

JEZ GORDON PRESENTS

FEAR



THE ACTION ADVENTURE GAME OF
MUTANT MAYHEM
& PURE PANDEMONIUM

CHARACTER SAMPLES V2.0

Hey there, thanks for checking out the **FERAL RPG** Character Samples.

Here's a bunch of pre-gen characters made using rules available at feralrpg.com. These are all guys who've turned up at the convention games I've run.

This version contains several additional characters, as well as an alternate blank character sheet with more room for features to be listed.

Please take them for a spin, make your own new characters, post them online, add them to you games and see how the rules work in action. And if you're feeling real helpful, let me know how they go. Bewdy!

HOW YOU CAN SUPPORT FERAL

If you like what you see and wanna help bring this game to life [thanks heaps!] you can support its development on Patreon or buy t-shirts and game artwork on TeePublic. You can also stay up-to-date with all the latest **FERAL** info on Facebook, GooglePlus and Tumblr by clicking on the icons below:



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Got questions, feedback or need to get in touch? Email me: gibletblizzard@gmail.com

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character illustration

NAME JIMMY THE THING

SPECIES UNKNOWN

INSPIRATION

1

CLASS SOLDIER

LEVEL 3 XP 900XP

BACKGROUND PARA-DIME

LIFESTYLE SQUALID \$

ALIGNMENT LAWFUL NEUTRAL

PROFICIENCY BONUS

+2

CHARACTERISTICS • PRISONSUIT ORANGE SKIN. TIGER STRIPES.

• PERSONALITY: CAPTAIN WHATEVER, SUPREMELY LAID BACK & CHILLED.

• IDEAL: WHY CAN'T WE ALL JUST GET ALONG?

• BOND: I GOT DRAFTED INTO THIS GODDAMN ECHOWAR.

• FLAW: I CAN'T TRUST YOU IF I HAVEN'T LICKED YOU.

MUTATIONS

SIZE M FORM HUMANOID

HANDS HUMAN

LOOKS ANIMAL

SPEECH PARTIAL

STANCE HUMAN

• ECHOLOCAION 60'

• PREHENSILE TONGUE

• AMBUSER: ADV 1ST INITIATIVE

• BITE: LARGE 1d8+STR DAMAGE

ABILITIES

SCORE

MOD

SAVING THROWS

20

STRENGTH

15

+2

● STR +4

DEXTERITY

17

+3

○ DEX +3

CONSTITUTION

14

+2

● CON +4

INTELLIGENCE

12

+1

○ INT +1

WISDOM

16

+3

○ WIS +3

CHARISMA

13

+1

○ CHA +1

SKILLS

20

STR ATHLETICS +4

DEX STEALTH +5

CON

INT

WIS INSIGHT +5, PERCEPTION +5

CHA

FEATURES

• PROFICIENCIES: ALL ARMOR AND WEAPONS, VEHICLES (LAND)

• FIGHTING STYLE: GUNNER:
+2 TO HIT WITH FIREARMS

• SECOND WIND: USE BONUS ACTION TO REGAIN
1d10+3 HP. 1/SHORT REST

• ACTION SURGE: TAKE ONE ADDITIONAL ACTION
ON YOUR TURN. 1/SHORT REST

• IMPROVED CRITICAL: CRIT RANGE 19-20

• AMBUSER: GAIN ADV TO INITIATIVE CHECK
ON 1ST ROUND OF COMBAT

COMBAT

INITIATIVE

20

+3

ATTACK

20

DEFENSE

15

HEALTH

MOVE

30' PER ROUND

ATTACKS PER ROUND

1

PASSIVE PERCEPTION

15

PASSIVE INSIGHT

15

MELEE +4

FINESSE +5

RANGED +5

THROWN +5

AC

WORN LIGHT:

BULLET VEST AC 12

+ DEX MOD (MAX 3)

MAX HP

29

HIT DICE

3d10

DEATH

☺ ○ ○ ○

SAVES

☹ ○ ○ ○

HIT POINTS

WEAPONS

ATTACK

20

RANGE

DAMAGE

NOTES

AMMO

■ ASSAULT RIFLE (MEDIUM CALIBER)

+7

300/1200

1d8*+3

FIREARM*: A,S,DT,SB,LB,FC,SF**

○○○○○

■ LARGE BITE

+4

-

1d8+2

UNARMED, PIERCING

○○○○○

■ KNIFE

+5

20/60

1d4+3

FINESSE WEAPON

○○○○○

■

○○○○○

EQUIPMENT

○ ASSAULT RIFLE + 3 CLIPS AMMO

○ 2 KNIVES

○ LIGHT ARMOR (BULLET VEST)

