

THE SURVIVOR'S GUIDE

THE RUIN AT THE END OF THE WORLD

DARWIN'S WORLD
POST-APOCALYPTIC ADVENTURES

Requires the use of the d20 Modern™ Roleplaying
Game, published by Wizards of the Coast, Inc.



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SURVIVORS IN THE NECROPOLIS

The Ruin At The End of The World presents an iconic campaign setting for *Darwin's World*, the sprawling ruins of an Ancient-era metropolis that is now teeming with life - and danger. Page 216 of *Darwin's World 2nd Edition* offers some brief suggestions ("Adventure Hook 3") for running a campaign solely in the Necropolis, in which PCs are feral natives who live on the fringes of the city's bestial factions.

While some campaigns can take place in the

deserts and wilderness of the Twisted Earth, with characters traveling hundreds of miles and visiting dozens of communities during their lifetimes, a campaign set entirely in the Necropolis (while limited to a relatively smaller area, a single city) can be just as entertaining. The fight for survival here can be just as brutal, if not moreso. While the wilderness is desolate and offers few natural resources for a survivor to live on, it doesn't have the same sense of "danger-around-every-corner" that a campaign set in the city does.

This chapter offers some suggestions for making characters who are natives of the Necropolis, and who spend their days trying to survive, finding food, water, and shelter, while also avoiding (or dealing with) the powers of the old city. Consider it *Darwin's World's* version of the "Iron Man" game, ramped up in danger but also rich in rewards.



CHARACTER GUIDELINES

Making characters for this kind of "survival-themed" campaign is essentially the same as any other *Darwin's World* campaign, with the following exceptions. Keep in mind that these are just guidelines, and you can tweak these to suit your particular style of play at any time.

Any Race: PCs from the Necropolis can be anything from "pureblood" humans to mutants to androids. The Necropolis' current

factions (and history of lost enclaves) are diverse enough to reasonably allow characters of virtually any racial type to have survived among the ruins.

Limited Backgrounds: Most player character "survivors" should either be Ferals or former Tribals, hailing from long-extinguished tribal enclaves in the city. Alternatively, you can allow certain PCs (such as beastmen) to come from existing city factions, either as outcasts or active agents of a monster community. Beastmen from the Broken Ones might be considered *Resentfuls*, *Ritual Preservationists*, or even *Visionary Reinventors*; ghost raiders or hermits might be *Radicals*. Humans from the Purist Enclave would be *Resurrectors* or *Guardians*. With imagination other options are possible as well.

Limited Occupations: For the standard "survivor", occupations like *Guide*, *Predator*, and *Wanderer* are probably best. But characters hailing from established factions could have virtually any occupation from her previous life (*Military* and *Slaver* from the Broken Ones; *Corium Prospector* for someone from Den, etc.).

All Classes (Basic and Advanced): All classes are available, but it's up to the individual player to determine which will prove to be the most useful in a survival-oriented campaign setting.

Increased Starting Level: You can start PCs at first level as normal, but the hodge-podge presentation of encounters in this sourcebook means that one moment a PC can be facing an easy challenge, and the next an overwhelming enemy force. To give starting PCs more of a chance at survival, consider making all beginning PCs 4th level, instead of 1st. This represents years of living in the dangerous Necropolis, avoiding certain death

at the hands of radiation, mutated beasts, and the constant warfare between the city's bestial factions. This also gives characters a chance to begin play already in an advanced class, which helps portray the character as a grizzled survivor, instead of an amateur.

Variant Starting Equipment: In the case of characters native to the Necropolis, do away with starting corium (as determined by Occupation), as well as starting artifacts (as determined by Background). In the Necropolis, all characters who don't belong to a particular faction must survive by their wits, as scavengers, hunters, and, whenever possible, as traders. Though impoverished by the standards of most characters from beyond the Necropolis, these characters are guaranteed to start with equipment that will at least ensure their short-term survival.

