

TORMENTOR & SPIDERTRAG'S FIRST NETBOOK FOR 2ND ED. DARWIN'S WORLD

TORMENTOR & SPIDERTRAG'S FIRST NETBOOK (V 1.3) FOR 2ND EDITION DARWIN'S WORLD

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NEW MUTATIONS

Mutation

Electromagnetic Pulse Generation

Heightened Mental Attribute

Heightened Physical Attribute

Mimicry

Parrot

Photosynthesis

Transfusive Healing

ELECTROMAGNETIC PULSE GENERATION

The mutant can generate a tight pulse of electromagnetic energy which can be discharged from his hands or eyes. This attack damages electronic, cybernetic, and robotic components, however, it does very little damage to living targets.

Benefit: The mutant can emit a directed electromagnetic pulse as a ranged touch attack (range of 20 feet), inflicting 2d6+1 points of energy damage per character level (up to a maximum of +10). For example, a 5th level character would inflict 2d6+5 damage with an electromagnetic pulse.

The pulse deals normal damage against robots, cyborgs, and androids (unless the android in question has specific countermeasures, in which case the pulse has no effect). If the damage equals or exceeds the target's Hit Dice, the target must make a Reflex save (equal to the damage dealt). If the Reflex save is successful, the target is dazed for 1 round. If the target fails the save, it shuts down until repaired.

Generating the pulse and firing it at a target requires a regular attack action. The mutant can use this mutation a number of times per day equal to 2+ the mutant's Constitution modifier (minimum 2).

Advancement: Each advancement of this mutation increases the damage by 1d6, the number of uses per day by 1, and the range by 10 feet.

Special: The pulse does minimal damage to living creatures at close range. The pulse will only inflict a total of 1d4 points of damage to living creatures within the first 20 feet. Living targets outside the 20 foot range are completely unaffected. These limitations are absolute...they apply even after this mutation has been advanced one or more times.

- Inspired by 4th Edition Gamma World

HEIGHTENED MENTAL ATTRIBUTE

One of the mutant's mental attributes is improved.

Benefit: The mutant's chosen attribute increases by 1. If you wish, you may randomly select an attribute by rolling 1d6 (Intelligence 1-2, Wisdom 3-4, Charisma 5-6).

Advancement: None

- Inspired by 4th Edition Gamma World

HEIGHTENED PHYSICAL ATTRIBUTE

One of the mutant's physical attributes is improved.

Benefit: The mutant's chosen attribute increases by 1. If you wish, you may randomly select an attribute by rolling 1d6 (Strength 1-2, Dexterity 3-4, Constitution 5-6).

Advancement: None

- Inspired by 4th Edition Gamma World

MIMICRY

The mutant can transform himself into the shape of another humanoid or animal that he touches.

Benefit: The mutant cannot just shapechange into any form he desires, he can merely copy the physical form of another creature he touches. He can only assume the form of creatures his own size, or one size category smaller.

In order to begin the transformation, the mutant only needs to touch the original subject (or succeed at a touch attack if the subject is unwilling to be duplicated).

The transformation process takes 10 full rounds to complete. During this transformation, the mutant is considered to be Dazed. This means he can take no further actions, but still has his normal Defense.

The mutant may use this ability once per Constitution modifier (minimum of 1) per day. The mutant can remain in his transformed shape for one hour per Constitution modifier (minimum 1) each time he uses this ability.

Advancement: Each advancement of this mutation allows the mutant to use this power one additional time per day, and allows the mutant to remain in his transformed state 2 additional hours per use.

For example, consider a mutant with a +3 Constitution modifier and one advancement of Mimicry. He can use this ability 4 times per day and each time he uses it he can remain transformed for 5 hours.

Special: A transformed mutant gains the Strength, Dexterity, and Constitution scores of the original subject but retains his own Intelligence, Wisdom, and Charisma scores. He also gains all physical mutations and natural attacks of the

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original subject while losing all of his own. He does not gain any of the subject's neural mutations but does retain his own.

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PARROT

The mutant can imitate sounds and voices.

Benefit: The mutant has a perfect short-term aural memory and has advanced vocal mechanisms that can perfectly duplicate sounds and voices he has heard in the last 12 hours.

His sound imitation does not allow him to duplicate damaging sonic attacks, however, he can perfectly imitate even very loud noises such as gunshots, grenade blasts, etc. This ability is essentially like replaying a recording of the exact noise he heard.

