

BY
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**DARWIN'S WORLD:
BEASTMEN**

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INTRODUCTION

Welcome to Beastmen, a book bringing the wild to your Darwin's World game. Beastmen introduces a new type of mutant, the Bestial Genotype. A Bestial Genotype is a mutant that strongly resembles an animal species from before the Fall. Whether Beastmen are animals that have gained sentience, or humans who have taken on the traits of animals

in the struggle to survive, or even the result of some bizarre genetic experiment carried out after the Fall is up to you. To represent the abilities and mentality of the animal world, Beastmen also features a number of new mutations, defects and mutant feats as well as a new epic class, the Alpha, for those who want to command packs of animals.

Sure I'd heard the stories. Boy raised by wolves they said. What kind of bullshit is that. Typical raider gang bullshit, looking for a free drink from a wide-eyed scav or a lay with some furniture too young to have heard the story before. Every winter when the Night Riders came down from Canada looking to escape the cold they'd have a new tale about the "Wolf Lord." Ran with radwolves they said. Always surrounded by them. Took down gronts with his bare hands, then shared the meat with his pack. I see the expression on your face friend.

You think I'm just another old geezer telling a tall tale. But I'm telling you, I was there and I saw him. During the winter of ought-five. Worst winter these old bones of mine have ever seen. And there they were. First one radwolf. Then another. Soon the streets of Sentinel Bay were choked with 'em.

And as soon as they started showing up, the Night Riders took off. It was like watching guppers scatter when a lake dragon was coming. You know the dragon's on its way before you see it by the way they scatter. I never saw a Night Rider so scared of anything. They just got on their bikes and headed on down south to Bastion.

And that man, he was like nothing I ever saw. Little more than a boy really. Couldn't have been more than 16 summers. Wearing radwolf furs. Had radwolf claws tied to his hands. At first I thought he was onna them until he stood up.

"The winter is too harsh this year. We will trade food in return for sharing your fire."

And just like that, he spent the winter with us. Not that we could have stopped him if we wanted to. He never spoke again, unless it was to his pack with that weird yipping the radwolves use to communicate. We'd build them a fire at night on the edge of town and they'd play around it, fighting like wolf cubs and howling at the moon. During the day they'd disappear, only to come back at dusk with huge chunks of gront-meat, even the occasional lake dragon.

I tell you what, I wish he'd come back every year. Not only did the Night Riders stay gone, but I never ate as well during a winter as I did that year. But he wouldn't have any of it. When the town elder asked if he'd like to come back next year the boy just laughed like it was the best joke he'd ever heard and took off. I watched from the wall until they left the Old 42 and that was the last I saw of the stranger.

HOW DO GENOTYPES WORK?

To use this product you simply pick a genotype from the list below. Instead of getting three mutations, the beastman gets two mutations that are pre-selected for him based on his animal type. The defects are also chosen for him, again based on the animal type. In return for this, the beastman receives an ability modifier, a skill bonus and an extra class skill.

Other than mutations, taking a Bestial Genotype does not affect the rest of the character creation process. A beastman can be of any class and any background.

BESTIAL GENOTYPES

APE

Ability modifier: Strength +2

Skill modifier: Climb +2. Ape beastmen add Climb to their permanent class skill list.

Mutations: Gigantism, Simian Deformity

Defects: Herbivore, Muzzle, and one defect of the mutant's choice.

BADGER

Ability modifier: Constitution +2

Skill modifier: Escape Artist +2. Badger beastmen add Escape Artist to their permanent class skill list.

Mutations: Adrenaline Control, Hyper Olfactory

Defects: Muzzle, Reptile Brain (must trigger Adrenaline Rush when below 50% hit points, attacks nearest target until adrenaline rush ends, cannot end adrenaline rush prematurely), and one defect of the mutant's choice.

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BAT

Ability modifier: Wisdom +2

Skill modifier: Listen +4. Bat beastmen add Listen to their permanent class skill list.

Mutations: Blindsight (negated by deafness, loud noises and crowds), Nocturnal

Defects: Blindness, Night Person, and one defect of the mutant's choice.

BEAR

Ability modifier: Strength +2

Skill modifier: Swim +2.

Bear beastmen add Swim to their permanent class skill list.

Mutations: Claws, Fur.

Defects: Loner, Muzzle, and one defect of the mutant's choice.

BISON (ALSO BULL)

Ability modifier: Strength +2

Skill modifier: Intimidate +2. Bison beastmen add Intimidate to their permanent class skill list.

