fifteen centimetres.

Strong jaws

- You are capable of destroying a body in five minutes

Mokosh jaws are strong enough to crack bones and they are capable of reducing a body to an unrecognizable state within a few minutes. You will receive a show-me lammy to allow you to use this ability at an event. You should show this lammy to any player who is roleplaying their corpse whose body you wish to destroy.