His vocal imitation ability allows him to perfectly mimic the vocal patterns of a human or the noises of an animal so he can carry on conversations believably in his duplicated voice, not just replay specific noises.

Advancement: Each advancement of this mutation extends the time period for the mutant's aural memory by another 12 hours.

Special: This mutation does not confer any ability to hear sounds outside his normal auditory range, and the mutant must be able to hear what he will try to parrot.

- Inspired by 4th Edition Gamma World

PHOTOSYNTHESIS

The mutant's skin structure has been altered to absorb sunlight and produce nourishment.

Benefit: If the mutant can spend at least 3 hours a day in direct, bright sunlight (or 6 hours in dim light) then he does not require any food that day. The mutant must adhere to normal requirements for water.

The mutant is not required to limit any activities while in sunlight because the photosynthesis will occur even while he performs other actions (moving, fighting, etc).

Indoor lights specifically manufactured for agriculture (hydroponics lamps, etc) can be substituted for sunlight. The mutant's skin pigmentation becomes either green or black.

Advancement: None

Special: If the mutant can suspend all activities and spend a full day of rest, with at least 6 hours of that rest being in direct, bright sunlight, he will heal at triple his normal rate for that day.

The mutant is more susceptible to damage from light-based attacks (lasers, masers, optic emissions mutation, etc). He takes 1.5 times

(rounded up) the normal damage from such attacks because of his light-sensitive skin.

If the mutant has enough water and sunlight, he can survive in an airtight enclosure for a reasonable period of time since he can exchange Oxygen and Carbon Dioxide with himself.

Characters with Photosynthesis may not also have the Nocturnal or Protective Dermal Development mutations. They also cannot apply the Bizarre Pigmentation defect to their skin color.

- Inspired by 4th Edition Gamma World

TRANSFUSIVE HEALING

The mutant can choose to expend some of his own life force to heal another living creature

Benefit: The mutant can heal other living creatures by touching them. He cannot heal himself. He simply needs to touch the target creature. The transfusion is a move action.

The mutant heals 1d6 + his own Constitution modifier (minimum 1) hit points in the target creature. He cannot raise the target creature's hit point total above its maximum total hit points.

The other side of the equation is that the mutant takes 1d4 points of damage when he heals the target creature. This damage heals normally.

Advancement: This mutation may be advanced one time. The healing dice increases to 1d12 and the personal damage dice increases to 1d8.

Special: There is no theoretical limit to the number of times a mutant can use this ability per day. As long as he has positive hit points available and is willing to sacrifice them to help others. However, the mutant can only use transfusive healing on a specific target creature once per day.

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NEW DEFECTS

Defect

Amnesia

Diminished Physical Attribute

Moebius Syndrome

AMNESIA

The mutant suffers from a form of anoxia that periodically causes memory loss.

Penalty: In stressful situations such as combat, the mutant has at least a 10% chance (roll percentile) of forgetting the last 1d20 hours. The GM should increase the odds of amnesia if the situation is extremely stressful. If the mutant suffers a bout of amnesia, he will be Dazed for 1d4 rounds. This means he can take no actions, but still has the benefit of his normal Defense. This amnesia brought on by stressful situations will not affect the mutant more than twice a day.

Also, even during normal, non-stressful situations the mutant has a chance of forgetting simple things. This means the mutant is never allowed to take 10 or take 20 on Intelligence-based skill checks.

Advancement: Each advancement of this defect will increase by 2 the number of times per day the mutant can suffer amnesia from stressful situations.

- Inspired by 4th Edition Gamma World

DIMINISHED PHYSICAL ATTRIBUTE

One of the mutant's physical attributes is negatively affected.

Penalty: The mutant's chosen attribute decreases by 2. If you wish, you may randomly select an attribute by rolling 1d6 (Strength 1-2, Dexterity 3-4, Constitution 5-6).

Advancement: None

- Inspired by 4th Edition Gamma World

MOEBIUS SYNDROME

Moebius Syndrome is a disorder characterized by permanent facial paralysis. People with Moebius Syndrome can't smile or frown, and they can't blink or move their eyes from side to side. Two important cranial nerves are not fully developed, causing lateral eye movements, facial

expressions, and sometimes even adequate blinking, to be impossible.