○ SOLDIER'S PACK

○ \$100

○

○

○

○

○

○

○

○

○

○

○

○

○

○



4-sided die



6-sided die



8-sided die



10-sided die



12-sided die



20-sided die



2 x 10-sided die



2 x d20, take high



2 x d20, take low



lose DIS/gain ADV

**A = AIMED SHOT (10% OF CLIP), S = SINGLE SHOT (10%), DT = DOUBLE TAP (20%), SB = SHORT BURST (20%), LB = LONG BURST (50%), FC = FULL CLIP (100%), SF = SUPPRESSIVE FIRE (50%)



character illustration

NAME CAPTAIN OOZY

SPECIES SLUG

INSPIRATION

1

CLASS SOLDIER

LEVEL 3 **XP** 900XP

BACKGROUND EXPERIMENT

LIFESTYLE SQUALID \$

ALIGNMENT CHAOTIC GOOD

PROFICIENCY BONUS

+2

CHARACTERISTICS • SORRY BOUT THE SLIME

• PERSONALITY: I LIVED THRU HELL, I'LL MAKE SURE NO-ONE WILL.

• IDEAL: THERE'S A REASON I SURVIVED: THERE'S SOMETHING I MUST DO.

• BOND: IN THE ESCAPE MY BUD GOT LEFT BEHIND; THAT'LL NEVER HAPPEN AGAIN.

• FLAW: I GOT THE JITTERS REAL BAD, BUT A STIFF DRINK CALMS ME DOWN.

MUTATIONS

SIZE L **FORM** BEASTLY

HANDS ANIMAL

LOOKS ANIMAL

SPEECH HUMAN

STANCE PARTIAL

• CLIMBER

• STALKER

• LOVE DART

• ARMOR: LIGHT

ABILITIES

SCORE

MOD

SAVING THROWS

20

STRENGTH

20

+5

● **STR** +7

DEXTERITY

15

+2

○ **DEX** +2

CONSTITUTION

14

+2

● **CON** +4

INTELLIGENCE

10

—

○ **INT** +0

WISDOM

12

+1

○ **WIS** +1

CHARISMA

7

-2

○ **CHA** -2

SKILLS

20

STR ATHLETICS +7 (ADV TO CLIMB CHECKS)

DEX (ADV TO STEALTH CHECKS TO APPROACH TARGET)

CON

INT HISTORY +2

WIS PERCEPTION +3, SURVIVAL +3

CHA

FEATURES

• PROFICIENCIES: ALL ARMOR AND WEAPONS, VEHICLES (LAND)

• FIGHTING STYLE: GUNNER:
+2 TO HIT WITH FIREARMS

• SECOND WIND: USE BONUS ACTION TO REGAIN
1d10+3 HP. 1/SHORT REST

• ACTION SURGE: TAKE ONE ADDITIONAL ACTION
ON YOUR TURN. 1/SHORT REST

• IMPROVED CRITICAL: CRIT RANGE 19-20

• LOVE DART: SHOOT POISON DART FROM NECK.
RANGED ATTACK, IF HITS TARGET MUST MAKE
CON SAVE DC12 OR BE POISONED FOR 1d12
ROUNDS. 1/SHORT REST.

COMBAT

INITIATIVE

20

+2

MOVE 30' PER RND, CLIMB 30' PER RND

ATTACKS PER ROUND 1

PASSIVE PERCEPTION 13

PASSIVE INSIGHT 11

ATTACK

MELEE +7

FINESSE +4

RANGED +4

THROWN +7

DEFENSE

14

AC

WORN NATURAL:

AC 12 + DEX MOD

(MAX 3)

HEALTH

MAX HP 32

HIT DICE 3d10

DEATH ☺ ○ ○ ○

SAVES ☹ ○ ○ ○

HIT POINTS

WEAPONS

ATTACK

20

RANGE

DAMAGE

NOTES

AMMO

☑ LOVE DART

+4

20/60

1d4+5

MILD POISON, SEE ABOVE.

○○○○○

☑ PAIRED UZIS (SMALL CALIBER)

+6

30/120

1d6*+2

FIREARM*: A,S,SB,LB,FC,SF**

○○○○○

☑ — BONUS ACTION FOR OFFHAND ATTACK:

