

Tarzan, Lord of the Apes

Few in the great forests of the Dark Continent would dispute the valour and ferocity of John Clayton, Viscount Greystoke, better known to the natives as Tarzan, Lord of the Apes. Everyone knows his remarkable story, how he was orphaned during an expedition by his father and then found and raised by the Mangani, huge apes. Here he grew tall, strong and learned in the ways of the savage wilderness. He became second only to Kerchak, leader of the Mangani. Later when Kerchak was injured in a hunter's trap Tarzan rescued him and became the leader of the Mangani himself.

He was discovered by a Belgian Explorer and he returned to England to inherit his father's vast estates in the company of the young American heiress and journalist Jane Porter.

Since he threw off the chains of civilisation and returned to Africa he has been a constant thorn in the sides of those who think the wilderness is theirs for the taking. With his loyal Mangani and allied Jungle Tribesmen he has foiled numerous schemes to strip the jungle of its glory.

The British cannot act openly against of him because of his position in society, and his great wealth, and have had to accommodate some of his opposition. The Prussian and Belgians however, have no such qualms. Nor have the numerous Adventurers searching for the legendary city of Opar and its reputed fabulous wealth.

Jane has been very useful in Tarzan's campaigns, wiring exciting stories to her newspaper back in Baltimore, and gathering the support of many American philanthropists and statesmen. In the field she cares for the injured while her mate deals with the enemy.

Figure	Pluck	FV	SV	Speed	Cost	Talents/Powers	Basic Kit
Tarzan	2+	+5	+3	+2	75	Leadership +2, Fearless, Arboreal*, Inspirational, Martial Artist	Fighting Knife
Jane	4+	+0	+1	+1	24	Medic, Intuitive, Erudite Wit	Pistol
Kerchak	3+	+5	+0	9"/+4"	46	Leadership +1, Arboreal*, Terrifying	Armour 8
Mangani	4+	+3	+0	9"/+4"	26	Arboreal*, Terrifying	Armour 8
Tribal Chief	4+	+3	+1	+2	22	Leadership +1	Shield, Spear, Club
Tribal Warrior	5+	+2	+0	+2	14		Shield, Spear, Club
Witchdoctor	5+	+1	+0	+2	7+	Up to 20 points of mystical powers	Club

* Arboreal is a new Talent which allows the user to move through the thick jungle canopy at full speed and without hindrance (5 points).

Options

- Tarzan can take a Bow (+4 points), throwing knives (+3 points) or spears (+5 points).
- Tribesmen can take the Stealthy Talent (+5 points).
- Tribesmen can poison their weapons (+8 points per weapon).
- Some of the younger male Mangani can take the Berserker talent (+5 points).
- Tarzan can call up to three large Jungle animals to aid him and his friends. These can include Lions, Rhinos, Buffalo, Leopards (Hunting Cats) and Elephants. Details on these can be found in the Bestiary in Heroes, Villains and Fiends.