Penalty: Because the mutant is powerless to transmit emotions through facial expressions, he suffers a -2 to his Charisma. He suffers an extra -2 penalty to Disguise and Diplomacy checks, but gains a +5 bonus to Bluff checks since he essentially has the ultimate "poker face". Finally, the inadequate flushing (blinking) and loss of lateral eye movement affords the mutant a -2 penalty to Search and Spot checks.

Advancement: None

Special: Mutants with this defect may not also have the Blindness defect, the Sensitive Sight mutation, or the Expanded Optic Orbit mutation.

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NEURAL FEATS

Feat

Confuse

Psychometry

CONFUSE

You can confuse a target for a short duration.

Prerequisite: Telepathy.

Effect: If the target of this ability fails a Will Save (DC 10 + your Charisma modifier), the target is confused. For each round the target is confused, roll a d10 and consult the following table to determine the random action taken for that round:

Result	Target's Action for 1 Round
1-2	Does nothing.
3-4	Wanders away slowly.
5-6	Attacks nearest creature.
7-8	Attacks nearest inanimate object.
9-10	Attacks randomly chosen enemy.

The target is not dazed or stunned, so attackers do not gain any special advantage. Confused creatures will defend themselves and if attacked, they will engage the attacker on the next round.

Action: Attack.

Duration: One round plus one round per Telepathy advancement.

Usage: Unlimited.

- Inspired by 4th Edition Gamma World

PSYCHOMETRY

You can see past events associated with an inanimate object by simply touching it and concentrating.

Prerequisite: Precognition.

Effect: This ability enables you to concentrate on an object you are touching and then see events associated with its past. For each item you investigate, roll 1d20 and consult the following table to determine how far back in the object's past you can see. Also add a +2 bonus to your roll for each time you've advanced your Precognition mutation.

Result	Past	Result	Past
1-2	1 hour	21-22	2 months
3-4	2 hours	23-24	4 months
5-6	4 hours	25-26	8 months
7-8	8 hours	27-28	1 year
9-10	1 day	29-30	2 years
11-12	2 days	31-32	4 years
13-14	4 days	33-34	8 years
15-16	1 week	35-36	16 years
17-18	2 weeks	37-38	32 years
19-20	1 month	39-40	64 years

You never re-roll for subsequent uses of this ability on an item. You continue to use your original roll. In other words, using this ability more than once on a specific item will not provide you with information further back in time than you received in your first attempt... unless you have advanced your Precognition mutation since that first attempt. If you have advanced your Precognition mutation since you last attempted to read an object then on your subsequent attempt you do get to apply the extra +2 modifier granted by that advancement. Don't forget to take into account the time that has passed since the last attempt, however, because if you've waited long enough between attempts and you had a medium to low roll then the time that has passed may more than cancel out the time period enhancement from the new +2 modifier.

Action: Move.

Duration: Instant

Usage: Precognition.

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BROTHERHOOD OF RADIATION

The official Darwin's World rules offer a Telekinetic Force Master prestige class for the Brotherhood. Below are new Brotherhood prestige classes for members who are masters at Precognition and Telepathy.

THE BROTHERHOOD INTUITION MASTER

REQUIREMENTS

To qualify to become an Intuition Master, a character must fulfill the following criteria.

Allegiance: Brotherhood of Radiation.

Base Attack Bonus: +3

Skills: Knowledge (mutant lore) 8 ranks.

Mutations: Precognition, Radiation Immunity.

Feats: Foresight.

CLASS INFORMATION

The following information pertains to the Intuition Master prestige class.

Hit Die: 1d8.

Action Points: 7 + one-half of the character's level, rounded down, every time he or she attains a new level in this class.

Class Skills: The Intuition Master's class skills are:

Bluff (Cha), Concentration (Con), Diplomacy (Cha), Intimidate (Cha), Knowledge (mutant lore, theology, ancient lore, tactics) (Int), Listen (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis).

Skill Points at Each Level: 3 + Int modifier.

CLASS FEATURES

The following features pertain to the Intuition Master prestige class.

Radiation Immunity: A Intuition Master, once enlightened, becomes immune to *severe* radiation (if not already). However, he loses all body hair as a result of continued exposure and also becomes sterile.

Irradiated: The Intuition Master gains this feat for free.

Radiation Sense: The Intuition Master gains this feat for free.