Mutations: Aberrant Horn Development, Extreme Resilience

Defects: Muzzle, Social Animal (for Bison), Loner (for Bull), and one defect of the mutant's choice.

BOAR

Ability modifier: Constitution +2

Skill modifier: Intimidate +2. Boar beastmen add Intimidate to their permanent skill list.

Mutations: Hyper Olfactory, Serrated Dental Development

Defects: Loner, Muzzle, and one defect of the mutant's choice.

CAMEL

Ability modifier: Constitution +2

Skill modifier: None

Saving throw modifier: +4 on Fortitude saving throws against non-radiation environmental damage (heat, cold, hunger, thirst etc.)

Mutations: Hyper Olfactory, Interior Moisture Reservoir

Defects: Herbivore, Quadruped, and one defect of the mutant's choice.

CHEETAH

Ability modifier: +2 Dexterity

Skill modifier: None.

Special: +2 Initiative

Mutations: Burst of Speed, Claws

Defects: Carnivore, Muzzle, and one defect of the mutant's choice.

CROCODILE

Ability modifier: +2 Strength

Skill modifier: Swim +2. Crocodile beastmen add Swim to their permanent class skill list.

Mutations: Enhanced Respiration, Serrated Dental Development

Defects: Carnivore, Loner, and one defect of the mutant's choice.

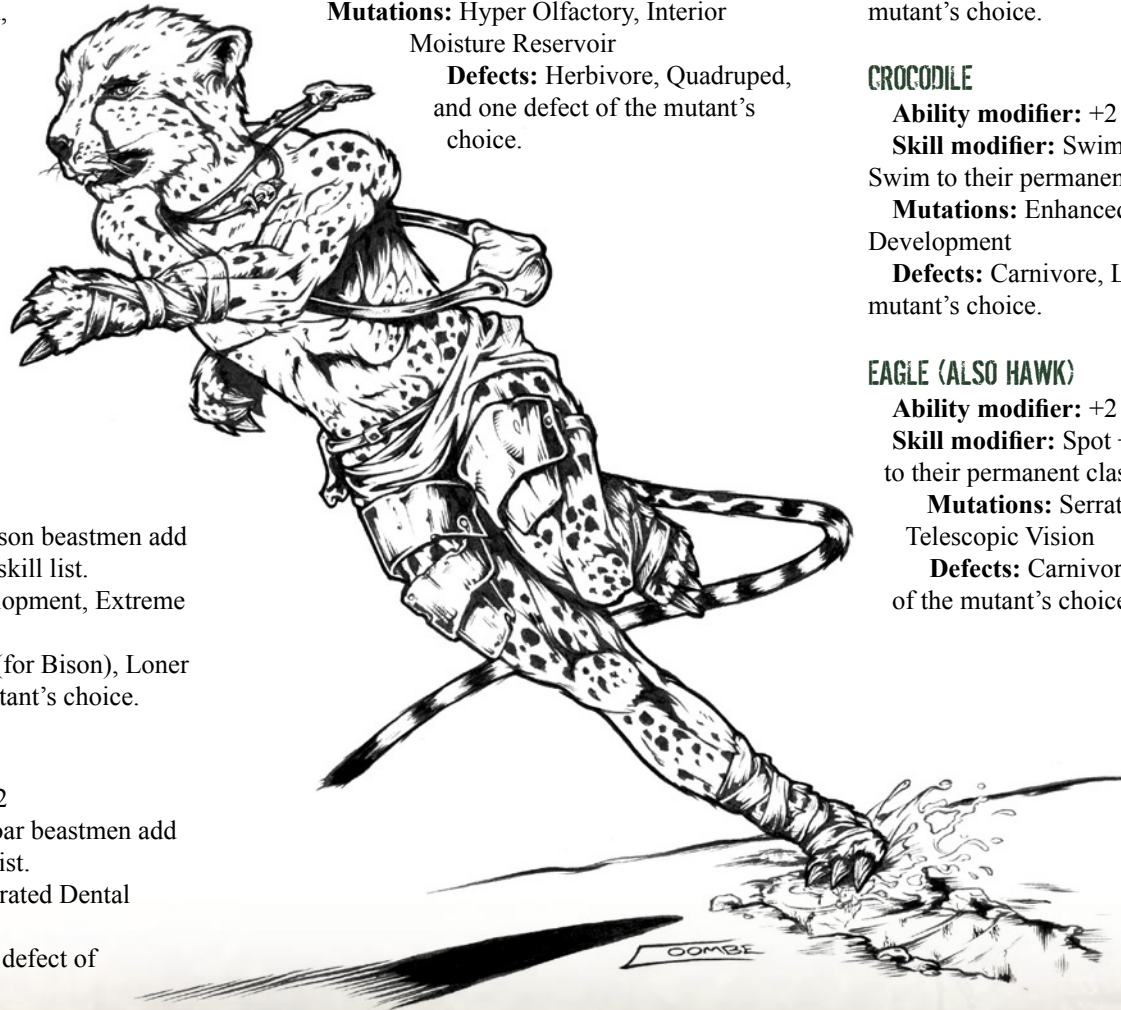
EAGLE (ALSO HAWK)

