

Bestiary

Beasts of the Wastes

While most life on earth was extinguished during the Great War, a mixture of radiation and FEV managed to create a few new species.

The most common mutated creature is the brahmin. Sporting two heads, this animal is used for almost everything in most every village, town, or city. A herd of brahmin supplies food, hides for clothing, pack animals, and fertilizer.

Outside the relative safety of civilization, a vast array of vicious beasts awaits the unprepared traveler. Radscorpions, wild dogs and wolves, and geckos are usually among the most common hazard. All three usually live near human settlements. They usually seek out lone human prey for meals. Further out in the wastes, it is not uncommon for travelers to come across floaters, centaurs, and wanamingos. These creatures, often of unknown origins, inspire fear and respect for the often mysterious and unexplored wastes.

Robots, on the other hand, are a relatively rare find. Most often the remains of an old Mr. Handy can be found amongst the rubble of ancient cities. Only those brave enough to penetrate the formidable defenses of ancient military installations will come across robots. However, only the most brave and resourceful will ever walk away from such an encounter.

Brahmin: CR2; Large Animal

HD 5d8+15

Init 0

Spd 40

AC (-1 size, +4 natural) 13

Atk +2 (1d8+2 head butt)

SQ: Scent

SV Fort +7, Ref +4, Will 1

STR 18, **DEX** 10, **CON** 16, **INT** 2, **WIS** 11, **CHA** 4.

Skills: Listen +8, Spot +5

Description

Thanks to a healthy dose of radiation during the Great War, all regular one headed cows were replaced with the two-headed brahmin

that exist today. They are the livestock animal of choice, and provide entire towns with food, clothing, armor, housing, doggie treats, fuel, fertilizer, and two-headed tipping fun.

Centaur: CR9; Large Aberration

HD 9d8 +27

Init +3

Spd 30

AC (-1 size, +6 natural, +3 Dex) 18

Atk +9/+4 (2d6+2 bite)

SA: radioactive bite (moderate exposure)

SV Fort +5, Ref +5, Will +6

STR 19, **DEX** 16, **CON** 16, **INT** 10, **WIS** 10, **CHA** 6.

Skills: Balance +7, Hide +10, Listen +6, Move Silently +13

Spot +5

Feats: Alertness, Power Attack

Description

Centaur, who are usually seen in conjunction with floaters, are yet another xample of the horrors that roam the wastes. Centaurs appear to be a mish-mash of both human and dog parts. They stand about 6 feet tall, and have bodies that run up to 5 feet long, with pink to brown skin. They walk on six malformed feet, with a human torso that sports two heads: one is human, the other canine. Neither appears to exhibit any intelligence. In combat, centaurs attack by biting or raking opponents with their two front legs. They usually travel in packs of five or six.

Dog, CR1/3; Small Animal

HD 1d8+2 (Animal) hp6

Init +3

Spd 40

AC 15

Atk +2 base melee, +4 base ranged; +2 (1d4+1, Bite)

SQ: Scent (Ex)

SV Fort +4, Ref +5, Will +1

STR 13, **DEX** 17, **CON** 15, **INT** 1, **WIS** 12, **CHA** 6.

Skills: Hide +7, Listen +5, Spot +5, Swim +5

Description

The statistics presented here describe fairly small dogs such as terriers. They also can be used for small wild canines such as coyotes, jackals, and African wild dogs.

Grey Wolf: CR3; Large Animal

HD 6d8+18 (Animal); hp45

Init +2

Spd 50

AC 14

Atk +10 base melee, +5 base ranged; +10 (1d8+10, Bite)

SA: Trip (Ex); **SQ:** Scent (Ex)

SV Fort +5, Ref +4, Will +3

STR 25, DEX 15, CON 17, INT 1, WIS 12, CHA 10.

Skills: Hide +5, Listen +6, Move Silently +5, Spot +6.

Combat: Grey wolves prefer to attack in packs, surrounding and flanking the foe when they can.

Special Attacks: Trip (Ex): A gray wolf that hits with a bite attack can attempt to trip the opponent as a free action (see page 152 in the D20 MODERN CORE RULEBOOK) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the gray wolf.

Wolf, CR1; Medium Animal

HD 2d8+4 (Animal); hp13

Init +2

Spd 50

AC 14

Atk +2 base melee, +3 base ranged; +3 (1d6+1, Bite)

SA: Trip (Ex); **SQ:** Scent (Ex)

SV Fort +2, Ref +2, Will +1

STR 13, DEX 15, CON 14, INT 1, WIS 12, CHA 6.