Bonus Feats: An Intuition Master receives a bonus feat at 2nd, 4th, 6th, and 9th level. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Alertness, Animal Affinity, Confident, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Mutation Advancement (Precognitive), Renown, Spring Attack. In addition to the above feats, the Intuition Master may select any Precognitive-based neural feat.

Blindsight: The Intuition Master gains the Blindsight mutation for free. If the mutant already has the Blindsight mutation, then this counts as an advancement.

Innate Precognitive Power: The Intuition Master selects one of his Precognitive feats. This feat no longer costs the Intuition Master a Precognition use per day and has an unlimited duration.

TABLE: BROTHERHOOD INTUITION MASTER

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+1	+1	+1	Radiation Immunity, Irradiated	+1	+1
2	+0	+1	+1	+2	Bonus Feat	+2	+1
3	+1	+2	+2	+2	Radiation Sense	+3	+1
4	+1	+2	+2	+3	Bonus Feat	+4	+2
5	+2	+3	+3	+3	Blindsight	+4	+2
6	+2	+3	+3	+4	Bonus Feat	+5	+2
7	+3	+4	+4	+4	Innate Precognitive Power	+5	+3
8	+3	+4	+4	+5	Bonus Feat	+6	+3
9	+4	+5	+5	+5	Innate Precognitive Power	+6	+3
10	+4	+5	+5	+6	Bonus Feat	+7	+4

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TABLE: BROTHERHOOD MIND MASTER

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+1	+1	+1	Radiation Immunity, Irradiated, Telepathic Combat	+1	+2
2	+1	+1	+1	+1	Bonus Feat	+1	+2
3	+2	+2	+2	+2	Telepathic Surge	+2	+2
4	+2	+2	+2	+2	Bonus Feat	+2	+3
5	+3	+3	+3	+3	Radiation Sense	+3	+3
6	+3	+3	+3	+3	Bonus Feat	+3	+3
7	+4	+4	+4	+4	Innate Precognitive Power	+4	+4
8	+4	+4	+4	+4	Bonus Feat	+4	+4
9	+5	+5	+5	+5	Super Telepathic Surge	+5	+4
10	+5	+5	+5	+5	Bonus Feat	+5	+5

THE BROTHERHOOD MIND MASTER

REQUIREMENTS

To qualify to become a Mind Master, a character must fulfill the following criteria.

Allegiance: Brotherhood of Radiation.

Base Attack Bonus: +3

Skills: Knowledge (mutant lore) 8 ranks.

Mutations: Telepathy, Radiation Immunity.

Feats: Mental Communication.

CLASS INFORMATION

The following information pertains to the Mind Master prestige class.

Hit Die: 1d8.

Action Points: 7 + one-half of the character's level, rounded down, every time he or she attains a new level in this class.

Class Skills: The Mind Master's class skills are: Bluff (Cha), Concentration (Con), Diplomacy (Cha), Intimidate (Cha), Knowledge (mutant lore, theology, ancient lore, tactics) (Int), Listen (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis).

Skill Points at Each Level: 3 + Int modifier.

CLASS FEATURES

The following features pertain to the Mind Master prestige class.

Radiation Immunity: A Mind Master, once enlightened, becomes immune to *severe* radiation (if not already). However, he loses all body hair as a result of continued exposure and also becomes sterile.

Irradiated: The Mind Master gains this feat for free.

Telepathic Combat: The Mind Master is an expert at using his telepathic arsenal. The DC to resist any Telepathy-based neural feats increases by +1.

Telepathic Surge: The Mind Master can summon extra telepathic energy for a single attack. Using 1 action point, the Mind Master may add +1 per die to the damage of a telepathic attack. For example, a character with Mind Strike and 2 Telepathic advancements would inflict 3d6+3.

Radiation Sense: The Mind Master gains this feat for free.

Bonus Feats: An Mind Master receives a bonus feat at 2nd, 4th, 6th, and 9th level. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Alertness, Animal Affinity, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Mutation Advancement (Telepathy), Renown, Spring Attack., Two-Weapon Fighting. In addition to the above feats, the Mind Master may select any Telepathic-based neural feat.

Innate Precognitive Power: The Mind Master selects one of his Telepathic feats. This feat no longer

costs the Mind Master a Telepathy use per day and has an unlimited duration.

Super Telepathic Surge: An improved form of telepathic surge that allows the Mind Master to deliver a devastating telepathic attack. This ability has the same effect as telepathic surge, but increasing the bonus damage to +2 per die. For example, a character with Mind Crush and 4 Telepathic advancements would inflict 6d6+12.