+6

30/120

1d6*

FIREARM*: A,S,SB,LB,FC,SF**

○○○○○

☑ KNIFE

+7

20/60

1d4+5

FINESSE

○○○○○

*SEE FIREARM RULES

EQUIPMENT

○ 2 UZIS (SMALL CALIBER) + 6 MAGS AMMO

○ FATIGUES

○ SOLDIER'S PACK

○ KNIFE

○ \$100

○

○

○

○

○

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○

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○

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○



4-sided die



6-sided die



8-sided die



10-sided die



12-sided die



20-sided die



2 x 10-sided die



2 x d20, take high



2 x d20, take low



lose DIS/gain ADV

**A = AIMED SHOT (10% OF CLIP), S = SINGLE SHOT (10%), DT = DOUBLE TAP (20%), SB = SHORT BURST (20%), LB = LONG BURST (50%), FC = FULL CLIP (100%), SF = SUPPRESSIVE FIRE (50%)



character illustration

NAME NYUK NYUK THE NYFE

SPECIES RHINOSAUR

INSPIRATION

1

CLASS ZERKER

LEVEL 3

XP 900XP

BACKGROUND EXPERIMENT

LIFESTYLE POOR \$\$

ALIGNMENT CHAOTIC NEUTRAL

PROFICIENCY BONUS

+2

CHARACTERISTICS • TWITCHY CHEWY PSYCHOSAURUS.

• PERSONALITY: GIMME A REASON TO GO CRAZY. GOTTA LET OFF STEAM.

• IDEAL: SURVIVAL. ONLY ONE WHO'S GONNA MAKE SURE I GET OUT ALIVE.

• BOND: THOSE WHO DID THIS NEED ME TO COMPLETE THEIR EXPERIMENTS.

• FLAW: YOU REALLY DON'T WANT TO POINT THAT WEAPON AT ME. EVER.

MUTATIONS

SIZE M FORM HYBRID

HANDS PARTIAL

LOOKS ANIMAL

SPEECH HUMAN

STANCE HUMAN

• HORN: LARGE 1D8+STR PIERCE

• RUNNER: +10' MOVE

• RESILIENT: SEE BELOW.

ABILITIES

SCORE

MOD

SAVING THROWS

20

SKILLS

20

STRENGTH

17

+3

STR

+5

STR ATHLETICS +5

DEXTERITY

16

+3

DEX

+3

DEX

CONSTITUTION

17

+3

CON

+5

CON

INTELLIGENCE

12

+1

INT

+1

INT

WISDOM

14

+2

WIS

+2

WIS PERCEPTION +4, SURVIVAL +4

CHARISMA

12

+1

CHA

+1

CHA INTIMIDATION +3

FEATURES

• PROFICIENCIES: LIGHT & MEDIUM ARMOR &

SHIELDS, ALL WEAPONS, VEHICLES (LAND)

• UNARMORED DEFENSE: WHEN NO ARMOR

(SHIELD OK) AC = 10 + DEX MOD + CON MOD

• RAGE! 3/LONG REST. LASTS 1 MINUTE. GAIN:

- ADV TO STR CHECKS AND SAVES

- +2 DAMAGE WITH MELEE WEAPONS

- RESISTANCE TO BLUDGEON, PIERCE, SLASH.

• RECKLESS ATTACK: 1ST ATK, GAIN ADV.

• DANGER SENSE: ADV TO DEX SAVES

• FRENZY: WHEN RAGING, GAIN +1 ATK/RND, BUT EXHAUSTION AFTERWARDS.

• RESILIENT: WHEN DROPPED TO 0 HP, GO TO 1 HP INSTEAD. 1/LONG REST.

COMBAT

INITIATIVE

20

+3

ATTACK

20

DEFENSE

16

HEALTH

MOVE

40' PER ROUND

ATTACKS PER ROUND

1

PASSIVE PERCEPTION

14

PASSIVE INSIGHT

12

MELEE

+5

FINESSE

+5

RANGED

+5

THROWN

+5

AC

WORN NONE:

UNARMORED DEFENSE!

MAX HP

33

HIT DICE

3d12

DEATH

☺ ○ ○ ○

SAVES

☹ ○ ○ ○

HIT POINTS

WEAPONS

ATTACK

20

RANGE

DAMAGE

NOTES

AMMO

• HORN

+5

-

1D8+3

PIERCING

○○○○○

• PAIRED KUKRI

+5

-

1D6+3

FINESSE

○○○○○

• - BONUS ACTION FOR OFFHAND ATTACK:

+5

-

1D6

FINESSE

○○○○○

•

EQUIPMENT

○ PAIRED KUKRI

○ STOLEN CLOTHES

○ SOLDIER'S PACK

○ WALKMAN WITH 5 CASSETTES

○ \$200

○

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4-sided die



6-sided die



8-sided die



10-sided die



12-sided die



20-sided die



2 x 10-sided die



2 x d20, take high



2 x d20, take low



lose DIS/gain ADV

A = AIMED SHOT (10% OF CLIP), S = SINGLE SHOT (10%), DT = DOUBLE TAP (20%), SB = SHORT BURST (20%), LB = LONG BURST (50%), FC = FULL CLIP (100%), SF = SUPPRESSIVE FIRE (50%)



character illustration

NAME The Dooooom Shroooooom

SPECIES MUSHROOM

INSPIRATION

CLASS ASSASSIN

LEVEL 3 XP 900XP

BACKGROUND FREAK

LIFESTYLE WRETCHED Ø

ALIGNMENT NEUTRAL

PROFICIENCY BONUS +2

CHARACTERISTICS • THOUSAND YARD STARE. GRINDS TEETH.