Instead of regular gear, all starting characters begin with the following equipment:

- Rag clothes (pants, shirt)*
- Well-worn shoes or sandals*
- Wicker sun hat (for the sun) or bandana*
- (cheap dust mask)*
- Slingbag or small sack, plus one waterskin*
- 1d2 days of rations and 1d2 days of water*
- Choice of weapon (either a cleaver, club, knife, metal baton, hatchet, machete, or spear)*
- Blanket*

In addition to this starting gear, characters receive **ONE** roll on each of the following tables. This represents survival equipment, trade goods, and other "junk" the PCs has garnered through her scavenging, searching, and looting of the city ruins.

TABLE 1: SIMPLE FOODS

Food is an obvious necessity of surviving in the ruins of the Necropolis. Though hunting is an important part of survival, often the solo adventurer must resort to rations either preserved through his own efforts, or bartered for in a ruin community. Simple foods can range from jerked rat meat, canned foods/fruit, to C-rations.

Roll	Starting Item
01-09	1d3+1 extra days of water (10 cp per day)
10-18	1d2 extra days of water (10 cp per day)
19-27	1d6 cans of soda (5 cp each)
28-36	1d2 extra weeks of food rations (10 cp per day)
37-45	1d4+4 extra days of food rations (10 cp per day)
46-54	1d3 extra days of food rations (10 cp per day)
55-63	1d2 cans of unidentified food (fruit, soup, dog food, etc.)
64-72	1d3 military MREs (10 cp each)
73-81	1d2 ready meals (20 cp each)
82-90	2d6 military D-rations (treat as power bar; 10 cp each)
91-00	Roll again twice

TABLE 2: TRADE GOODS

Trade goods are items that don't really help a character survive, or overcome enemies, and are thus not on the top of his list of priorities. Still, traders at some ruin communities are willing to pay for anything, and the survivor soon learns to hold onto

junk in the event that he can barter it for something of more practical use.

Roll	Starting Item
01-07	Dirty magazine (200 cp)
08-14	Dirty slideshow viewer - 1d2 reels (50 cp for viewer, 8 cp for each reel)
15-21	Condoms - 1d10 in number (5 cp each)
22-27	Plastic bag - contains 1d4+1 joints (50 cp each)
28-33	Beads and baubles - 5d10 in number (0.5 cp each)
34-40	Shiny bottle caps - 3d10 in number (1 cp each)
41-47	Cigarettes - 3d4 in number (10 cp each)
48-54	Small sack - contains 1d100 corium pieces
55-61	Small sack - contains 3d4 gold teeth (10 cp each)
62-68	Necklace made from coins (15 cp)
69-75	Child's doll (10 cp)
76-82	Child's wind-up toy (20 cp)
83-89	Intricately-carved scrimshaw - human bone (25 cp)
90-96	Lacquered black shell covered in decorative calligraphy - mutant bug shell (50 cp)
97-00	Roll again twice

TABLE 3: "MAGIC" ITEMS

"Magic" items include unusual devices that appear to be "magical" to those who don't understand technology. They have proven useful, however (even

if inexplicable), and so the character keeps them despite not knowing exactly how they work.

Roll	Starting Item
01-07	Metal detector - with power cell (200 cp for detector, 50 for cell)
08-14	Flashlight, standard - with power cell (50 cp, 50 for cell)
15-21	Cigarette lighter - 8d4 uses left (40 cp; 0 cp when empty)
22-28	Corium lantern (90 cp)
29-35	Garo potion [B&L] (250 cp)
36-42	Badgut broth [B&L] (400 cp)
43-49	Juju salve - heals 1d4+1 (75 cp)
50-56	Fever potion [B&L] (200 cp)
57-63	Gourd (contains 1d3 uses of varo bat musk; see New Creatures; 50 cp per use)
64-70	Chemical light sticks - 1d4+1 in number (10 cp each)
71-77	Light rods - 1d3 in number (15 cp each)
78-84	Firestarter cubes - 1d3 (25 cp each)
85-91	Mastercraft weapon +1 (player's choice, picked from possible starting weapons; 300 cp + value of base weapon)
92-98	Stage IC identity card (1,000 cp)
99-00	Superstitious "medicine bag" - worn around neck, provides +1 morale bonus to saving throws, but loses bonus if opened (contains random junk; 1-2 dirt and dust, 3-4 coins and rings, 5-6 1d4+1 bullets of a random caliber, 7-8 1d2 doses of a random medicine in pill)

TABLE 4: SURVIVAL GEAR

Survival gear includes the basic necessities such as tools for hunting, starting fires, and building a shelter. Rudimentary stuff, but often the kind of things that separate the living from the dead.

