

# ARTHROPODS

Insects, spiders, crabs... hard-shelled creepy-crawlies may not be the most common type of post-apocalyptic hero, but they do exist, and I have fond memories of my mutant praying mantis from back in Metamorphosis Alpha, Version 1, days.

## CRAB

Crabmen, or Craboids, are normally found only in coastal regions, typically in small, isolated, communities. While it is not unknown for them to acquire and use technological items, they more typically make and use their own tools, as scavenging human equipment from the ruins is more difficult for them than for most other humanoid species.

Crabmen have a roughly humanoid torso, with two arms, but they have six legs arranged in a hexagonal pattern below their waist.

### CRABMAN RACIAL TRAITS

**Average Height:** 5' to 6'

**Average Weight:** 120-200 lbs

**Ability Scores:** +2 Wisdom, +2 Charisma or Dexterity

**Size:** Medium

**Speed:** 6 squares

**Vision:** Normal

**Languages:** Common, Insectoid (Languages are listed on page 350.)

**Skills:** +2 Athletics, +2 Endurance, +2 Intimidate (from Terrifying Visage)

**Heritage Mutations:** Eyestalks, Gills, Natural Armor (Exoskeleton), Noisy, Skittering Feet, Terrifying Visage

**Other Mutations:** Crabmen have 2 points to spend on additional Heritage Mutations.

**Alien Anatomy:** Crabmen cannot use items that take up the Feet slot, unless they are specially made for Crabmen (DM discretion on introducing such items)

**Beast:** Crabmen are Natural Mutant Beasts, not Natural Humanoids.

**Pincer Hand:** Some crabmen have a giant pincher claw on one hand, instead of a more humanoid hand. This decision must be made when the character is created.

Weapon	Prof.	Damage	Group	Properties
Pincer Hand	+3	1d8	Claws	Off Hand, Brutal 1

This weapon cannot, of course, be dropped. The character is automatically proficient in it. The crabman may choose to use it as either a primary or off-hand weapon, or as a large shield, changing this as a free action at the start of their turn. It may have *both* a weapon and an arm slot mutation. Because of its size and clumsiness, the crabman always suffers the penalties associated with wearing a large shield (except that it does not interfere with Athletics checks made for swimming); it cannot be set aside. The DM should consider the likely limits of being de facto one handed when it comes to manipulating small items, etc. (Some mutations, such as Extra Arm, can counter this effect.) Lastly, the pincer claw grants a +2 racial bonus to Reflex and Fortitude defense when attempting to prevent someone from escaping a grab.