• PERSONALITY: I... TRY USE WORDS, MANNERS... WILD IS STRONG.

• IDEAL: SECRETS. NEVER LET THEM KNOW THE TRUTH.

• BOND: ANIMALS... TERRIFIED OF ME. CAN SMELL I'M WRONG.

• FLAW: SOMETIMES... IF YOU DON'T TALK TO ME... I JUST... STOP...

MUTATIONS

SIZE M FORM HYBRID

HANDS PARTIAL

LOOKS PARTIAL

SPEECH HUMAN

STANCE HUMAN

• POISONOUS SKIN

• TOXIN: MODERATE

• ARMOR: MEDIUM

ABILITIES

	SCORE	MOD
STRENGTH	15	+2
DEXTERITY	16	+3
CONSTITUTION	17	+3
INTELLIGENCE	14	+2
WISDOM	13	+1
CHARISMA	8	-1

SAVING THROWS

STR	+2
DEX	+5
CON	+3
INT	+4
WIS	+1
CHA	-1

SKILLS

STR	
DEX	ACROBATICS +5, STEALTH +9
CON	
INT	NATURE +4
WIS	PERCEPTION +3, SURVIVAL +3
CHA	INTIMIDATION +3

FEATURES

• PROFICIENCIES: LIGHT ARMOR, SIMPLE WEAPONS, 1-H BLADES, PISTOLS, THIEVES TOOLS, VEHICLES (LAND), DEMOLITION KIT, POISONER'S KIT, THE CANT

• SNEAK ATTACK: 2D6
• CUNNING ACTION: BONUS ACTION TO DASH, DISENGAGE, OR HIDE
• ASSASSINATE: ADV TO ATTACK SURPRISED TARGET, AUTO CRIT ON HIT

• POISONOUS TOUCH: UNARMED STRIKE TO DELIVER POISON, IF SUCCESSFUL, TARGET MUST MAKE CON SAVE DC 13 OR STUNNED FOR 1D12 ROUNDS. 1/SHORT REST.

COMBAT INITIATIVE

MOVE	30' PER ROUND
ATTACKS PER ROUND	1
PASSIVE PERCEPTION	13
PASSIVE INSIGHT	11

ATTACK

MELEE	+4
FINESSE	+5
RANGED	+5
THROWN	+5

DEFENSE

AC	16
WORN NATURAL:	
AC 14 + DEX MOD	
(MAX 2)	

HEALTH

MAX HP	28
HIT DICE	3D8
DEATH SAVES	☺ ○ ○ ○
SAVES	☹ ○ ○ ○

HIT POINTS

WEAPONS

POISONED TOUCH	
SILENCED SEMI AUTO PISTOL (MEDIUM CAL)	
BOWIE KNIFE (WITH COMPASS POMMEL!)	

ATTACK

+5	
+5	
+5	

RANGE DAMAGE

-	1+3+POISON
20/110	1D8*+3
20/60	1D4+3

NOTES

CON SAVE DC13 OR STUNNED D12 RND	○○○○○
FIREARM*: A,S,SB,LB,SF**	○○○○○
FINESSE	○○○○○
	○○○○○
	○○○○○

AMMO

EQUIPMENT

- SILENCED SEMI AUTO PISTOL + 3 CLIPS
- FATIGUES + BANDANNA OF BADASSNESS
- AMULET OF SACRED NIKNAKS
- ASSASSIN'S PACK
-

-
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-

*SEE FIREARM RULES

-
-
-
-
-
-
-



4-sided die



6-sided die



8-sided die



10-sided die



12-sided die



20-sided die



2 x 10-sided die



2 x d20, take high



2 x d20, take low



lose DIS/gain ADV

**A = AIMED SHOT (10% OF CLIP), S = SINGLE SHOT (10%), DT = DOUBLE TAP (20%), SB = SHORT BURST (20%), LB = LONG BURST (50%), FC = FULL CLIP (100%), SF = SUPPRESSIVE FIRE (50%)



character illustration

NAME TAILGATER

SPECIES ALLIGATOR

INSPIRATION

1

CLASS HUNTER

LEVEL 3

XP 900XP

BACKGROUND FREAK

LIFESTYLE POOR \$\$

ALIGNMENT CHAOTIC GOOD

PROFICIENCY BONUS

+2

CHARACTERISTICS • NEVER BLINKS. EVER.