Skills: Hide +3, Listen +6, Move Silently +4, Spot +4. **Feats:** Weapon Finesse: Bite.

Description

Wolves are pack hunters infamous for their persistence and cunning.

Combat: A favorite tactic is to send a few individuals against the foe's front while the rest of the pack circles and attacks from the flanks or rear.

Special Attacks: Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent as a free action (see page 152 D20 MODERN CORE RULEBOOK) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Deathclaw: CR8; Large Monstrous Humanoid

HD 7d10+14

Init 0

Spd 30

AC (-1 size, +8 natural) 17

Atk +11/+6/+0 (1d8+5 claw, bite) (1d10+5 gore) (1d6+5 slam)

SQ: DR7, Fast Heal 1, Fear Aura 13, lowlight vision 60'

SV Fort +2, Ref +5, Will +5

STR 21, DEX 11, CON 15, INT 7, WIS 10, CHA 8.

Skills: Intimidate +5, Jump +8, Listen +8, Spot +5

Feats: Multiattack, Alertness

Description

Once thought to be nothing more than cold-blooded killing machines, deathclaws are actually a breed of intelligent, upright walking lizards that mutated from much smaller lizards. Standing at an impressive 8 feet tall with skin colors ranging from light browns, to dark blacks, deathclaws are very intimidating race. Deathclaw society is based on the pack, and these packs number from 20 to 200 deathclaws. They almost never travel alone. While deathclaws will not attack humans outright, they have learned that humans sometimes cannot be trusted, so will keep their distance unless absolutely necessary.

Floater: CR8; Medium Aberration

HD 8d8 +24

Init +3

Spd 40

AC (+4 natural, +3 Dex) 17

Atk +8/+3 (2d6+2 bite)

SA: radioactive bite (moderate exposure)

SV Fort +5, Ref +5, Will +6

STR 15, DEX 16, CON 16, INT 10, WIS 10, CHA 6.

Skills: Balance +14, Hide +9, Listen +8, Move Silently +14

Feats: Alertness

Description

Bearing no resemblance to any animal before the Great War, floaters appear to be right out of some B grade sci-fi movie. Standing... err... floating at around 7-8 feet in height, floaters have brownish skin that is both warm and moist to the touch. The body of a floater consists of a stalk, atop which is a disc shaped... head? Floaters have no discernible sensory organs. They tend to live in underground areas, and seem to have no trouble navigating them. In combat, floaters

attack without mercy, lashing out at targets with their stalk, which is covered with dozens of sharp spines capable of tearing through armor and flesh. It is rumored that floaters, like centaurs, are genetic experiments from some lab deep in the wastes.

Gecko: CR2; Small Animal

HD 2d8+4

Init +1

Spd 30

AC (+1 size, +2 natural, +1 Dex) 14

Atk +3 (1d4+1 bite)

SA: radioactive bite (low exposure)

SQ: low-light vision 60', DR2

SV Fort +4, Ref +4, Will +1

STR 14, DEX 14, CON 14, INT 2, WIS 12, CHA 10.

Skills: Hide +4, Jump +2, Move Silent +3, Balance +3

Description

Geckos are a mutated version of a much smaller species of lizard that lived before the war. Today's geckos have mutated to the point that they walk upright on their hind legs, reserving their front limbs for use in attacking. Geckos normally stand around 3-4 feet tall, however golden geckos, and the very dangerous fire-breathing gecko, have been known to stand about 5-6 feet tall.

Golden Gecko

As above:

HD 4d8+8

Atk +4 (1d6+2 bite)

Def 15

SQ DR5

SA radioactive bite (moderate exposure)

Fire

As golden:

Remove radioactive bite, replace with:

Firebreath Dmg Crit Type Rng R.o.F.

2D6 - Fire 3'x10' 1

Ghoul: CR2; Medium Humanoid

HD 2d8+4

Init -1

Spd 30

AC (-1 Dex, +2 natural) 11

Atk +3 (1d3+2 slam), or 0 ranged

SQ: Electricity Resist 2

SV Fort +4, Ref -1, Will +2

STR 14, DEX 9, CON 15, INT 12, WIS 12, CHA 6.

Skills: Computer Use +5, Drive +1, Knowledge

(any but arcane) +4, Profession +3, Research +2, Sense Motive +3

Feats: Simple Weapons

Description

Ghouls are very unfortunate people that were exposed to a mixture of radiation and the FEV virus at the onset of the Great War. Instead of dying, these people found themselves with extraordinarily long life spans, though at the expense of looking as if they have been dead for several years, plus the need to live in somewhat radioactive surroundings to stay "healthy." Despite these differences, ghouls are just like normal humans, though most "normies" are loathe to invite ghouls into their towns. Those that are invited in are usually treated as second-class citizens, leading many ghouls simply to live in all ghouls' towns.