Ability modifier: +2 Wisdom

Skill modifier: Spot +2. Eagle beastmen add Spot to their permanent class skill list.

Mutations: Serrated Dental Development, Telescopic Vision

Defects: Carnivore, Day Person, and one defect of the mutant's choice.



JAGUAR=DOMESTIC CAT?

Watch your cat play. Then watch a jaguar hunt. It's exactly the same. Makes you wonder what they'd be hunting if they were bigger doesn't it? Here kitty, kitty, kitty...

ELEPHANT

Ability modifier: +2 Strength

Skill modifier: Listen +2. Elephant beastmen add Listen to their permanent class skill list.

Mutations: Gigantism, Hyper Olfactory

Defects: Quadruped, Social Animal, and one defect of the mutant's choice.

HORSE

Ability modifier: +2 Constitution

Skill Modifier: Spot +2. Horse beastmen add Spot to their permanent class skill list.

Mutations: Hyper Olfactory, Increased Movement

Defects: Herbivore, Quadruped, and one defect of the mutant's choice.

HYENA

Ability modifier: +2 Charisma

Skill modifier: Bluff +2. Hyena beastmen add Bluff to their permanent class skill list.

Mutations: Hyper Olfactory, Serrated Dental Development

Defects: Carnivore, Social Animal, and one defect of the mutant's choice.

JAGUAR

(also Domestic Cat, Leopard, Panther and Puma)

Ability modifier: +2 Dexterity

Skill modifier: Hide +2. Jaguar beastmen add Hide to their permanent skill list.

Mutations: Claws, Sensitive Sight

Defects: Carnivore, Loner, and one defect of the mutant's choice.

LION

Ability modifier: +2 Strength

Skill modifier: Hide +2. Lion beastmen add Hide to their permanent skill list.

Mutations: Claws, Hyper Olfactory

Defects: Carnivore, Muzzle, and one defect of the mutant's choice.

MONKEY

Ability modifier: +2 Dexterity

Skill modifier: Climb +2. Monkey beastmen add Climb to their permanent skill list.

Mutations: Dwarfism, Simian Deformity

Defects: Herbivore, Social Animal, and one defect of the mutant's choice.

MULE

Ability modifier: +2 Constitution

Skill modifier: None

Saving throw modifier: +1 bonus on Fortitude saves

Mutations: Extreme Resilience, Superior Kidney Development

Defects: Loner, Quadruped, and one defect of the mutant's choice.

OWL

Ability modifier: +2 Wisdom

Skill modifier: Spot +2. Owl beastmen add Spot to their permanent skill list.

Mutations: Sensitive Sight x2 (Low-light vision and Darkvision)

Defects: Carnivore, Night Person, and one defect of the mutant's choice.

RAT

Ability modifier: +2 Intelligence

Skill modifier: Hide +2. Rat beastmen add Hide to their permanent skill list.

Mutations: Accumulated Resistance, Hyper Olfactory

Defects: Muzzle, Reptile Brain (Panicked by Fire), and one defect of the mutant's choice.

RHINOCEROS

Ability modifier: +2 Strength

Skill modifier: Intimidate +2. Rhinoceros beastmen add Intimidate to their permanent skill list.

Mutations: Aberrant Horn Development, Gigantism

Defects: Loner, Quadruped, and one defect of the mutant's choice.

SHARK

Ability modifier: +2 Strength

Skill modifier: Swim +2. Shark beastmen add Swim to their permanent skill list.

Mutations: Hyper Olfactory, Serrated Dental Development

Defects: Carnivore, Reptile Brain (attack nearest target at scent of blood), and one defect of the mutant's choice.

SKUNK

Ability modifier: +2 Dexterity

Skill modifier: Hide +2. Skunk beastmen add Hide to their permanent skill list.

Mutations: Fur, Stench

Defects: Herbivore, Loner, and one defect of the mutant's choice.