• PERSONALITY: FEED ME AND I AM YOUR FRIEND.

• IDEAL: INSTINCT. ALWAYS GO WITH YOUR GUT FEELINGS.

• BOND: THERE'S A HUNTER TRACKING ME. HE WANTS TO CLAIM MY HIDE...

• FLAW: I MAKE SURE EVERYONE KNOWS THIS IS MY TERRITORY.

MUTATIONS

SIZE M FORM HYBRID

HANDS PARTIAL

LOOKS PARTIAL

SPEECH HUMAN

STANCE HUMAN

• BITE: MEDIUM 1D6+STR MOD

• SWIMMER

• SPRINTER

• ARMOR: MEDIUM

ABILITIES

SCORE

MOD

SAVING THROWS

20

STRENGTH

15

+2

STR +4

DEXTERITY

18

+4

DEX +6

CONSTITUTION

14

+2

CON +2

INTELLIGENCE

11

-

INT +0

WISDOM

10

-

WIS +0

CHARISMA

12

+1

CHA +1

SKILLS

20

STR ATHLETICS +4 (ADV TO SWIM)

DEX STEALTH +6

CON

INT NATURE +2

WIS PERCEPTION +3, SURVIVAL +3

CHA

FEATURES

• PROFICIENCIES: LIGHT & MEDIUM ARMOR & SHIELDS, ALL WEAPONS, VEHICLES (LAND).

• FAVORED ENEMY: HUMANS: +2 DAMAGE

- ADV TO TRACK, RECALL INFO

• HUNTER'S REACTIONS: ADV TO INITIATIVE

• NATURAL EXPLORER: IGNORE DIFFICULT

TERRAIN; ADV TO ATTACK IN 1ST RND

VS TARGETS THAT HAVEN'T ACTED; PLUS

WILDERNESS ABILITIES.

• FIGHTING STYLE: GUNNER: +2 TO ATTACK

• SLAYER: +1D8 DAMAGE TO INJURED TARGET, 1/TURN.

• SPRINTER: CAN TAKE BONUS ACTION TO DASH

COMBAT

INITIATIVE

20

+4

MOVE

30' PER RND, SWIM 60' PER RND

ATTACKS PER ROUND

1

PASSIVE PERCEPTION

13

PASSIVE INSIGHT

11

ATTACK

20

MELEE +4

FINESSE +6

RANGED +6

THROWN +6

DEFENSE

16

AC

WORN NATURAL:

AC 14 + DEX MOD

(MAX 2)

HEALTH

MAX HP

23

HIT DICE

3D10

DEATH

☺ ○ ○ ○

SAVES

☹ ○ ○ ○

HIT POINTS

WEAPONS

ATTACK

20

RANGE

DAMAGE

NOTES

AMMO

SHOTGUN (LARGE CALIBER)

+8

30/120

1D10*+4

FIREARM*: A, S, SS**

○○○○○

BITE

+4

-

1D6+2

○○○○○

MACHETE

+6

-

1D6+2

FINESSE

○○○○○

○○○○○

EQUIPMENT

SHOTGUN (LARGE CAL) + 12 CARTRIDGES

MACHETE

HUNTER'S PACK

\$200

PONCHO

○

○

○

○

○

○

○

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○

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○



4-sided die



6-sided die



8-sided die



10-sided die



12-sided die



20-sided die



2 x 10-sided die



2 x d20, take high



2 x d20, take low



lose DIS/gain ADV

**A = AIMED SHOT (100% OF CLIP), S = SINGLE SHOT (10%), SS = SHOTGUN SHOT (100%)

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character illustration

NAME Mixy-Mo Joe

SPECIES LONG-EARED HARE

INSPIRATION

1

CLASS HUNTER

LEVEL 3 **XP** 900XP

BACKGROUND EXPERIMENT

LIFESTYLE POOR \$\$

ALIGNMENT LAWFUL NEUTRAL

PROFICIENCY BONUS

+2

CHARACTERISTICS • MEAN ORNERY OLD BASTARD.

• PERSONALITY: I LIVED THRU WHAT THEY DID TO ME; I CAN TAKE ANYTHIN'.

• IDEAL: JUSTICE. THOSE BASTARDS WILL PAY FOR WHAT THEY DID.

• BOND: I WAS CREATED TO DO BAD THINGS. I FIGHT EVERY DAY NOT TO.

• FLAW: I'M NEVER GOING BACK. I'LL DO ANYTHING TO MAKE SURE OF IT.