CONVERTED TERRORS

In the following pages, I present some classic fantasy enemies that I have converted into Darwin's World Terrors. Yes, some of these creatures were already converted to D20 Modern statblocks in the D20 Modern Core book, or maybe even in Urban Arcana. However, those official WOTC conversions often employed the FX systems of magic or psionics, which thankfully are not present in the Darwin's World system.

I have adjusted these adversaries to use the skills, feats, mutations, neural feats, etc of Darwin's World, plus taken creative license at how these terrors fit into the post-apocalyptic world. In making the adjustment to FX-less mechanics, most of the foes are weakened...some quite a bit. Hopefully that won't spoil your fun. I found it didn't bother me a bit, and that I just had to retrain myself that creature X in Darwin's World just didn't have some of the traits of its original fantasy version, and was thus not as high of a challenge rating.

In some cases, I have ignored some ability prerequisites for Mutant Feats in order to make sure the creature has special abilities present in its original version. Enjoy!

LUMBERING DIGGER

Lumbering Diggers are large bipedal creatures with 2 sets of eyes. They have huge mandibles, reminiscent of giant stag beetles. They are black in overall color, and their jagged mandibles and claws blend into a discolored ivory.

They are the rhinoceros of the subterranean world. They are in a constant state of rage, burrowing around in eternal search of prey. With their wicked claws, they burrow through loose earth at an alarming rate, and even through solid stone at an unbelievable pace. A lumbering digger can deliver a punishing Rend attack if it connects with both claw attacks.

The creatures are fearless, except for bright lights, from which they may flee, depending on their rage or hunger at the moment.

These ferocious beasts use their Confusion neural feat whenever possible in an attempt to immobilize their prey. While they may look like dumb animals, they are in fact reasonably intelligent, and smart fighters. They are not tool users, however.

Skilled archaic armorers can cure and shape armor from the hide of the lumbering digger. Such armor will give a +4 equipment bonus.

SPECIES TRAITS

Lumbering Diggers have the following Traits:

Dark Vision (Ex): Range of 60 ft.

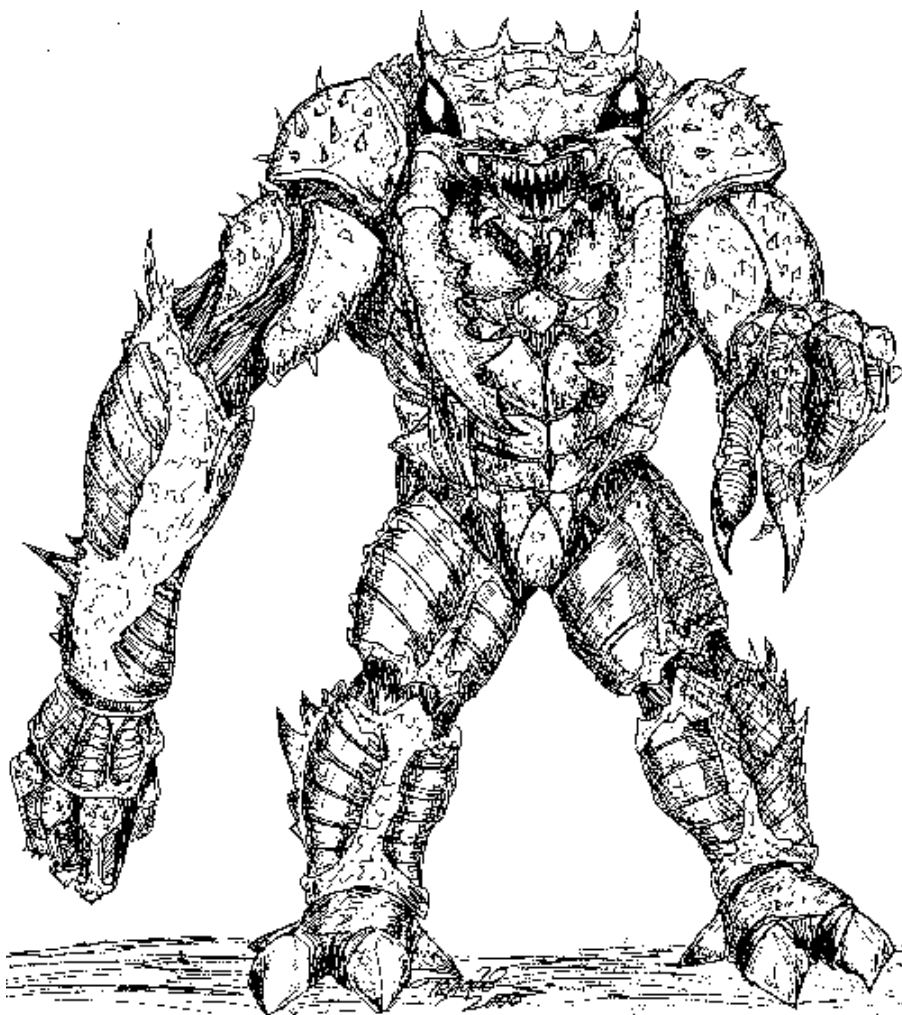
Tremorsense (Ex): A lumbering digger can automatically sense the location of anything within 60 feet that is in contact with the ground.