Mutant: CR5; Large Giant

HD 5d8+10

Init 0

Spd 30

AC (-1 size,) 9

Atk +7 (1d6+4 slam) or +3 ranged

SQ: DR 2

SV Fort +6, Ref +1, Will +1

STR 19, DEX 11, CON 15, INT 7, WIS 10, CHA 7.

Skills: Climb +5, Demolitions +1, Jump +5, Intimidate +1, Spot +3

Feats: Personal Firearms, Advanced Firearms

Description

Super mutants are not the result of a post war accident, but the result of advanced research with the FEV virus done by a man known as the Master. The master built his army of super mutants by dipping them in a vat filled with the FEV virus. Humans subjected to this virus undergo a drastic change. They can grow up to 8-9 feet tall, and have green to sickly yellow skin covered with odd patches of hair, boils, and growths. While there are both male and female super mutants, all super mutants are sterile. Though they do have extremely long life spans like ghouls, they are usually cut short by the violent lives lead by most super mutants.

Robots

Mr. Handy, CR2; Medium Construct

HD 3d10+10

Init 0

Spd 30**AC** (+4 natural) 16**Atk** +3 (1d4+2 manipulators)**SQ:** Construct**SV** Fort 0, Ref 0, Will 0**STR** 15, **DEX** 11, **CON** -, **INT** -, **WIS** 10, **CHA** 0.**Skills:** None unless programmed**Feats:** None**Description**

Before the Great War, the Mr. Handy series of robot was designed as an affordable robot for home maintenance. Radio controlled, and equipped with a variety of tools for work around the home, Mr. Handy sold very well, and as a result, Mr. Handy models can still be seen around to this very day.

Brainbot: CR5; Medium Construct**HD** 5d10+10**Init** +2**Spd** 30**AC** (+5 natural, +2 Dex) 17**Atk** +5 (1d6+1 claw), or +5 ranged**SQ:** Dark vision 60', DR 5**SV** Fort +1, Ref +5, Will 0**STR** 15, **DEX** 14, **CON** -, **INT** -, **WIS** 10, **CHA** 10.**Skills:** None unless programmed**Feats:** None**Description**

Brainbots are a unique combination of man and machine. While they have a robot bodies, instead of a CPU, brainbots use... you guessed it, human brains, or really any brain that will fit. Brainbots are a common site in both new and old military and research installations. Because of their unique "CPU", brainbots can be taught skills without having to program them.

Securitybot (floating): CR4; Medium

Construct

HD 4d10+10**Init** +3**Spd** 40 (flight)**AC** (+4 natural, +3 Dex) 1**Atk** +4 (1d6 taser)**SA:** Damage as taser**SQ:** Darkvision 60', DR 5**SV** Fort 0, Ref +3, Will 0**STR** 13, **DEX** 16, **CON** -, **INT** -, **WIS** 10, **CHA** 10.**Skills:** None unless programmed**Feats:** None**Description**

These floating security bots are commonly seen as part of a defense in old military installations. They are fast and agile, mounting a very powerful taser as a weapon.

Securitybot: CR10; Large Construct**HD** 8d10+20**Init** 0**Spd** 20**AC** (-1 size, +8 natural) 17**Atk** +9/+4 (1d8+4 bludgeon), or +5/0 ranged.**SQ:** Darkvision 60', DR 10**SV** Fort 0, Ref 0, Will 0**STR** 18, **DEX** 11, **CON** -, **INT** -, **WIS** 10, **CHA** 10.**Skills:** None unless programmed**Feats:** None**Description**

Usually deployed in conjunction with other floating security bots, these robots are essentially walking tanks. They are more commonly found in large military installations, or other places where security was a high priority. Carries: machine gun, rocket launcher

Humanoid Robot: CR7; Medium

Construct

HD 6d10+10**Init** +2**Spd** 30**AC** (+7 natural, +2 Dex) 19**Atk** +8 (1d6+4 arm blade), or +6 ranged**SQ:** Darkvision 60', DR 10, low light vision 60'**SV** Fort 0, Ref +2, Will 0**STR** 19, **DEX** 14, **CON** -, **INT** -, **WIS** 10, **CHA** 10.**Skills:** None unless programmed**Feats:** None**Description**

Humanoid robots form the core of the Calculator's robotic army. These robots stand approximately 7 feet tall, and come in a variety of color schemes. Basic equipment includes a long blade on each forearm for close combat, as well as any other ranged or melee weapon that can be used by humans. Carries: Most any ranged weapon.