BEASTMEN

SNAKE, CONSTRICTOR

Ability modifier: +2 Strength

Skill modifier: Escape Artist +2. Snake beastmen add Escape Artist to their permanent skill list.

Mutations: Abnormal Joint Flexibility, Hyper Olfactory

Defects: Carnivore, Day person, and one defect of the mutant's choice.

SNAKE, POISONOUS

Ability modifier: +2 Dexterity

Skill modifier: Escape Artist +2. Snake beastmen add Escape Artist to their permanent skill list.

Mutations: Hyper Olfactory, Serrated Dental Development

Defects: Carnivore, Day Person, and one defect of the mutant's choice.

TIGER

Ability modifier: +2 Strength

Skill modifier: Hide +2. Tiger beastmen add Hide to their permanent skill list.

Mutations: Claws, Hyper Olfactory

Defects: Carnivore, Loner, and one defect of the mutant's choice.

WEASEL

Ability modifier: +2 Dexterity

Skill modifier: Climb +2. Weasel beastmen add Climb to their permanent skill list.

Mutations: Hyper Olfactory, Serrated Dental Development

Defects: Carnivore, Muzzle, and one defect of the mutant's choice.

WOLF (ALSO DOG)

Ability modifier: +2 Dexterity

Skill modifier: Hide +2. Wolf beastmen add Hide to their permanent skill list.

Mutations: Hyper Olfactory, Serrated Dental Development

Defects: Carnivore, Social Animal, and one defect of the mutant's choice.

WOLVERINE

Ability modifier: +2 Constitution

Skill modifier: Climb +2. Wolverine beastmen add Climb to their permanent skill list.

Mutations: Adrenaline Control, Claws

Defects: Carnivore, Reptile Brain (must trigger Adrenaline Rush when below 50% hit points, attacks nearest target until adrenaline rush ends, cannot end adrenaline rush prematurely), and one defect of the mutant's choice.

NEW FEATS

LONE WOLF

You work better alone.

Effect: You gain a +2 morale bonus to attack and skill checks when you are at least 120 feet away from the nearest person.

PACK TACTICS (SPECIFIC SPECIES)

You know the mentality and combat tactics of a certain animal group.

Effect: When dealing with one animal species or Bestial Genotype you gain a +2 morale bonus to attack and skill checks.

SHEPHERD (SPECIFIC HERBIVORE SPECIES)

You have a strong urge to protect those that are usually hunted.

Effect: When fighting on behalf of an herbivorous species or Bestial Genotype you gain a +2 morale bonus to melee damage rolls and a +1 Dodge bonus to Defense.

TEAMWORK (SPECIFIC GROUP)

You work better with others.

Effect: When working with others who have the teamwork feat for the same group you gain a +2 morale bonus to attack and skill checks.

Special: You may take this feat more than once. Each time it applies to a different group.

NEW MUTATIONS AND DEFECTS

NEW MUTATIONS

BURST OF SPEED

You move tremendously fast for short periods of time.

Benefit: You can double your Movement for 1d10 rounds plus a number of rounds equal to your Constitution modifier. After engaging in this burst of speed you are fatigued until you rest for one hour. After resting you may use this ability again.

Advancement: Advancing this mutation increases the movement multiplier (x3 Movement, x4 Movement etc.)

Special: The Endurance feat increases the duration of the burst of speed mutation for 4 rounds. Mutants with the Endurance feat only need to rest for 30 minutes between bursts of speed.

FUR

You are covered in a rich coat of fur that provides some protection against attack and excellent ability to withstand cold weather. In hot weather, this mutation is miserable.

Benefit: You gain a +1 natural armor bonus. You are considered 10 degrees colder than the surrounding environment for purposes of saving throws to avoid damage. Normally nonlethal is suffered each hour at 40 degrees, each hour at 0 degrees and lethal damage is suffered every minute at -20 degrees. The mutant with this mutation would only suffer these effects at 30 degrees, -10 degrees and -30 degrees. If there is the potential for damage the mutant gains a +4 bonus on Fortitude saving throws to avoid damage and needs to save less often (double the amount of time between saves).

This mutation makes life in hot climates more difficult. The character suffers a -2 penalty on saving throws to avoid damage from hot weather. The character also sheds, granting a +2 bonus on any attempt to track him.

Advancement: Each time this mutation is advanced the mutant's "effective temperature" is increased by an additional 10 degrees (so damage would only be suffered at 20 degrees, -20 degrees and -40 degrees). While this is the only effect of advancement, this could allow the mutant to live comfortably in an environment that would be lethal to another character (think polar bears calmly swimming in arctic waters when a human would be dead in minutes).