Roll	Starting Item
01-03	Car opening kit (50 cp)
04-07	Hand-operated gasoline siphon (50 cp)
08-10	Hand-operated tire pump (50 cp)
11-13	Tire repair kit (25 cp)
14-16	Survival kit - missing medi-spray (200 cp)
17-19	Survival kit - complete (1,200 cp)
20-22	Small animal snares - 1d4 in number (10 cp each)
23-25	Rat traps - 2d4 in number (10 cp each)
26-28	Magnesium firestarter (150 cp)
29-31	Flash goggles (75 cp)
32-34	Spyglass (75 cp)
35-37	Binoculars, standard (50 cp)
38-40	Can opener, manual (25 cp)
41-43	Juju kit (200 cp)
44-46	One-man tent - made from hides (50 cp)
47-49	One-man tent - pre-Fall model (75 cp)
50-52	Dust mask - wearer may re-roll a failed save vs. inhaled toxins (50 cp)
53-55	Extra sacks - 1d3 in number (15 cp each)
56-58	Halazone tablets - 2d4 in number (50 cp each)
59-61	Potassium iodide tablets - 2d3 (100 cp each)

62-64	Small gourd (contains 1d4 doses of a random poison; 1-2 arsenic, 3-4 belladonna, 5-6 curare, 7-8 mutant bug venom, 9-10 rattlesnake venom, 11-12 scorpion/tarantula venom)
65-67	Map - shows 1d3+1 sites of GM's choosing; good way to guide PCs to locations you want to begin with (100 cp)
68-70	AR-7 - plus 2d6 rounds of .22 ammunition (240 cp)
71-73	Pipe rifle - plus 2d6 rounds of ammunition (random caliber; 1-2 .22 LR, 3-4 5.56mm, 5-6 7.62mmR, 7-8 7.62mm; value varies)
74-76	TEC-9, damaged and bound with tape; breaks on any natural attack roll of 1 - plus 2d6 rounds of 9mm ammunition (300 cp)
77-79	Uzi, damaged and bound with tape; breaks on any natural attack roll of 1 - plus 2d6 rounds of 9mm ammunition (750 cp)
80-82	AKS [B&L], damaged and bound with tape; breaks on any natural attack roll of 1 - plus 2d6 rounds of 5.45mm ammunition (250 cp)
83-85	M1 Garand [B&L], damaged and bound with tape; breaks on any natural attack roll of 1 - plus 1d6 rounds of .30-06 ammunition (600 cp)
86-88	Remington 1100 [B&L] - plus 3d6 rounds of 20-gauge ammunition (400 cp)
89-91	Sawed-off shotgun - plus 2d4 rounds of 12-gauge ammunition (600 cp)
92-94	Dart rifle - plus 2d3 darts (darts will contain random poison; 1-2 atropine, 3-4 blue vitriol, 5-6 cyanide, 7-8 strychnine)
95-00	Roll again

TABLE 5: SCAV ATTIRE

Most ruin pickers get by with rags snatched from the dead or from old garbage heaps. Some make a living salvaging rare articles from the past and selling them in communities like *Den* or *Sanctuary* (Areas #008 and #011). Most, however, don't have this luxury.

Roll	Starting Item
01-07	Fatigues in urban camo - good condition (90 cp)
08-14	Hunter's coveralls - forest camouflage (90 cp)
15-21	Fatigues in urban camo - old and tattered (45 cp)
22-28	Clothing made from hides (15 cp)
29-35	Patchwork clothing (30 cp)
36-42	Extra set of rag clothes (20 cp)
43-49	Impromptu shield - made from STOP sign (5 cp)
50-56	Large shield - made from wood (75 cp)
57-63	Small shield - made from hides (25 cp)
64-70	Riot shield (100 cp)
71-77	Leather jacket (25 cp)
78-84	Leather armor (40 cp)
85-91	Chainmail shirt (800 cp)
92-00	Roll again