Floating Robot: CR3; Small Construct

HD 2d10+5
Init +2
Spd 40 (flight)
AC (+5 natural, +1 size, +2 Dex) 18
Atk (1d6-1 ram), or +3 ranged, or 3d6 damage by explosion (10' radius)
SQ: Darkvision 60', DR 2, low light vision 60'
SV Fort 0, Ref +2, Will 0
 STR 8, DEX 15, CON -, INT -, WIS 10, CHA 10.
Skills: None unless programmed
Feats: None
 Carries: rocket launcher with 4 rockets.

Description

Floating robots serve as patrol and guard units. They are small, quick, nimble, and carry a rocket launcher as standard equipment. Their propulsion system is also very quiet, making these robots very deadly (DC 25 to hear).

Scurrybot: CR4; Small Construct

HD 3d10+5
Init +2
Spd 40
AC (+5 natural, +1 size, +2 Dex) 18
Atk +4 (1d6+2 blades)
SQ: Darkvision 60', DR 2, low light vision 60'
SV Fort 0, Ref +2, Will 0
 STR 15, DEX 15, CON -, INT -, WIS 10, CHA 10.
Skills: None unless programmed
Feats: None

Description

Scurrybots are very stealthy patrol bots. With their small size and spider-like bodies, they can easily patrol confined areas, or burrow underground and wait for intruders to pass by. (DC 20 to spot a buried Scurrybot.) If they go unspotted, they can catch the opposition by surprise.

Security Robot: CR3; Medium Construct

HD 3d10+10
Init +2
Spd 30 (flight)
AC (+5 natural, +1 size, +2 Dex) 18
Atk +3 (1d6+1 slam) or +4 ranged
SQ: Darkvision 60', DR 5, low light vision 60'
SV Fort 0, Ref +2, Will 0
 STR 8, DEX 15, CON -, INT -, WIS 10, CHA 10.
Skills: None unless programmed
Feats: None

Description

Security robots are a large mainstay of the robot army. Security bots are commonly found in great numbers in and around robot installations.

Carries: usually a laser rifle, or submachine gun.

Tankbot: CR12; Large Construct

HD 10d10+20
Init 0
Spd 40
AC (-1 size, +10 natural) 19
Atk +11/+6 (1d8+5 flail)
SQ: Darkvision 60', DR 12, low light vision 60'
SV Fort 0, Ref 0, Will 0
 STR 21, DEX 10, CON -, INT -, WIS 10, CHA 10.
Skills: None unless programmed
Feats: None

Description

Tankbots are theorized to be a robot model for domestic use that was modified by the Calculator. It mounts a series of flails on a spinning drum as close combat weapons.

Construction Robot: CR9; Large Construct

HD 8d10+20
Init 0
Spd 30
AC (-1 size, +7 natural) 16
Atk +11/+6 (1d8+5 loading arm)
SQ: Darkvision 60', DR 7, low light vision 60'
SV Fort 0, Ref 0, Will 0
 STR 21, DEX 10, CON -, INT -, WIS 10, CHA 10.
Skills: None unless programmed
Feats: None

Description

Another example of a utility robot modified for close combat use. This robot still retains its load lifting arms, and uses them to bludgeon targets.

Pacification Robot: CR13; Huge Construct

HD 12d10+40
Init 0
Spd 20
AC (-2 size, +12 natural) 20
Atk +9/+4 (2d6+2 slam), or +7/+4 ranged
SQ: Darkvision 60', DR 15, low light vision 60'
SV Fort 0, Ref 0, Will 0

STR 15, DEX 10, CON -, INT -, WIS 10, CHA 10.

Skills: None unless programmed

Feats: None

Description

Pacification robots are an integral part of the robot army. Not only do they coordinate the movements of other robot forces in the area, but they also sport heavy armor and a powerful antipersonnel weapon: the electro shock gun.

Carries: Electro shock gun

Electro Shock Gun

Dmg	Crit	Type	Rng	R.o.F.	Mag.
3D8*	20	Elec	30	S,A	30 M.F.C

(*) Target must make Fort save (DC 15) or be paralyzed for 2d6 rounds.