MUTATIONS

SIZE S **FORM** HUMANOID

HANDS HUMAN

LOOKS PARTIAL

SPEECH HUMAN

STANCE HUMAN

• LEAPER: DOUBLE JUMP LENGTH

• RUNNER: +10' BASE SPEED

• BURROWER: 1/4 BASE SPEED

• KEEN HEARING

ABILITIES

SCORE

MOD

SAVING THROWS

20

STRENGTH

10

-

● **STR** +2

DEXTERITY

18

+4

● **DEX** +6

CONSTITUTION

15

+2

○ **CON** +2

INTELLIGENCE

11

-

○ **INT** +0

WISDOM

12

+1

○ **WIS** +1

CHARISMA

14

+2

○ **CHA** +2

SKILLS

20

STR ATHLETICS +2 (ADV TO ATHLETICS CHECKS TO LEAP)

DEX STEALTH +6

CON

INT

WIS PERCEPTION +3, SURVIVAL +3 (ADV TO PER. CHECKS TO LISTEN)

CHA DECEPTION +4

FEATURES

• PROFICIENCIES: LIGHT & MEDIUM ARMOR & SHIELDS, ALL WEAPONS, VEHICLES (LAND).

• FAVORED ENEMY: HUMANS: +2 DAMAGE

- ADV TO TRACK, RECALL INFO

• HUNTER'S REACTIONS: ADV TO INITIATIVE

• NATURAL EXPLORER: IGNORE DIFFICULT

TERRAIN; ADV TO ATTACK IN 1ST RND

VS TARGETS THAT HAVEN'T ACTED; PLUS

WILDERNESS ABILITIES.

• FIGHTING STYLE: GUNNER: +2 TO ATTACK

• SLAYER: +1D8 DAMAGE TO INJURED TARGET, 1/TURN.

COMBAT

INITIATIVE

20

+4

MOVE 35' PER RND, BURROW 9' PER RND

ATTACKS PER ROUND 1

PASSIVE PERCEPTION 13

PASSIVE INSIGHT 11

ATTACK

20

MELEE +2

FINESSE +6

RANGED +6

THROWN +6

DEFENSE

17

AC

WORN MEDIUM:

AC 14 + DEX MOD

(MAX 2)

HEALTH

MAX HP 23

HIT DICE 3d10

DEATH ☺ ○ ○ ○

SAVES ☹ ○ ○ ○

HIT POINTS

WEAPONS

ATTACK

20

RANGE

DAMAGE

NOTES

AMMO

☑ CARBINE

+8

200/800

1d8*+4

FIREARM*: A, S, SB, LB, SF**

○○○○○

☑ KNIFE

+6

20/60

1d4+4

FINESSE

○○○○○

☐

○○○○○

☐

○○○○○

EQUIPMENT

○ OL' HUNTIN' CARBINE (MEDIUM CALIBER)

○ 4 CLIPS

○ HUNTERS PACK

○ MEDIUM ARMOR FLAK JACKET

○ FATIGUES

○ KNIFE

○ \$200

○

○

○

○

*SEE FIREARM RULES

○

○

○

○

○

○



4-sided die



6-sided die



8-sided die



10-sided die



12-sided die



20-sided die



2 x 10-sided die



2 x d20, take high



2 x d20, take low



lose DIS/gain ADV

**A = AIMED SHOT (10% OF CLIP), S = SINGLE SHOT (10%), DT = DOUBLE TAP (20%), SB = SHORT BURST (20%), LB = LONG BURST (50%), FC = FULL CLIP (100%), SF = SUPPRESSIVE FIRE (50%)



character illustration

NAME "TRIPLE G"

SPECIES KODIAK BEAR

CLASS ZERKER

BACKGROUND FREAK

ALIGNMENT NEUTRAL GOOD

CHARACTERISTICS GRUMPY GRUMBLY GROUCHY OLD BEAR.

• PERSONALITY: ALWAYS CHECK LINES OF EXIT, ALWAYS HAVE BAG PACKED

• IDEAL: LOYALTY. ONCE A FRIEND, A FRIEND FOR LIFE.

• BOND: CAN'T BEAR TO SEE ANIMALS IN CAGES. WILL FREE'EM EVERY TIME.

• FLAW: I GET... DISTRACTED... BY FOOD. THE SMELLS... SO GOOD!

INSPIRATION

LEVEL 3 XP 900XP

LIFESTYLE WRETCHED Ø

PROFICIENCY BONUS +2

MUTATIONS

SIZE L **FORM** HYBRID

HANDS ANIMAL

LOOKS PARTIAL

SPEECH HUMAN

STANCE HUMAN

• SAVAGE: +1 CRIT DIE ON MELEE

• RESILIENT: SEE BELOW.