TELESCOPIC VISION

You can see much greater distances than normal.

Benefit: You gain a +4 bonus on Spot checks. You suffer a -1 penalty to Spot checks every 20 feet, rather than the usual -1 per 10 feet. Any ranged weapon you

are using has its effective range increment increased by 10 feet. This mutation has no effect on any form of sight beyond the normal human range (the range of the Gamma-Ray Visual Sensitivity and Sensitive Sight mutations is unaffected).

Advancement: Every time this mutation is advanced the character adds 20 feet to his Spot skill's range increment (so the penalty to Spot checks increases to 40 feet, then 60 feet and so on). The effective range increment of ranged weapons is increased by 10 feet each time this mutation is advanced.

NEW DEFECTS

CARNIVORE

You eat only meat, a trait that can be sensed by herbivores and makes it difficult for them to trust you.

Penalty: You cannot digest any plant-based foods and only derive nourishment from the consumption of meat (a commodity that can be difficult to acquire in the Twisted Earth). In addition you cannot ride an herbivorous mount (the vast majority of mounted animals) and suffer a -6 penalty to Handle Animal and Ride skill checks when dealing with herbivorous animals.

When dealing with mutants (or sentient mutant animals), those with the herbivore defect also have trouble trusting you and you suffer a -2 penalty on Bluff, Diplomacy and Gather Information skill checks when dealing with them.

Advancement: Advancing this defect once means you cannot get along with non-sentient herbivores at all (they will either flee you or attack if forced to remain close) and your penalty for dealing with sentient herbivores is increased to -4. Each additional time past the first this defect is advanced grants all

herbivores (sentient and non-sentient) a +1 morale bonus to melee damage against you.

DAY/NIGHT PERSON

You have a strong desire to sleep at a certain time and lack energy when forced to be awake at the wrong time.

Penalty: When this defect is selected, you may choose your preferred activity cycle (night or day). If forced to operate during your usual "down time" (day for a night person, night for a day person) you are considered *fatigued* and suffer a -2 penalty to Strength and Constitution.

Advancement: The first time this defect is advanced, you suffer serious drowsiness during your down time, imposing a -4 penalty on Spot and Listen skill checks, as well as Initiative. If advanced a second time, you are considered *exhausted* during your down time (you cannot run and suffer a -6 penalty to Strength and Constitution). If advanced a third time you must make a Will check every hour (DC 15+1 per previous check) or fall asleep.

HERBIVORE

Through ancestry or the whims of mutation, you have acquired the feeding habits and mentality of the hunted, not the hunter.

Penalty: When attacked the herbivore's instinct is to run, and keep running until the attack is over. When confronted with danger the herbivore immediately acquires the Frightened condition (must flee, may fight at -2 to attack rolls but only if cornered) unless a Will save is made (DC 15). In fact, the herbivore's fear makes him better at running, granting a +5 ft. bonus each round to his Move.

If the herbivore's Will save is successful he may stay and fight but is shaken (-2 on all attack rolls, skill checks and saving throws).

A mutant with this defect can also not stand the sight or taste of meat and gains no nourishment from any ingestion of meat. As a slight beneficial side effect; however, the mutant can digest and gain nourishment from wild grasses that a normal character could not.

Advancement: Advancing this defect once raises the Will save DC to stand and fight from 15 to 20. Advancing it a second time raises the save DC from 20 to 25. Advancing it a third time changes the condition suffered if this save is failed from Frightened to Panicked (the herbivore drops whatever is being carried and flees, if cornered he cowers).

LONER

You prefer to be alone.

Penalty: You suffer a -2 morale penalty to attack and skill checks when working with another.

Advancement: Advancing this defect worsens the morale penalty by -2.

Special: You cannot take the Teamwork or Pack Tactics feats or abilities nor can you take the Social Animal defect.

MUZZLE

Your face has a distinctly animal shape to it. This makes it difficult to hide your beastman heritage as well as making it difficult for others to understand you when you speak. At higher levels of this defect characters might not realize they are listening to speech and think they are hearing the growls (or hisses, or whinnies) of an animal.

Penalty: You suffer a -5 penalty to disguise checks. When you speak, other characters must make a Listen check (DC 15) to understand you. Your speech impediment imposes a -2 penalty on all Diplomacy and Gather Information skill checks.

Advancement: Each time you advance this

defect the DC of the Listen check to understand you increased by 5 and the penalty you suffer to Diplomacy and Gather Information skills worsens by 2.

PAWS

You have paws rather than hands designed for manipulation. This makes it difficult for you to use weapons or tools.