Behemoth: CR19; Gargantuan Construct
HD 15d10+80

Init -1

Spd 20

AC (-4 size, +15 natural) 21

Atk +7/+2/-3 (3d8+1 slam) or +6/+1/-4 ranged

SQ: Darkvision 60', DR 20, low light vision 60'

SV Fort 0, Ref -1, Will 0

STR 13, DEX 8, CON -, INT -, WIS 10, CHA 10.

Skills: None unless programmed

Feats: None

Description

The largest robot in the Calculator's army to date. While Behemoths are slow and pondering, they mount an impressive amount of armor, and sport a powerful .50 cal mini gun capable of ripping through flesh and power armor with ease. Behemoths are usually deployed in a defensive position, in the most dire of situations

Carries .50 mini gun

Mini gun

Dmg	Crit	Type	Rng	R.o.F.	Mag.
4d12	20	Bal	110	A	Internal

(usually 200 rounds) .50

Spitting Plant, CR2; Medium Plant

HD 2d8+2

Init 0

Spd -

AC (+3 natural) 13

Atk +2 (1d6+1 bite), or +1 (1d3 seed pod) ranged

SQ: Plant

SV Fort +1, Ref +3, Will 0

STR 13, DEX 11, CON 13, INT 1, WIS 10, CHA 10.

Skills: -

Feats: -

Description

Spitting plants stand around 6 feet tall, and appear to be very large versions of the Venus fly trap. They can usually be found growing almost anywhere, and tend to blend in with surrounding plants. When they sense heat, they shoot out thorny seedpods, and usually only stop when the heat source is dead. They usually grow in patches, and thankfully cannot move around.

Vermin

Rat: CR1/3; Small Animal

HD 1d8+1 (Animal); hp5

Init +3

Spd 40, Climb 20

AC 15

Atk +1 base melee, +4 base ranged; +4 (1d4,Bite)

SA: Disease (Ex); **SQ:** Scent (Ex)

SV Fort +1, Ref +3, Will +1

STR 10, DEX 17, CON 12, INT 1, WIS 12, CHA 4.

Skills: Climb +11, Hide +11, Move Silently +6. **Feats:** Weapon Finesse: Bite.

Description

Basically a larger version of the standard rat. They range anywhere from one foot to three feet long, and weigh up to 60 pounds. While they are not normally hostile to humans, they have been known to attack in packs when food is in short supply. **Combat:** Giant rat packs attack fearlessly, biting and chewing with their sharp incisors. **Special Attacks:** Disease (Ex): Filth fever-bite, Fortitude save (DC 12), incubation period 1d3 days; damage 1d3 temporary Dexterity and 1d3 temporary Constitution (see Disease, page 215 in the D20 MODERN CORE RULEBOOK).

Rad Rat: CR1; Tiny Animal

HD 1d8

Init +2

Spd 15, Climb 20

AC (+2 size, +2 Dex) 14
Atk +4 (1d3-4 bite)
SA: radioactive bite (low exposure)
SV Fort +2, Ref +4, Will -1
 STR 2, DEX 15, CON 10, INT 2, WIS 12, CHA 2.
Skills: Climb +11, Hide +11, Move Silently +6. Feats: Weapon Finesse: Bite.

Description

Rad rats are very similar to giant rats, except that they have adapted to living in areas of high radiation. Travelers should be warned that bites or scratches inflicted by rad rats to carry low doses of radiation. Rad rats tend to hunt and live in packs.

Mole Rat: CR2; Small Animal

HD 2d8+5
Init +2
Spd 30, Climb 20
AC (+1 size, +2 Dex, +1 natural) 14
Atk +3 (1d4+1 bite)
SA: radioactive bite (low exposure)
SV Fort +4, Ref +5, Will 0
 STR 13, DEX 14, CON 13, INT 2, WIS 10, CHA 2.
Skills: Climb +11, Hide +11, Move Silently +6. Feats: Weapon Finesse: Bite.

Description

Mole rats are a combination of moles and rats, though whether they are the result of cross breeding or some mutation due to radiation is unclear. Mole rats range from one foot to about four and a half feet tall, and weigh up to 70 pounds. Due to their mole heritage, they have mole-like faces and are sensitive to sunlight. They are usually found in subterranean areas, and travel in small groups.

Pig Rat: CR4; Large Animal

HD 2d8+8
Init +1
Spd 30
AC (+1 Dex, +3 natural) 14
Atk +4 (1d8+2 bite)
SA: radioactive bite (moderate exposure)
SV Fort +5, Ref +4, Will 0
 STR 15, DEX 12, CON 15, INT 2, WIS 10, CHA 2.
Skills: Climb +11, Hide +11, Move Silently +6. Feats: Weapon Finesse: Bite.