• CLAWS: SMALL: 1d4+STR

• KEEN SMELL

ABILITIES

	SCORE	MOD
STRENGTH	16	+3
DEXTERITY	14	+2
CONSTITUTION	18	+4
INTELLIGENCE	13	+1
WISDOM	14	+2
CHARISMA	14	+2

SAVING THROWS

● STR	+5
○ DEX	+2
● CON	+6
○ INT	+1
○ WIS	+2
○ CHA	+2

SKILLS

STR ATHLETICS +5
DEX STEALTH +4
CON
INT
WIS SURVIVAL +4 (ADV TO PERCEPTION CHECKS TO SMELL)
CHA INTIMIDATION +4

FEATURES

- PROFICIENCIES: LIGHT & MEDIUM ARMOR & SHIELDS, ALL WEAPONS, VEHICLES (LAND)
- UNARMORED DEFENSE: WHEN NO ARMOR (SHIELD OK) AC = 10 + DEX MOD + CON MOD

• RAGE! 3/LONG REST. LASTS 1 MINUTE. GAIN:

- ADV TO STR CHECKS AND SAVES

- +2 DAMAGE WITH MELEE WEAPONS

- RESISTANCE TO BLUDGEON, PIERCE, SLASH.

• RECKLESS ATTACK: 1ST ATK, GAIN ADV.

• DANGER SENSE: ADV TO DEX SAVES

• FRENZY: WHEN RAGING, GAIN +1 ATK/RND, BUT EXHAUSTION AFTERWARDS.

• RESILIENT: WHEN DROPPED TO 0 HP, GO TO 1 HP INSTEAD. 1/LONG REST.

COMBAT INITIATIVE

MOVE	30' PER ROUND
ATTACKS PER ROUND	1
PASSIVE PERCEPTION	12
PASSIVE INSIGHT	12

ATTACK

MELEE	+5
FINESSE	+4
RANGED	+4
THROWN	+5

DEFENSE

AC	19
WORN FUR +	
SHIELD	

HEALTH

MAX HP	37
HIT DICE	3d12
DEATH SAVES	☺ ○ ○ ○
SAVES	☹ ○ ○ ○

HIT POINTS

WEAPONS

	ATTACK	RANGE	DAMAGE	NOTES	AMMO
TRUCK AXLE	+5	-	1d10+3	VERSATILE (1d12)	○○○○○
CLAWS	+5	-	1d4+3		○○○○○
					○○○○○
					○○○○○

EQUIPMENT

○ TRUCK AXLE	○
○ MEDIUM SHIELD (AC+3)	○
○ HUNTER'S PACK	○
○ TEDDY BEAR	○
○	○

d4

4-sided die

d6

6-sided die

d8

8-sided die

d10

10-sided die

d12

12-sided die

d20

20-sided die

d100

2 x 10-sided die

ADVantage

2 x d20, take high

DISadvantage

2 x d20, take low

Inspiration!

lose DIS/gain ADV



character illustration

NAME TECHNO DEATHCAT

SPECIES COUGAR

INSPIRATION

1

CLASS ASSASSIN

LEVEL 3

XP 900XP

BACKGROUND EXPERIMENT

LIFESTYLE SQUALID \$

ALIGNMENT CHAOTIC NEUTRAL

PROFICIENCY BONUS

+2

CHARACTERISTICS • SORRY BOUT THE SLIME

• PERSONALITY: THE PAIN MADE ME WHAT I AM. LEMME MAKE SUMTHIN' OUTTA YOU.

• IDEAL: I WILL DO WHAT WAS DONE TO ME.

• BOND: MY CREATORS STILL HAVE A POWER OVER ME, I STILL CALL THEM MASTER.

• FLAW: I GET FLASHBACKS AT THE WORST TIME AND CAN FREAK OUT.

MUTATIONS

SIZE M

FORM HYBRID

HANDS PARTIAL

LOOKS ANIMAL

SPEECH HUMAN

STANCE HUMAN

• CLIMBER

• CLAWS: MEDIUM 1d6 + DEX

• SAVAGE: +1 CRIT DIE ON MELEE

•

ABILITIES

SCORE

MOD

SAVING THROWS

20

STRENGTH

13

+1

STR

+1

DEXTERITY

14

+2

DEX

+4

CONSTITUTION

14

+2

CON

+2

INTELLIGENCE

11

-

INT

+0

WISDOM

10

-

WIS

+0

CHARISMA

14

+2

CHA

+2

SKILLS

20

STR ATHLETICS +5 (ADV TO CLIMB CHECKS)

DEX STEALTH +6

CON

INT

WIS PERCEPTION +3, SURVIVAL +3

CHA DECEPTION +6

FEATURES

• PROFICIENCIES: LIGHT ARMOR, SIMPLE WEAPONS, 1-H BLADES, PISTOLS, THIEVES TOOLS, VEHICLES (LAND), DEMOLITION KIT, POISONER'S KIT, THE CANT