Penalty: You suffer a -1 penalty to attack rolls with non-natural weapons. You also suffer a -2 penalty on the following skill checks: Craft (all), Disable Device, Forgery, Sleight of Hand.

Advancement: Each time this defect is advanced the attack penalty worsens by -1 and the skill penalty worsens by -2.

QUADRUPED

You have 4 legs rather than the usual biped 2 arms and 2 legs body type.

Penalty: You cannot take a move action and an attack action in the same round when attacking with a man-made weapon (anything that is not a natural weapon). To attack with a non-natural weapon (antlers, claws, teeth) you must rear back on your hind legs as a move action and suffer a -4 penalty on Balance skill checks. The Tumble skill is always a cross-class skill for you regardless of profession.

If you take the Dodge, Mobility or Spring Attack feats you may only use them when walking on all 4 legs.

Advancement: You cannot advanced this defect.

REPTILE BRAIN

Your brain reacts on animal instinct to a certain stimuli. For example, you might flee at the sight of blood or become berserk whenever you take damage. What causes the effect and the response to it are

chosen when this defect is gained and can never be changed.

Penalty: You lose conscious control of your character when confronted with certain stimuli. This stimulus-response mechanism is “hard wired” into your brain and cannot be changed, you also react this way no matter *how little sense* it makes.

For example, the badger beastman must activate his adrenaline rush when his hit points drop below 50% and attack the nearest target until his rage ends. He will react this way even if the source of the damage is he and his companions being dropped into a pit, turning on his companions and attacking them savagely. If the mutant had already used his adrenaline rush for the day he would still attack his comrades, just without benefits of the mutation.

The mutant can resist the instinctive reactions caused by this defect with a Will save (DC 15).

Advancement: Each time this mutation is advanced the DC of the Will save to resist goes up by +5.

SOCIAL ANIMAL

You are uncomfortable alone and work much better in groups.

Penalty: When you are more than 60 ft. away from your nearest teammate (strangers do not count so a social animal could receive this penalty in the middle of a crowded square) you are considered shaken (-2 penalty on all attack rolls, skill checks and saving throws).

Special: You cannot take the Lone Wolf feat or the Loner defect.

Advancement: Each time this mutation is advanced the penalty increases by -4.

NEW MUTANT FEATS

CULL THE WEAK

When attacking a lone target your predatory instincts help you to take him down.

Prerequisite: Defect (Loner)

Effect: When attacking a lone target, you gain a +1 morale bonus to attack rolls and a +2 morale bonus to melee damage rolls. To be considered alone the target of this ability must not have an ally within 60 feet.

DEFEND THE HERD

When defending your allies you fight with unusual ferocity.

Prerequisite: Defect (Social Animal)

Effect: When fighting on behalf of an ally or allies who are below 50% of their hit points, you receive a +1 morale bonus to attack rolls and a +2 morale bonus to damage rolls. The ally you are defending must be within 60 feet.

FIGHT OR FLIGHT

Your preference is to run and you run *fast*. When cornered you fight with great ferocity.

Prerequisite: Defect (Herbivore)

Effect: When fleeing from an attacker your movement is increased by +5 ft. If you fight an opponent you gain a +2 morale bonus to melee damage rolls.

PREDATOR

Your hunger for flesh makes you a better hunter.

Prerequisite: Defect (Carnivore)

Effect: You receive a +4 competence bonus to survival skill checks for tracking. You gain a +2 damage bonus to any natural weapon attack (claws, horns or teeth).

QUADRUPED MOVEMENT

Having multiple legs grants you movement advantages when using all four legs for movement.

Prerequisite: Defect (Quadruped)

Effect: When using all your legs for movement you gain a +10' bonus to your movement as well as a +4 bonus to all Balance skill checks and opposed attack rolls to resist being tripped.

NEW EPIC CLASS

ALPHA

The alpha is a human or mutated animal that has chosen to live with a pack of animals as his companions and protectors rather than the so-called sentient races of human and mutant. These wild men of the Twisted Earth prefer living by the savage rules of nature, finding them fairer and easier to understand than the ways of man.

REQUIREMENTS

To qualify to become an alpha a character must meet the following criteria.

Base Attack Bonus: +7

Skills: Handle Animal 13 ranks, Survival 13 ranks

Feats: Animal Affinity, Track

Special: A character with the Loner defect may not take levels in this class even if he meets the other prerequisites.

CLASS INFORMATION

The following information pertains to the alpha epic class.