Description

Pig rats, like mole rats, also have an ambiguous genetic past. Pig rats grow anywhere from two and a half feet up to six feet long, stand up to four feet tall, and weigh up to 400 pounds. While tasty, they roam in packs and are very aggressive.

Giant Cockroach: CR4; Large Vermin

HD 7d8+21 (Vermin); hp52
Init +0
Spd 40
AC 19
Atk +10 base melee, +4 base ranged; +10 (4d6+9,Bite) (2d6 ranged)
SA: Trample (Ex), Poison Spit; SQ: Vermin
SV Fort +8, Ref +2, Will +2
 STR 23, DEX 10, CON 17, INT -, WIS 10, CHA 9.
Skills: Listen +8, Spot +7

Description

Not surprisingly, cockroaches survived the Great War in vast numbers. Postwar roaches measure from an inch in length up to three feet long. They can usually be found in trash heaps and dark and dirty areas. Giant cockroaches travel in packs of 10-20, and while not openly aggressive, they will defend themselves against aggressors.

Combat: Giant cockroaches charge opponents, biting with their huge, hornlike mandibles.
 Special Attacks: Trample (Ex): A giant cockroach can trample Medium-size or smaller creatures for 2d8+3 points of damage. Opponents who do not make attacks of opportunity against the giant stag beetle can attempt a Reflex save (DC 19) to halve the damage. Poison spit (Ex) A giant cockroach may spit poison at one target up to 20 feet away. This spit causes 2d6 points of damage.

Huge Cockroach: CR 4; Huge Vermin

HD 8d8+24 (Vermin) ; hp 60
Init +0
Spd 40
AC 22; (Flatfooted:19, Touch:9)
Atk +11 base melee, +5 base ranged; +0 (4d6+9, Bite) (2d6, spit)
SA: Trample (Ex), Poison Spit ; SQ: Vermin
SV Fort +9, Ref +2, Will +2
 STR 31, DEX 8, CON 21, INT -, WIS 10, CHA 9.

Skills: Listen +8, Spot +7.

Description

The much bigger and ugly version of the large cockroach. Combat: Huge cockroaches charge opponents, biting with their huge, hornlike mandibles.

Special Attacks: Trample (Ex): A huge cockroach can trample Medium-size or smaller creatures for 2d8+3 points of damage. Opponents who do not make attacks of opportunity against the huge cockroach can attempt a Reflex save (DC 19) to halve the damage.
Poison spit (Ex) A giant cockroach may spit poison at one target up to 20 feet away. This spit causes 2d6 points of damage.

Giant Ant, Queen: CR2; Medium Vermin
HD 4d8+4 (Vermin); hp22
Init -1
Spd 40
AC 17
Atk +5 base melee, +1 base ranged; +5 (2d6+4, Bite)
SA: Improved grab (Ex); SQ: Vermin
SV Fort +5, Ref +0, Will +2; STR 16, DEX 9, CON 13, INT -, WIS 13, CHA 11.
Skills: Listen +7, Spot +7.

Description

Giant Ants are a hardy race of three foot long black ants. They usually travel in packs of 5-10, and due to their territorial nature they usually attack and kill trespassers on sight.

Combat: Giant ants fight with their powerful mandibles.

Special Attacks: Improved Grab (Ex): To use this ability, the giant ant must hit with its bite attack.

Giant Ant, Soldier: CR2; Medium Vermin
HD 2d8+2 (Vermin); hp11
Init +0; Spd Climb 20, 50
AC 17
Atk +3 base melee, +1 base ranged; +3 (2d4+3, Bite)
SA: Improved grab (Ex), Acid sting (Ex); SQ: Vermin
SV Fort +4, Ref +0, Will +1; STR 14, DEX 10, CON 13, INT -, WIS 13, CHA 11.
Skills: Climb +10, Listen +6, Spot +6.

Description

Giant ants are among the hardest and most adaptable vermin. Soldiers and workers are about three feet long. Combat: Giant ants fight with their powerful mandibles.

Special Attacks: Improved Grab (Ex): To use this ability, the giant ant must hit with its bite attack. A giant ant soldier that gets a hold can sting.
Acid Sting (Ex): The giant ant soldier has a stinger and an acid-producing gland in its abdomen. If it successfully grabs an opponent, it can attempt to sting each round using its full attack bonus. A hit with the sting attack deals 1d4+1 points of piercing damage and 1d4 points of acid damage.

