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## INTRODUCTION

Welcome to Beastmen, a book bringing the wild to your Darwin's World game. Beastmen introduces a new type of mutant, the Bestial Genotype. A Bestial Genotype is a mutant that strongly resembles an animal species from before the Fall. Whether Beastmen are animals that have gained sentience, or humans who have taken on the traits of animals

in the struggle to survive, or even the result of some bizarre genetic experiment carried out after the Fall is up to you. To represent the abilities and mentality of the animal world, Beastmen also features a number of new mutations, defects and mutant feats as well as a new epic class, the Alpha, for those who want to command packs of animals.

*Sure I'd heard the stories. Boy raised by wolves they said. What kind of bullshit is that. Typical raider gang bullshit, looking for a free drink from a wide-eyed scav or a lay with some furniture too young to have heard the story before. Every winter when the Night Riders came down from Canada looking to escape the cold they'd have a new tale about the "Wolf Lord." Ran with radwolves they said. Always surrounded by them. Took down gronts with his bare hands, then shared the meat with his pack. I see the expression on your face friend.*

*You think I'm just another old geezer telling a tall tale. But I'm telling you, I was there and I saw him. During the winter of ought-five. Worst winter these old bones of mine have ever seen. And there they were. First one radwolf. Then another. Soon the streets of Sentinel Bay were choked with 'em.*

*And as soon as they started showing up, the Night Riders took off. It was like watching guppers scatter when a lake dragon was coming. You know the dragon's on its way before you see it by the way they scatter. I never saw a Night Rider so scared of anything. They just got on their bikes and headed on down south to Bastion.*

*And that man, he was like nothing I ever saw. Little more than a boy really. Couldn't have been more than 16 summers. Wearing radwolf furs. Had radwolf claws tied to his hands. At first I thought he was onna them until he stood up.*

*"The winter is too harsh this year. We will trade food in return for sharing your fire."*

*And just like that, he spent the winter with us. Not that we could have stopped him if we wanted to. He never spoke again, unless it was to his pack with that weird yipping the radwolves use to communicate. We'd build them a fire at night on the edge of town and they'd play around it, fighting like wolf cubs and howling at the moon. During the day they'd disappear, only to come back at dusk with huge chunks of gront-meat, even the occasional lake dragon.*

*I tell you what, I wish he'd come back every year. Not only did the Night Riders stay gone, but I never ate as well during a winter as I did that year. But he wouldn't have any of it. When the town elder asked if he'd like to come back next year the boy just laughed like it was the best joke he'd ever heard and took off. I watched from the wall until they left the Old 42 and that was the last I saw of the stranger.*

## HOW DO GENOTYPES WORK?

To use this product you simply pick a genotype from the list below. Instead of getting three mutations, the beastman gets two mutations that are pre-selected for him based on his animal type. The defects are also chosen for him, again based on the animal type. In return for this, the beastman receives an ability modifier, a skill bonus and an extra class skill.

Other than mutations, taking a Bestial Genotype does not affect the rest of the character creation process. A beastman can be of any class and any background.

## BESTIAL GENOTYPES

### APE

**Ability modifier:** Strength +2

**Skill modifier:** Climb +2. Ape beastmen add Climb to their permanent class skill list.

**Mutations:** An ape beastman begins play with the following mutations: Gigantism, Simian Deformity

**Defects:** An ape beastman begins play with the following defects: Herbivore, Muzzle (see below), one defect of the mutant's choice.

### BADGER

**Ability modifier:** Constitution +2

**Skill modifier:** Escape Artist +2. Badger beastmen add Escape Artist to their permanent class skill list.

**Mutations:** A badger beastman begins play with the following mutations: Adrenaline Control, Hyper Olfactory

**Defects:** Muzzle, Reptile Brain (must trigger Adrenaline Rush when below 50% hit points, attacks nearest target until adrenaline rush ends, cannot end adrenaline rush prematurely)

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