

Bitterbeast (+1)

Attributes Strength 5, Agility 4 (lower in cold weather).

Skills Endure 3, Fight 2, Shoot 3

Armor 2

Weapons Bite (weapon damage 2), acid spit (Short range, weapon damage 1).

These are giant lizards, twice the size of a normal mutant. Bitterbeasts are fairly intelligent and it is even said they can be tamed and used as mounts

Devourer (0)

Attributes Strength 6, Agility 4.

Skills Fight 3, Sneak 4

Armor 2

Weapons Claws (weapon damage 1), jaws (weapon damage 3, but can only be used in a sneak attack (page 82). If successful, the victim is caught in the maw, suffering 1 point of damage per turn, and must make a Force roll to break free (modification -2, but friends can help)

A large and savage predator, taller than a mutant when it stands on its hind legs. It has grey fur and looks a little like a bear, but the similarities end there. The Devourer has an insatiable hunger for flesh, can move with extreme silence, and has abnormally huge jaws

Cannibals (0) (copy) (copy)

Attributes

Skills

Mutations

Weapons

Amnesiac (-2)

Attributes Strength 2 (currently 1), Agility 2 (currently 1), Wits 4, Empathy 2

Skills Comprehend 2, Heal 1

Mutations None

Weapons None

A human woman staggers through the Zone. Her eyes are glazed over and seem to focus on some imagined horror. She mumbles alien words, barely audible. She wears dirty and torn coveralls with strange markings. She doesn't respond to the PCs and collapses on the ground if they try to stop her. Unless Healed, she dies in a couple of hours. If she survives the PCs can talk to her, but her dialect is foreign and she seems to have lost all memory of who she is and where she came from.

Cannibals (0)

Attributes Strength 5, Agility 4, Wits 3, Empathy 2

Skills Fight 2, Move 1

Mutations 1 random mutation

Weapons Scrap spear or slingshot

They can't easily be reasoned with (modification -3 to any Manipulation attempt, and even a successful roll will only buy the PCs time until the cannibals get hungry again). Only a very clear show of force will deter the cannibals.

Not published yet.

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Page 1 of 1.

Cannibals (0) (copy) (copy)

Attributes

Skills

Mutations

Weapons

Zone Ghoul (0)

Attributes Strength 3, Agility 4, Wits 3, Empathy 2.

Skills Move 3, Shoot 2, Fight 1

Mutations None

Weapons Bicycle chain, slingshot.

Special In direct sunlight, the Zone-Ghouls take one point of damage per hour, despite their protective clothing

Cannibals (0) (copy)

Attributes

Skills

Mutations

Weapons

Cannibals (0) (copy) (copy)

Attributes

Skills

Mutations

Weapons

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