

**PREDATOR**



**CAZADOR DE  
TROFOES**

# PREDATOR

## CAZADOR DE TROFEOS V0.3

**By Michael Tresca, Rob Cooper, and Mark Howe**

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You can get the latest version of this document at [Talien's Tower](#), under the Freebies section.

**This game contains spoilers about Predator (movies, books, etc.). You have been warned!**

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# Introduction

*"When I was little we find a man -- like a butcher. The old ones in the village cross themselves and whisper crazy things. 'Demonio, cazador de trofeos... Only the hottest times of the hottest years... 'Crazy things... This year is grows hot. And we begin finding our men. We find them sometimes without their skin. Sometimes...much, much worse. Cazador de trofeos...means the demon who takes trophies."*

– Anna, [Predator](#)

*Predator: Cazador de Trofeos* is a Modern campaign supplement. For more information about D20 Modern, see [Section 15](#) of the Open Gaming License.

The first half of the supplement is suitable for players and Game Masters. The last half is for Game Masters only.

## Summary

*Predator: Cazador de Trofeos* is a role-playing game set in the near future, where the ultimate alien predators hunt the most dangerous men and women.

## Campaign in Brief

They call themselves the Yautja but everyone else calls them the Predators. What everyone will agree on is they are the most feared hunters in the entire galaxy. Most encounters have been with a single Yautja and the only survivors have been women and small children. Their accounts have been sketchy at best, but they consider the Yautja killing machines.

The Hunt is everything to the Yautja. Every single one of the Yautja has as its goal to be the ultimate hunter and each strives to perfect the Hunt. Nothing else may matter besides the Hunt, but the Hunt has rules. A Yautja must track his enemy and face him in combat. To not face your enemy in combat is the cowards way. A Yautja will always try to face an enemy in hand-to-hand combat. If it is not possible, then ranged weapons are acceptable. The worst thing a Yautja could do is to kill an enemy, at a distance, while cloaked.

To the Yautja, if you are not a Hunter, you are prey. One of the requirements to be a Hunter is to be part of a clan and no one yet knows what it would take to make a non-Yautja part of a clan.

The Yautja are clannish in nature. The Clan is the most important part of the social structure,

followed by the Yautja, then your mate and offspring. All others are unimportant. The Yautja do not focus on large-scale conquest, as it is unimportant compared to the Hunt. Clans can and do fight each other, especially if one feels it's honor has been stained. The Clan Leader's word is law and not following a Clan Leader's word is punishable by death. The adjudicators are the admin and law Yautja. Only the Council of Ruling Clans can override an adjudicator's word.

The Yautja travel in hunting parties. A typical hunting party consists of 8 to 90 Yautja. During a hunt, each kill gains reputation for a Yautja. As a Yautja gains reputation, it gains in status amongst its peers. With higher ranks comes more honor.

Only a Blooded Yautja can compete in a hunt. To become Blooded, a Yautja must go through an intense ritual, which ends in their first kill. While it is usually a coming of age ritual, a Yautja can participate in the ritual at any point in their life. After they are Blooded, their life as a Hunter begins.

Almost all Yautja encountered are Blooded and male. The lou-dte kalei, or female, is larger than the male, but most of the time stays at home to raise the young. There are very few, Blooded lou-dte kalei.

## Campaign Traits

The future of *Predator: Cazador de Trofeos* is a bleak one, where Predators roam free to hunt and kill and the government covers it all up in the futile hopes of capturing alien technology.

## Background

The Yautja as a people long ago gave up the arts of psionics and arcane magic, to pursue technology. Most divine magic comes from shamans who venerate the Warrior. As the Yautja have expanded their hunting grounds into the Empire they have encountered the Old Arts.

They are starting to see these as acceptable tools to use in the Hunt.

The Hunt continues wherever the Yautja find worthy adversaries, but they know with an organized society as their prey, they must move slowly as to not unite their prey against them. There will come a time in the near future, when they have relearned the Old Arts, that the Yautja will not concern themselves about united preys.

The Yautja homeworld is a swamp-like planet with extremely tall trees and a heavy methane-laced atmosphere. The methane-laced atmosphere is caused by massive chemical releases from the stagnant waters and rotting animal carcasses and vegetation. The tall vegetation obscures the sunlight to let very little, if any, though to the planet surface.

Along with the thick mists caused by the atmospheric gases, the homeworld is close to a second planet, Praedra <pronounced prah-dray> or Brother of the Hunt. Praedra is in a similar orbit around the system's sun, which obscures Homeworld's light for much of its solar year.

The homeworld is kept in a perpetual twilight. This twilight forced all creatures to adapt their vision or perish. The yautjas' vision lies almost completely in the infrared spectrum. Without a Yautja helmet's visual helmet, they are virtually blind in other more sunlit worlds.