Hit Die: 1d8

Action Points: 6+ one-half character level,

rounded down, every time the character gains a new level in this class.

Class Skills: The alpha's class skills (and the ability for each skill) are: Balance (Dex), Climb (Str), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Navigate (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis) and Swim (Str)

Skill points at each level: 3 + Int. modifier

CLASS FEATURES

All of the following are features of the alpha epic class.

Animal Companions: An alpha may begin play with an animal companion selected from the following list: carrion raptor, desert horse, lurking panther, monstrous cockroach (medium), rad wolf, ravening hounds or snuffle hog. If a Symbiote player progresses to the alpha epic class he gains this new animal companion in addition to the one he already possesses. These creatures are loyal to the alpha and one another as if they were members of the same pack and species. They will not prey on one another even when faced with hunger.

The alpha can attract more animal companions to a maximum HD equal to four times his alpha class level level. The alpha's animal companions also improve as she rises in level as shown on the table below:

Bonus HD: The number of additional eight-sided hit dice the animal receives, modified by Constitution.

Natural Armor Adjustment: An increase to the animal's natural armor.

Str/Dex Adjustment: An increase to the animal's Strength and Dexterity scores.

Bonus Tricks: A number of additional tricks the animal can be taught with the Handle Animal skill.

TABLE 1: ANIMAL COMPANION

Alpha Class Level	Bonus HD	Natural Armor Adj.	Str/Dex Adj.	Bonus Tricks	Special
1-2	+0	+0	+0	1	Link; Pack Tactics (alpha pack)
3-4	+2	+2	+1	2	Evasion
5-6	+4	+4	+2	3	Multiattack
7-8	+6	+6	+3	4	
9-10	+8	+8	+4	5	Improved Evasion

Link: This ability gives the alpha a +4 bonus on Handle Animal skill checks and Wild Empathy checks.

Pack tactics: The alpha's creatures are all considered part of the same pack and gain the Pack Tactics feat as a bonus feat. The animals in the alpha's pack can gain this feat even if they are loners.

Evasion: Against an attack where the animal could normally make a Reflex save for half damage, it suffers no damage on a successful Reflex saving throw. It still suffers full damage on a failed check.

Multiattack: If the animal has more than natural attack form it gains this feat as a bonus feat if it does not already possess it.

Improved Evasion: As evasion except the animal suffers only half damage on a failed save.

Wild Empathy: An alpha can improve the attitude

of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The alpha rolls 1d20 and adds her alpha level and her Charisma modifier to determine the wild empathy check result.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use wild empathy, the alpha and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but as with influencing people, it might take more or less time.

Animal Senses: The alpha gains a bonus to Spot and Listen skill checks equal to his alpha level.

Bonus Feats: At 3rd, 6th and 9th level the alpha gains a feat from the following list: Acrobatic,

Alertness, Athletic, Combat Reflexes, Cull the Weak, Defend the Herd, Dodge, Endurance, Fight or Flight, Great Fortitude, Guide, Improved Initiative, Lone Wolf, Mobility, Pack Tactics, Predator, Quadruped Movement, Shepherd and Spring Attack. The alpha must meet the prerequisite of any feat taken through this ability.

Pack Tactics: If the alpha has the pack tactics feat both he and his pack gain an increased bonus as listed on the class table (so a 4th level alpha and his pack gain a +3 bonus to attack and skill checks while an 8th level alpha gains a +4).

Animal Speed: At 5th level the alpha's speed is increased by +10' per round.

Animal Savagery: At 7th level the alpha can inflict extra damage on a successful attack by tapping into his animal fury. This ability requires the alpha to spend an action point. If the attack this ability is a critical, this bonus damage is not multiplied.

At 10th level the bonus damage from this attack rises to +4d6.



TABLE 2: THE ALPHA

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 st	+0	+2	+2	+0	Animal Companion; Wild Empathy	+1	+0
2 nd	+1	+3	+3	+0	Animal Senses	+1	+0
3 rd	+2	+3	+3	+1	Bonus Feat	+2	+1
4 th	+3	+4	+4	+1	Pack Tactics +1	+2	+1
5 th	+3	+4	+4	+1	Increased Movement	+3	+1
6 th	+4	+5	+5	+2	Bonus Feat	+3	+2
7 th	+5	+5	+5	+2	Animal Savagery +2d6	+4	+2
8 th	+6	+6	+6	+2	Pack Tactics +2	+4	+2
9 th	+6	+6	+6	+3	Bonus Feat	+5	+3
10 th	+7	+7	+7	+3	Animal Savagery +4d6	+5	+3

BEASTMAN NPCs

THE PACK

The Pack is a raider gang that only takes Bestial Genotypes with a pack mentality. This twisted gang sees themselves as a “brave new gang.” A new type of gang for the new world.