TABLE 6: THE GHOST RAIDER

Level	BAB	Fort	Reflex	Will	Special	Defense	Reputation
1	+0	+1	+1	+0	Vehicle Tinkering	+1	+1
2	+1	+2	+2	+0	Shadow Vehicle	+1	+1
3	+2	+2	+2	+1	Bonus Feat	+2	+1
4	+3	+2	+2	+1	Cheap Repair	+2	+2
5	+3	+3	+3	+1	Banshee Wail	+3	+2



NEW ADVANCED CLASSES

Three new advanced classes are introduced in *The Ruin At The End Of The World*, each of which finds a place among the factions of the city. But player characters can also take on these advanced classes. These classes (the *Ghost Raider*, the *Raging Claw*, and the *Xeno Scout*) are detailed in this section.

GHOST RAIDER

When the great raider gang of Kruel the Conqueror once reigned supreme over parts of the Necropolis, "Ghost Raiders" were men and women recruited from the fringes of their savage people. Unstable and psychotic, they were known to paint themselves with ghost-like faces, hooting and screaming like banshees as they led the charge from the ruins against the victims of Kruel's raider "empire". Since the Fall of the raiders their presence has almost completely disappeared, though some claim survivors of Kruel's worst butchers - the Ghost Raiders - still live among the ruins, like revenants hiding from sight, waiting for the chance to reclaim what their people lost.

Though most were crazy to begin with, and others slowly became insane living alone in the ruins of the city after the destruction of the raider empire of Anaheim, *Ghost Raiders* are still wily raiders who make up for their hunted status in the city through stealth, lightning-fast attacks, and fearless rage. Today Ghost Raiders are a scattered menace, living alone or, in rare cases, in small groups among the ruins. Hunted by the Hive, as well as ghouls and other established communities, they live their life on the run, taking whatever they can whenever possible, using hit-and-run tactics to stay alive, and mastering stealth to keep themselves invisible.

The Ghost Raider is a five-level advanced class that presents a variation on the basic *Raider*. The focus of the Ghost Raider is on survival, presenting a character that takes care of her own equipment (armor, weapons, and vehicles), performs ramshackle repairs with few resources at her disposal, and, above all, uses stealth and the lingering reputation of her raider past to keep her enemies in fear.

REQUIREMENTS

To qualify to become a Ghost Raider, a character must fulfill all the following criteria.

Skills: Drive 6 ranks, Repair 6 ranks.

Feats: Archaic Weapons Proficiency or Personal Firearms Proficiency or Futuristic Firearms Proficiency, Intuitive Mechanic.

CLASS INFORMATION

The following information pertains to the Ghost Raider advanced class.

Hit Die: 1d8.

Action Points: 6 + one-half of the character's level, rounded down, every time he or she attains a new level in this class.

Class Skills: The Ghost Raider's class skills

are: Drive (Dex), Hide (Dex), Intimidate (Cha), Knowledge (tactics), Move Silently (Dex), Navigate (Int), Repair (Int), Survival (Wis).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

The following features pertain to the Ghost Raider advanced class.

Bonus Feat: A Ghost Raider receives a bonus feat at 3rd level. The feat must be selected from the following list, and the character must meet the prerequisite to select it: Drive-By Attack, Gearhead, Force Stop, Shot on The Run, Stealthy, Surface Vehicle Operation, Track, Vehicle Combat, Vehicle Dodge, Vehicle Expert, Vulture.

Vehicle Tinkering: To survive the Ghost Raider learns to squeeze every last bit of performance out of her ride. This ability works the same as the Tinker's *Tinkering* ability; except that it only applies to modifying her vehicle (i.e. it can increase initiative checks or maneuver). To use this ability the Ghost Raider must spend 1 action point and make a Repair check (Tinker DC, and the chance of needing repairs later, are shown on page 41 of *Darwin's World 2nd Edition*).

Shadow Vehicle: Most Ghost Raiders decorate their vehicles to match their own body paint, so that together they can easily hide in the urban ruins. Similarly a skilled Ghost Raider learns to finely tune her vehicle so that the engine makes as little noise as possible, allowing her to move by moonlight, shadow

prey, or strike suddenly from hiding without giving herself away. At 2nd level a Ghost Raider may hide and move silently while moving on her vehicle; roll for Hide and Move Silently normally, and apply the total modified results to her vehicle as well, though it receives a penalty depending on its size (-16 if Colossal, -12 if Gargantuan, -8 if Huge, and -4 if Large).