Protective Dermal Development (Ex): As the mutation of the same name (with 2 advancements).

Neural Telepathy (Ex): As the mutation of the same name (with no advancements). Using this ability is a free action and may be used at will. Telepathy abilities have a range of 110 feet.

Bonus Feat: Lumbering diggers receive the following bonus neural feat: Confusion (detailed in this netbook)

Lumbering Digger: CR7; Large-size mutant; HD 8d8+32; hp 70; Mas 19; Init +1; Spd 20 ft (burrow at 20 ft); Defense 18; touch 10; flat-footed 17 (-1 Size, +1 Dex, +8 natural); BAB +6; Grap +16; Atk +11 melee (2d4+6 claw); Full Atk (2d4+6, 2 claws, 2d8+3 bite, 4d6+9 Rend); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ darkvision, neural telepathy; AL evil, chaos; SV Fort +8, Ref +3, Will +6; AP 0; Rep +0; Str 23, Dex 13, Con 19, Int 11, Wis 11, Cha 13.



Skills: Climb +12, Jump +8, Listen +11, Spot +5

Languages: None.

Feats: Multi-Attack, Improved Multi-Attack, Rend

Defects: Photosensitivity

Neural Mutations: 3 Telepathy uses per day.

Possessions: None.

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TENTACLED GHOUL

The tentacled ghoul is not really a ghoul at all, but the name has been used for it because of its diet. This humanoid mutant has pallid, tough skin and a nasty four-tentacled maw, much like an octopus.

They will eat the bodies of their defeated foes. Before the carcass spoils, they will dress the kill and preserve it to eat later if possible. They savor the brain as a delicacy, for they believe that eating the brains of other intelligent creatures will in turn make them more intelligent.

These fiends are highly intelligent and are masters of telepathy. They shun melee combat if at all possible and prefer to use their neural arsenal to dominate and enslave others. They will accumulate as many servants as possible to do their bidding. Some factions throughout the wasteland believe in error that tentacled ghouls are actually the true masters behind the Savants. Actually, even the mighty Savants fear high-level tentacled ghouls and shudder to think of the havoc the fiends could wreak if they multiplied in greater numbers.

Foundationist scientists once captured a tentacled ghoul alive and studied it for weaknesses. The scientists did finally determine that they are extremely prone to adverse side effects from human medication. Consequently, the only other enclave of tentacled ghouls near a Foundation fortress was wiped out by an army of troops using conventional weapons supplemented with Dart Rifles filled with AntiTox or Filter Dose. It is doubtful that details of this weakness have been shared with those outside the Foundation mutant-slayer ranks.

SPECIES TRAITS

Tentacled ghouls have the following Traits:

Dark Vision (Ex): Range of 60 ft.

Neural Telepathy (Ex): As the mutation of the same name (with 2 advancements). This grants them a +4 insight bonus to Bluff, Diplomacy, Gather Information, Intimidate, and Sense Motive checks. Using this ability is a free action and may be used at will. Telepathy abilities have a range of 110 feet.

Protective Dermal Development (Ex): As the mutation of the same name (with no advancements).

Bonus Feat: Tentacled ghouls receive the following bonus neural feats: Attraction Trigger, Charm Person, Domination, Mental Communication, Mind Stun, Mind Blast, Mind Strike.