Background options: Resentfuls, Radicals

Common Classes: Raider, Road Warrior, Symbiote

Common Genotypes: Wolf (but any non-Loner animal Genotype is acceptable)

WHAT OUTSIDERS KNOW

Some say the pack are the descendants of the legendary Wolf Lord. While he is regarded as a mostly benign figure in the legends and stories of the Fertile Crescent, the Pack are much more malevolent, preying on the towns around the Great Lakes during the winter months, demanding food and shelter, then returning to the Canadian wilds in the summer.

THE REALITY

The truth is that the Pack have no relation whatsoever to the Wolf Lord (if he even really exists). Since he is almost the “Paul Bunyan” of the Lakes area, it is quite possible that the Pack have themselves linked his legend to their gang to gain more respectability.

These raiders prefer to use their natural weapons, seeing themselves as living “simply” and giving their prey a “fair chance,” and will typically surround their prey on their motorcycles. While the majority of the group ride around the victim in a circle, the dominant pack members will close in the circle on the victim. After they have brought him down and fed, the rest of the pack will attack and finish the victim off.

TYPICAL MEMBERS OF THE PACK

Medium Level member of the Pack (Post-Apocalyptic Hero 3/Road Warrior 3): CR 6; Medium-size mutant; HD 3d8+6 plus 3d10+6; HP 43; Mas 14; Init +4; Spd 30 ft; Defense 20, touch 18, flatfooted 16 (+2 equipment, +4 Dex, +4 class); BAB +5; Grap +6; Atk +6 melee (1d8+2, bite), or +9 ranged (2d8, Remington Streetsweeper); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +6, Ref +6, Will +1; AP 3; Rep +1; Str 13, Dex 18, Con 14, Int 10, Wis 8, Cha 12.

Occupation: Military (DW) (Drive)

Background: Radical (Knowledge [Tactics])

Skills: Drive +14, Hide +6, Intimidate +4, Knowledge (Ancient Lore) +3, Knowledge (Mutant Lore) +3, Knowledge (Tactics) +7, Pilot +4, Repair +6, Spot +5, Survival +2

Feats: Armor Proficiency (light), Combat Driving, Drive-By Attack, Mutation Advancement (Serrated Dental Development), Pack Tactics (Wolf Beastmen), Post-Apocalyptic Technology, Primitive Technology, Track, Vehicle Expert

Mutations and Defects: Hyper Olfactory, Serrated Dental Development, Carnivore, Social Animal

Talents (Post-Apocalyptic Hero): Mutation Knowledge, Mutant Weapon

Talents (Road Warrior): Boarding Party, Offensive Driving

Possessions: Remington Streetsweeper, Leather Armor, Dirtbike

High level member of the Pack (Post-Apocalyptic Hero 3/Road Warrior 7): CR 10; Medium-size mutant; HD 3d8+6 plus 7d10+14; HP 73; Mas 14; Init +4; Spd 30 ft; Defense 22, touch 20, flatfooted 18 (+2 equipment, +4 Dex, +6 class); BAB +9; Grap +10; Atk +10 melee (1d10+3, bite), or +13 ranged (2d8, Remington Streetsweeper); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +8, Ref +8, Will +2; AP 5; Rep +3; Str 14, Dex 18, Con 14, Int 10, Wis 8, Cha 12.

Occupation: Military (DW) (Drive)

Background: Radical (Knowledge [Tactics])

Skills: Computer Use +2, Drive +18, Intimidate +8, Knowledge (Ancient Lore) +3, Knowledge (Mutant Lore) +3, Knowledge (Tactics) +7, Pilot +4, Repair +16, Spot +5, Survival +2

Feats: Armor Proficiency (light), Combat Driving, Drive-By Attack, Gearhead, Mutation Advancement (Serrated Dental Development) x2, Pack Tactics (Wolf Beastmen), Post-Apocalyptic Technology, Primitive Technology, Tearing Bite, Track, Vehicle Expert

Mutations and Defects: Hyper Olfactory, Serrated Dental Development, Carnivore, Social Animal

Talents (Post-Apocalyptic Hero): Mutation Knowledge, Mutant Weapon

Talents (Road Warrior): Boarding Party, Offensive Driving, Vehicular Evasion, Master Mechanic, Improved Sideswipe

Possessions: Remington Streetsweeper, Leather Armor, Dirtbike

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