Cheap Repair: A Ghost Raider learns to repair objects, including her vehicle, with whatever is on hand. At 4th level the Ghost Raider may half the cp cost of Raw Materials required for any repair. Alternatively, if she spends the full amount, she doubles the amount of hit point damage repaired with a successful check instead.

Banshee Wail: As an attack action a Ghost Raider can generate a cry that brings fear to all opponents within a 30-foot radius that have a lower level than she does. Creatures that fail a Will saving throw (DC 10 + 1/2 the Ghost Raider's character level + Charisma modifier) are shaken, suffering a -2 penalty on attack rolls, saves, and skill checks for a number of rounds equal to 1d6 + the Ghost Raider's Charisma. Deaf opponents are unaffected.

If the character also has the *Bloodthirsty Cry* ability of the Raider she may combine the two as a single full-round action; the DC to save remains the same, but the penalty stacks (for a total of -4).

RAGING CLAW

Raging Claws are members of the Broken Ones empire who have surrendered to the beast within them, choosing their animal nature over their human one. Gone off the deep end from their degenerate mutations, they are totally lacking fear, embodying the primal hunger and savagery of animals, with only the remnants of intelligent reason and humanity that defined their human forebears.

The *Raging Claw* is a new advanced class for the "beastman" variant race that focuses on using natural weapons and natural attacks, such as claws and bites. In the Necropolis setting the Raging Claws comprise a tier of Broken One society that has given themselves over completely to the "beasts within", becoming something primal and fearsome in exchange for sacrificing the last remnants of their partial human ancestry.

Individual Raging Claws vary in their capabilities, depending on their particular beastman form. Some learn to enter a feral frenzy or rage, while others develop a tough natural armor through ritual scarring. Whatever their strengths, the Raging Claw learns to become a ferocious combatant, through which to remind the surviving children of civilization - human and mutantkind - that Nature may be down, but it's not defeated.

REQUIREMENTS

To qualify to become a Raging Claw, a character must fulfill all the following criteria.

Race: Beastmen only.

Base Attack Bonus: +3.

Feats: Weapon Focus (any natural weapon).

TABLE 7: THE RAGING CLAW

Level	BAB	Fort	Reflex	Will	Special	Defense	Reputation
1	+1	+2	+0	+0	Bestial Feature	+1	+1
2	+2	+3	+0	+0	Bestial Feature	+1	+1
3	+3	+3	+1	+1	Bestial Feature	+2	+1
4	+4	+4	+1	+1	Bestial Feature	+2	+2
5	+5	+4	+1	+1	Bestial Feature	+3	+2

CLASS INFORMATION

The following information pertains to the Raging Claw advanced class.

Hit Die: 1d12.

Action Points: 6 + one-half of the character's level, rounded down, every time he or she attains a new level in this class.

Class Skills: The Raging Claw's class skills are: Climb (Str), Intimidate (Cha), Jump (Str), Listen (Wis), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex).

Skill Points at Each Level: 3 + Int modifier.

CLASS FEATURES

The following features pertain to the Raging Claw advanced class.

Bestial Feature: At every level the Raging Claw may choose one feature from the following list. Unless otherwise noted a character may only choose a feature once.

Bonus Feat: Each time this feature is taken the Raging Claw may select any Beastman feat that she meets the prerequisites for. This includes feats introduced in *Beastmen* (by Charles Rice), as well as those Beastman feats introduced in this book.

Feral Instinct: By taking this feature, each time the Raging Claw is called on to make a Reflex or Will save she may use her Fortitude save instead. Doing so requires the use of an action point.

Greater Natural Weapon Specialization: By taking this feature the Raging Claw gains greater weapon specialization with a specific natural weapon that she also has applied the *Weapon Focus* feat or class feature, as well as the *Natural Weapon Specialization* feature, to. She gets an additional +2 bonus on damage rolls with the chosen weapon (for a total of +4).