Giant Ant, Worker: CR1; Medium Vermin
HD 2d8 (Vermin); hp9
Init +0
Spd Climb 20, 50
AC 17
Atk +1 base melee, +1 base ranged; +1 (1d6, Bite)
SA: Improved grab (Ex); SQ: Vermin
SV Fort +3, Ref +0, Will +0
STR 10, DEX 10, CON 10, INT -, WIS 11, CHA 9.
Skills: Climb +8, Listen +5, Spot +5.

Description

Giant ants are among the hardest and most adaptable vermin. Soldiers and workers are about six feet long, while queens can grow to a length of nine feet.

Combat: Giant ants fight with their powerful mandibles.

Special Attacks: Improved Grab (Ex): To use this ability, the giant ant must hit with its bite attack.

Giant Praying Mantis: CR2; Large Vermin
HD 4d8+8 (Vermin); hp26
Init -1;
Spd 20, Fly, Poor 40
AC 12;
Atk +6 base melee, +1 base ranged; +6/+1 (1d8+4, Claws; 1d6+2, Bite)
SA: Improved grab (Ex), Squeeze (Ex); SQ: Vermin
SV Fort +6, Ref +0, Will +3

STR 19, DEX 8, CON 15, INT –, WIS 14, CHA 11.

Skills: Hide +1, Listen +5, Spot +8.

Description

Once thought to be nearly extinct before the Great War, giant mantises have become a familiar site in the wastelands. Whole swarms have been seen devouring both crops and cattle alike. Giant mantises usually travel in packs of 15-20.

Combat: A giant praying mantis uses both spiny claws as a single attack. It grabs smaller prey in its claws while it bites.

Special Attacks: Improved Grab (Ex): To use this ability, the giant praying mantis must hit an opponent of Medium-size or smaller with its claws attack. If it gets a hold, it squeezes.

Squeeze (Ex): A giant praying mantis that gets a hold on a Medium-size or smaller opponent automatically deals 1d8+4 points of claw damage and bites at its full attack value of +6 each round the hold is maintained.

Lesser Rad scorpion: CR2; Large Vermin

HD 4d8+8 (Vermin); hp26

Init +0;

Spd 50

AC 14

Atk +5 base melee, +2 base ranged; +5/+0 (1d6+3, 2 Claws; 1d6+1, Sting)

SA: Poison (Ex), Improved grab (Ex), Squeeze (Ex), SQ: Vermin

SV Fort +6, Ref +1, Will +1

STR 17, DEX 10, CON 14, INT –, WIS 10, CHA 2.

Skills: Climb +11, Hide +3, Spot +7.

Description

Rad scorpions are the result of both radiation and the FEV virus, but are otherwise giant versions of regular scorpions before the war. Rad scorpions are known and feared for their deadly venomous tails. They can be found in rock or well-shaded areas.

Combat: Monstrous scorpions are likely to attack any creature that approaches, and they usually charge prey.

Special Attacks: Improved Grab (Ex): To use this ability, the monstrous scorpion must hit with its claw attack. If it gets a hold, it hangs on and stings.

Squeeze (Ex): A monstrous scorpion that gets a hold on an opponent of its size or smaller automatically deals damage with both claws, biting and stinging at its full attack value.

Poison (Ex): Sting, Fortitude save (DC 18), initial and secondary damage 1d6 Strength.

Greater Rad scorpion: CR6; Huge Vermin

HD 16d8+32 (Vermin); hp104

Init +0; Spd 50

AC 16

Atk +15 base melee, +10 base ranged; +15/+10 (1d8+5, 2 Claws; 2d4+2, Sting)

SA: Improved grab (Ex), Squeeze (Ex), Poison (Ex); SQ: Vermin

SV Fort +12, Ref +5, Will +5

STR 21, DEX 10, CON 14, INT –, WIS 10, CHA 2.

Skills: Climb +12, Hide +0, Spot +7.

Combat: Monstrous scorpions are likely to attack any creature that approaches, and they usually charge prey.

Special Attacks: Improved Grab (Ex): To use this ability, the monstrous scorpion must hit with its claw attack. If it gets a hold, it hangs on and stings.

Squeeze (Ex): A monstrous scorpion that gets a hold on an opponent of its size or smaller automatically deals damage with both claws, biting and stinging at its full attack value.

Poison (Ex): Sting, Fortitude save (DC 26), initial and secondary damage 1d8 Strength.

