

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.

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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