Natural Weapon Advancement: A Raging Claw

learns how to make the most of her natural weapons. This feature may be chosen more than once; each time it has the effect of advancing any one of the following mutations by one step: Aberrant Horn Development, Claws, or Serrated Dental Development. The Raging Claw must have the mutation in question to advance it.

Natural Weapon Familiarity: By taking this feature the Raging Claw can now make multiple attacks with whichever natural weapon she also has *Weapon Focus* in. This only applies if the character's base attack is high enough to allow multiple attacks.

Natural Weapon Specialization: By taking this feature the Raging Claw gains weapon specialization with a specific natural weapon that she also has applied the *Weapon Focus* feat or class feature to. She gets a +2 bonus on damage rolls with the chosen weapon.

Improved Natural Armor: Because she often accumulates terrible scars from battle, a Raging Claw's natural armor may increase as she goes up in level. This feature may be chosen more than once; each time it increases the character's natural armor by +1. If the character already has natural armor from another source, this bonus stacks. If the character does not have natural armor, he gains it.

Rally The Rage: Whenever the Raging Claw kills an opponent (i.e. drops to -10 hit points) in combat all of her allies within 30 feet receive a +1 morale bonus to attack rolls, damage, and saving throws for 1d4 rounds thereafter.

XENO SCOUT

Xeno Scouts are most commonly found as specialists in the Purist militia of the Necropolis, where they are employed to scout the Enclave's frontier for signs of ghouls and Broken One

infiltration. They wander about keeping tabs on the Purists' defensive ring of traps, and killing anything they stumble upon to keep the frontier safe. When they encounter something too tough to kill on their own, they blend back into the shadows and return to base, reporting what they've seen.

The *Xeno Scout* is a survivor first and foremost, sometimes employed by a community, but just as often a loner with no ties to any particular group. The real survival technique of the *Xeno Scout* is her own wariness of others (some are borderline paranoid), using stealth and secrecy to shadow and observe those she encounters in the ruins, without ever being detected. Even if she is spotted - usually just as movement out of the corner of one's eye - the *Xeno Scout*'s sharpened reflexes allow her to either get away before her foes get a good look at her, or to get the first strike in, one that will certainly be a decisive killing blow.

Though *Xeno Scouts* most often come from xenophobic communities, serving as their "eyes and ears" outside their sheltered compounds, others - including survivors not affiliated with any faction - often develop the hiding, sneaking, and opportunistic use of cover that are hallmarks of this advanced class. As such the *Xeno Scout* class is open to almost any character.

REQUIREMENTS

To qualify to become a *Xeno Scout*, a character must fulfill all the following criteria.

Skills: Hide 6 ranks, Move Silently 6 ranks.

Feats: Archaic Weapons Proficiency or Personal Firearms Proficiency or Futuristic Firearms Proficiency, Improved Initiative.

TABLE 8: THE XENO SCOUT

Level	BAB	Fort	Reflex	Will	Special	Defense	Reputation
1	+0	+0	+2	+0	Kill Quickly, Kill Quietly, Take Cover 1	+1	+0
2	+1	+0	+3	+0	Scout Sense 1	+2	+0
3	+2	+1	+3	+1	Bonus Feat	+2	+0
4	+3	+1	+4	+1	Take Cover 2	+3	+0
5	+3	+1	+4	+1	Scout Sense 2	+4	+1

CLASS INFORMATION

The following information pertains to the Xeno Scout advanced class.

Hit Die: 1d8.

Action Points: 6 + one-half of the character's level, rounded down, every time he or she attains a new level in this class.

Class Skills: The Xeno Scout's class skills are: Climb (Str), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Navigate (Int), Sleight of Hand (Dex), Spot (Wis), Survival (Wis), Swim (Str).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

The following features pertain to the Xeno Scout advanced class.

Bonus Feat: A Xeno Scout receives a bonus feat at 3rd level. The feat must be selected from the following list, and the character must meet the prerequisite to select it: Alertness, Dodge, Know The Signs [B&L], Mobility, Nimble, Run, Stealthy, Sworn Enemy [B&L], Track.

Kill Quickly, Kill Quietly: To avoid discovery a xeno scout must make her attacks count. If a xeno scout studies her opponent(s) for 1 full round (taking no other offensive action), she gains a competence bonus to her next attack roll equal to her class level.