Tentacled Ghoul Post Apocalyptic Hero 3/Psionic 2: CR13; Medium-size mutant; HD 8d8+8 plus 3d8+3 plus 2d8+2; hp 71; Mas 12; Init +6; Spd 30 ft; Defense 19; touch 15; flat-footed 17 (+2 Dex, +3 class, +4 natural); BAB +9; Grap +9; Atk +11 melee (1d4+1 tentacle); Full Atk (1d4+1, 4 tentacles), or +10 ranged (2d8 Gauss submachine gun); FS 5ft. by 5 ft.; Reach 5 ft.; SQ dark vision, neural telepathy, neural specialization; AL evil,

law; SV Fort +5, Ref +5, Will +14; AP 1; Rep +2; Str 12, Dex 14, Con 12, Int 19, Wis 17, Cha 17.

Skills: Bluff +5; Computer Use: +10, Concentration +14, Craft (Writing) +5, Craft Electronics: +8, Diplomacy +5; Gather Information +10; Hide +10, Intimidate +12, Knowledge (Mutant Lore) +8, Knowledge (Ancient Lore) +8, Listen +10, Move Silently +10, Repair +8, Sense Motive +5; Spot +10

Languages: Speak Ancient, Speak Unislang, Speak Gutter Talk, Read/Write Ancient, Read/Write Unislang, Read/Write Trade

Feats: Advanced Technology, Multi-Attack, Improved Multi-Attack, Improved Grab (with tentacles), Constrict, Futuristic Firearm Proficiency

Defects: Negative Chemical Reaction (advanced twice).

Neural Mutations: 9 Telepathy uses per day, +6 DC modifier.

Possessions: Gauss Submachine gun, hatchet, 50 rounds of ammo, Power Clip, various books.



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BESTIAL GENOTYPES

In celebration of the release of the Darwin's World Beastmen book, I present some home-brew bestial genotypes that did not appear in the official book.

ARMADILLO

Ability modifier: +2 Constitution

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

Mutations: Protective Dermal Development x2 (+6 bonus)

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

ANT

Ability modifier: +2 Strength

Skill modifier: Survival +2. Ant beastmen add Survival to their permanent skill list.

Mutations: Serrated Dental Development (mandibles), Protective Dermal Development

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

BABOON

Ability modifier: +2 Strength

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

Mutations: Simian Deformity, Serrated Dental Development

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

BEAVER

Ability modifier: +2 Strength

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

Mutations: Serrated Dental Development, Enhanced Respiration

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

FROG

Ability modifier: +2 Constitution

Skill modifier: Jump +2. Frog beastmen add Jump to their permanent skill list.

Mutations: Respiratory Membrane, Sensitive Sight (low-light vision)

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

KANGAROO

Ability modifier: +2 Dexterity

Skill modifier: Jump +2. Kangaroo beastmen add Jump to their permanent skill list.

Mutations: Burst of Speed, Interior Moisture Reservoir

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

KOALA

Ability modifier: +2 Constitution

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

Mutations: Accumulated Resistance x2 (+6 bonus)

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

LIZARD

Ability modifier: +2 Constitution

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

Mutations: Chameleon Epidermis, Regenerative Capability

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

OPOSSUM

Ability modifier: +2 Dexterity

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

Mutations: Serrated Dental Development, Feign Death (as the Scav class talent; if an Opossum beastman reaches 7th level as a Scav and receives the class talent, the mutation and talent will produce synergy, increasing the duration of the effect to a combined total of 15 rounds per level of the Scav).

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

OTTER

Ability modifier: +2 Dexterity

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

Mutations: Enhanced Respiration, Blindsight (vibration sense whiskers)

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

PORCUPINE

Ability modifier: +2 Constitution

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

Mutations: Dermal Spike Growth, Hyper Olfactory

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

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RABBIT

Ability modifier: +2 Dexterity

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

Mutations: Hyper Olfactory, Increased Movement

Defects: Herbivore, Reptile Brain (flees for 1d4 rounds at the sight of blood), and one defect of the mutant's choice.

RACCOON

Ability modifier: +2 Dexterity

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

Mutations: Abnormal Joint Flexibility, Serrated Dental Development

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

SQUIRREL

Ability modifier: +2 Constitution

Skill modifier: Jump +2. Squirrel beastmen add Jump to their permanent skill list.

Mutations: Abnormal Joint Flexibility, Serrated Dental Development

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

TURTLE

Ability modifier: +2 Constitution

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

Mutations: Protective Dermal Development, Enhanced Respiration

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