Wanamingos

Wanamingo: CR10; Medium Aberration

HD 10d8 +40

Init +4

Spd 40

AC (+5 natural, +4 Dex) 19

Atk +11/+6/+1 (2d6+4 bite), (1d6 +4 slam)

SA: DR 10, dark vision 60'

SV Fort +6, Ref +6, Will +6

STR 19, DEX 19, CON 18, INT 10, WIS 10, CHA 7.

Skills: Balance +10, Hide +11, Jump +10, Listen +6, Move Silently +11, Spot +6

Feats: Alertness, Power Attacks

Description

At first thought to be members of some

alien race that landed on earth, or perhaps the result of a curse placed on America by vengeful Native Americans, wanamingos have proven to be very dangerous and misunderstood foes. Wanamingos stand around four feet tall, have skin that ranges from white to a ruddy brown, and are bipedal. In combat, wanamingos attack using their tentacle arms to bash targets, while biting them with their razor sharp teeth. Wannamingos usually travel in packs of ten.

Mother Wanamingo:

As above:

CR 15

HD 12d8+20

Atk +13/+8/+4 (2d6+4 bite, (1d6+4 slam)

SV Fort +8, Ref +8, Will +8

Templates

In the Fallout universe, no two other factors changed the world so much as FEV and radiation. These two forces are the primary reason so many new and unusual species of creatures sprung up after the Great War. These templates should be used to create FEV or radiation altered creatures.

The FEV template does not apply to creatures such as floaters, centaurs, and super mutants, as they are already FEV-altered creatures. The Radiation template does not apply to rad scorpions, giant ants and rats, or ghouls, as these are already radiation altered creatures. Super mutants and ghouls are not affected by their opposite templates due to varying amounts of FEV and radiation present when they were initially created.

FEV enhanced creatures

FEV enhanced creatures are those who have their DNA radically altered by FEV. The change is permanent, and is passed down to the creatures' offspring (provided they are still able to reproduce after being altered.) FEV altered creatures are particularly rare in the wastes. They are not a "normal" occurrence, and their presence should hint to the fact that someone or something is creating new creatures and has access to either pre- or post-war stocks of FEV.

Challenge Rating: Same as original +3

Hit Dice: Same as original plus an extra two hit die

Speed: Unchanged

Defense: Same as original +2

Base Attack: Same as original +2

Grapple Bonus: As normal

Attacks: As normal

Special Qualities:

Damage Reduction- Gains 1d10 DR

Saves: Same as original, with a +3 bonus to Fortitude saves

Ability Scores: FEV altered creatures gain +3 Strength and Constitution. FEV also has a chance to hinder or enhance a creature's intelligence. Roll 1d100 and consult the following chart:

1-10 Completely botched! Re-roll their intelligence using a 1d6.

11-20 Botched! Loses 1d4 points of intelligence.

20-85 Normal. Lose only 2 points of intelligence.

86-100 Surprise! The dip went successfully; gain 1d4 points of intelligence.

Usually, the less intelligent the creature (small mammals, insects, reptiles,) the greater the chance for an intelligence gain, as such they gain a +10% bonus on this chart. Smarter animals (apes, dolphins, horses) are usually at risk to lose intelligence, incurring a -10 modifier on rolls on this table.

Skills: No change

Feats: No change

Talents: No change

Traits: No change

Radiation enhanced creatures

Radiation enhanced creatures are those creatures who received a large dose of radiation during or after the Great War.. Radiation altered creatures are a common sight in the wastes, as radiation has irrevocably changed almost every animal still alive. In general, radiation (in this case, B-movie 50's radiation) causes creatures to grow to monstrous sizes, or simply mutate them in some way.

Challenge Rating: Depends on shift in original size:

One size category up: +1

Two categories up: +2

Three categories up: +3

Four or more: +4

Hit Dice: Gains a number of hit dice equal to the number of size categories grown (up to 4)

Speed: Same as normal

Defense: Gains an additional +1 for every size category grown (up to +4)

Base Attack: Same as normal

Grapple Bonus: Gains an additional +1 for every size category grown (up to +4)

Attacks: Same as normal

Special Qualities:

Irradiate: The creature gains the ability to inflict a certain dose of radiation on a target when it attacks. Roll 1d10 and consult the following chart:

1-2 – Mild dose

3-4 – Low dose

5-6 – Moderate dose

7-8 – High dose

9-10 – Severe dose

Gain Damage Resistance: Gain 1d6 DR

Saves: Same as normal, but with a +2 save to Fortitude

Ability Scores: Strength and Con increased by +1 for every size category grown (up to +4)

Skills: Same as normal

Feats: Same as normal

Talents: Same as normal

Traits: Same as normal