Take Cover: At 1st level the xeno scout gains additional benefits to her Hide checks from cover or concealment. At 4th level she also gains an increased

bonus to Defense when taking cover.

Cover/Concealment Bonus to Hide/Defense

One-quarter	+2/+3
One-half	+4/+6
Three-quarters	+11/+10
Nine-tenths	+18/+14

Scout Sense: At 2nd level the xeno scout gains the ability to act in a surprise round, even if she was surprised. At 2nd level the only action she may take is a move action (usually to take cover or flee from sight).

At 5th level the xeno scout's *Scout Sense* ability improves. At this level she may take any standard, attack, or move action during a surprise round.



BEASTMAN FEATS

This section introduces eight new feats, all of which are exclusive to the *Beastman* race. As a result, only Beastman characters may take these feats, though they still must meet any other prerequisites listed under a given feat. Most of these feats are themed to a particular genotype (or group of genotypes), so not all of these feats will be available to every Beastman character.

BAY OF THE PACK

Like a dog, wolf, or other pack hunter, you bay to alert others of your kind to danger - and to the presence of prey.

Prerequisite: Social Animal.

Benefits: You may howl as a standard action, which draws the attention of all creatures of your genotype (or even unmutated animals related to your genotype) within 100 ft. These creatures know your exact location the moment you howl.

CAMOUFLAGE

Many *Beastmen* are descended from animals that used camouflage to hunt or to evade predators, such as tigers, snakes, turtles, lizards, etc.. You are one of them.

Prerequisite: Genotype descending from an animal species that normally has camouflage hide/fur/scales (GM's discretion).

Benefits: Pick a natural environment (mountains, forest, desert, grasslands, arctic, etc.). You gain a +4 species bonus to hide checks in your chosen environment.

INFESTED FUR

Your fur is infested with ticks and/or lice.

Prerequisite: Filthy.

Benefits: Any time another creature comes into contact with you, grapples you, or makes a successful unarmed attack against you it must make a Fortitude save at DC 17 or become *infested*. A creature that becomes *infested* suffers a -1 penalty to all skill checks and attack rolls until it receives medical treatment (the infestation can be cured with a Treat Injury check at DC 15).

PREHENSILE APPENDAGE

Many animals have prehensile appendages; an elephant has its trunk, a monkey has its tail, etc.

Prerequisite: Genotype descending from an animal species that normally has a prehensile appendage (GM's discretion).

Benefit: You may use your extra appendage to hold any item or object just as if it were a hand. However, you cannot use the appendage to make attacks, or operate the object in any way. The sole benefit of this feat is to allow you to hold extra items while freeing your hands for other things.

STOMP

Your genotype's tremendous girth allows you to crush objects - and enemies - underfoot.

Prerequisite: Elephant, Hippo, Rhino, or other heavy genotype (at GM's discretion) only.

Benefits: Your unarmed attacks do lethal damage. In addition, on a successful critical hit with an unarmed attack your foe is *stunned* for 1 round (no save).

TREE CLIMBER

Whether you descended from a monkey or great cat, you have inherited your ancestors' ability to dance among the treetops.

Prerequisite: Ape, Monkey, or Jaguar genotype only.

Benefits: You may move your full speed when climbing without penalty, and you do not lose your Dex bonus when climbing.

Normal: You take a -5 penalty to your Climb check if you move your full speed when climbing. You are also considered flat-footed while climbing.

UNSETTLING CACKLE

Your species is known for its unsettling noises, whether it's a hyena's haunting giggle, a monkey's ear-piercing screech, etc.

Prerequisite: Hyena or Monkey genotype only.

Benefits: As a standard action you may generate an eerie giggle or monstrous cackle. All foes who hear you must make a Will save (DC 10 + your Cha modifier) or be *shaken* for 1d4 rounds.

WILD CHILD

Though you are a *Beastman*, animals from which your genotype originates recognize you as one of them.

Prerequisite: Beastman.

Benefits: Animals related to your genotype will only attack you if they are starving, or if trained and commanded by their master (such as a Symbiote's *partner*). Otherwise such animals consider you one of them, and have an initial attitude of *Friendly*.

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