• SNEAK ATTACK: 2d6

• CUNNING ACTION: BONUS ACTION TO DASH, DISENGAGE, OR HIDE

• ASSASSINATE: ADV TO ATTACK SURPRISED TARGET, AUTO CRIT ON HIT

COMBAT

INITIATIVE

20

+2

MOVE

30' PER RND, CLIMB 30' PER RND

ATTACKS PER ROUND

1

PASSIVE PERCEPTION

13

PASSIVE INSIGHT

11

ATTACK

20

MELEE

+3

FINESSE

+4

RANGED

+4

THROWN

+4

DEFENSE

16

AC

WORN MEDIUM:

AC 14 + DEX MOD

(MAX 2)

HEALTH

MAX HP

26

HIT DICE

3d10

DEATH

☺ ○ ○ ○

SAVES

☹ ○ ○ ○

HIT POINTS

WEAPONS

ATTACK

20

RANGE

DAMAGE

NOTES

AMMO

CLAWS

+4

-

1d6+2

○ ○ ○ ○ ○

KATANA

+3

30/120

1d8+1

VERSATILE (1d10)

○ ○ ○ ○ ○

SILENCED SEMI AUTO PISTOL (MEDIUM CAL)

+6

20/110

1d8*+3

FIREARM*: A, S, SB, LB, SF**

○ ○ ○ ○ ○

EQUIPMENT

○ TOTALLY AMERICAN NINJA KATANA

○ SILENCED SEMI AUTO PISTOL (MEDIUM CAL)

○ 5 CLIPS

○ ARMORED TRENCHCOAT

○ CYBORG FACE (DARKVISION 120', RADIO)

○

○

○

○

○

○

○

○

○

○

○

○



4-sided die



6-sided die



8-sided die



10-sided die



12-sided die



20-sided die



2 x 10-sided die



2 x d20, take high



2 x d20, take low



lose DIS/gain ADV

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FERAL

NAME

SPECIES

CLASS

BACKGROUND

ALIGNMENT

CHARACTERISTICS

INSPIRATION

LEVEL XP

LIFESTYLE

PROFICIENCY BONUS

MUTATIONS

SIZE FORM

HANDS

LOOKS

SPEECH

STANCE

ABILITIES

SCORE

MOD

SAVING THROWS



SKILLS



STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

STR

DEX

CON

INT

WIS

CHA

STR

DEX

CON

INT

WIS

CHA

FEATURES

COMBAT

INITIATIVE



ATTACK



DEFENSE



HEALTH

MOVE

ATTACKS PER ROUND

PASSIVE PERCEPTION

PASSIVE INSIGHT

MELEE

FINESSE

RANGED

THROWN

AC

WORN

MAX HP

HIT DICE

DEATH ○ ○ ○

SAVES ○ ○ ○

HIT POINTS

WEAPONS

ATTACK



RANGE

DAMAGE

NOTES

AMMO

					○○○○
					○○○○
					○○○○
					○○○○

EQUIPMENT

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d4

4

4-sided dice

d6

6

6-sided dice

d8

8

8-sided dice

d10

10

10-sided dice

d12

12

12-sided dice

d20

20

20-sided dice

d100

10 0

2 x 10-sided dice

ADVantage

20 +

2 x d20, take high

DISadvantage

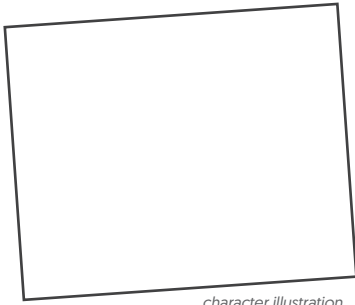
20 -

2 x d20, take low

Inspiration!

lose DIS/gain ADV

FERAL RPG



character illustration

NAME

SPECIES

CLASS

BACKGROUND

ALIGNMENT

CHARACTERISTICS

INSPIRATION

LEVEL XP

LIFESTYLE

PROFICIENCY BONUS

MUTATIONS

SIZE FORM

HANDS

LOOKS

SPEECH

STANCE

ABILITIES

SCORE

MOD

SAVING
THROWS



SKILLS



STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

STR

DEX

CON

INT

WIS

CHA

STR

DEX

CON

INT

WIS

CHA

FEATURES

COMBAT INITIATIVE



ATTACK



DEFENSE



HEALTH

MOVE

ATTACKS PER ROUND

PASSIVE PERCEPTION

PASSIVE INSIGHT

MELEE

FINESSE

RANGED

THROWN

AC

WORN

MAX HP

HIT DICE

DEATH ☺ ○ ○ ○ ○

SAVES ☹ ○ ○ ○ ○

HIT POINTS

WEAPONS

ATTACK



RANGE

DAMAGE

NOTES

AMMO



○ ○ ○ ○ ○
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EQUIPMENT