The Yautja homeworld is very damp and wet with a lot of root like vegetation and trees. In the yautjas' early evolution, they once lived burrowing amongst the soft mud and still waters of the swamps, until they eventually evolved into a more amphibious life form that took to the trees as a form of Yautja. Over time they evolved further into a more anthropomorphic form as their tool using and building skills provided them more stable platforms upon which to live.

## Timeline

**1100 A.D.:** Saint George witnesses a ball of fire fall from the sky. From the ball of flame arises a dragon (actually a Yautja) which he slays with his lance ([Aliens vs. Predator: Annual #1 – Old Secrets](#)).

**1358:** Li Yat, a charlatan, encounters the Yautja in Tokyo ([Aliens vs. Predator: Eternal #1](#)).

**1718:** A band of pirates are hunted by a Yautja, who eventually takes a gun crafted in 1715 with the word "Roanoke" engraved in it ([Decade of Dark Horse #1](#)).

**1863:** Two opposing Civil War units unite to oppose a Predator ([Predator: Hell Come A' Walkin'](#)).

**1881:** A Predator hunts in Bengal, India, giving rise to the legend of the rakshasa ([Predator: Nemesis](#)).

**1896:** A Predator hunts in London, England, giving rise to the legend of Spring-Heeled Jack ([Predator: Nemesis](#)).

**1914:** Predators take part in the killing of World War I ([Predator: Bloody Sands of Time](#)).

**1926:** A Predator kills an escape inmate from the Big Cypress Penitentiary in the Everglades ([Dark Horse Presents #46](#)).

**1931:** A Predator hunts in Bayou Lafourche, Louisiana, giving rise to the legend of the Gollywomp ([Predator: Strange Roux](#)).

**1936:** A Predator hunts in the Serengeti, giving rise to the legend of the Dudu Ya Porini ([Predator: Jungle Tales](#)).

**1947:** A Nazi commandant encounters a Predator in his quest for gold ([Dark Horse Presents #137 - Predator: Demon's Gold](#)).

**1958:** A Predator hunts in Fleener Creek, Oregon ([Predator: Kindred](#)).

**1959:** A Predator hunts in Hollywood, California ([Predator: Invaders from the 4<sup>th</sup> Dimension](#)).

**1968:** Predators hunt during the Vietnam War ([Predator: Bloody Sands of Time](#)).

**1984:** A Predator hunts in Nicaragua ([Predator: Captive](#)).

**1987:** In the jungles of South America, a group of hardened Special Forces commandos are on a routine rescue mission when they find themselves being hunted by an alien predator. The group is slowly whittled away a Predator, but eventually defeated by the sole surviving member of the commandos, Major Dutch Schaefer ([Predator](#)).

**1988:** A Predator hunts in Fleener Creek, Oregon ([Predator: Kindred](#)). A Predator hunts in Cobola County, New Mexico, attacking an Army base and giving rise to the legend of the adilgashii ([Predator: Big Game](#)).

**1989:** A fleet of Predators hunt in New York City, pursuing Dutch Schaefer's brother ([Predator: Concrete Jungle](#)).

**1990:** A Predator ship crash lands in Yamal Peninsula, Siberia. Russian and American troops battle to take control of the vessel, only to

have the Predators fix their ship and leave ([Predator: Cold War](#)).

**1992:** A Predator hunts human hunters in Kenya, Konza. Later, a prisoner takes credit for the kills in Tucson, Arizona. The Predator catches up to the braggart in Paloverdo State Penitentiary and kills him. With plentiful and worthy prey, the Predator keeps on killing until killed by inmates. Other Predators ultimately retrieve the corpse before Special Forces can get to it ([Predator: Race War](#)). Batman defeats a Predator in single combat. Disgraced, the Predator commits suicide with its own blade. Other Predators offer the blade to Batman as a sign of honor ([Batman vs. Predator](#)).

**1993:** Four Predators land in search of prey with superhuman capabilities: Ghost, Motorhead, Law, and X ([Ghost #5](#), [Agents of Law #6](#), [Motorhead #1](#), [X#18](#)).

**1994:** Another Predator hunts Batman, this one a Bad Blood who is in turn hunted by two other Predators. Federal agents in turn hunt the Predators. All three Predators ultimately die in the pursuit ([Batman vs. Predator II](#)).

**1996:** Trackers pursue a Predator in the jungles of South America, only to be slaughtered. A 60-million robot is sent after it but is unsuccessful. Detective Schaefer is brought in to track down this Predator, the original that was supposedly killed by Dutch Schaefer (his brother) in 1987 ([Predator: Dark River](#)).

**1997:** A Predator hunts in Los Angeles, killing off various drug kingpins. Officer Mike Harrigan ultimately kills it. Other Predators ensure the original hunter's ship is destroyed and leave Harrigan with a souvenir: a flintlock pistol, marked 1750 ([Predator 2](#)). A Predator hunts grizzly bears in the Alaskan wilderness ([Predator: Primal](#)).

**1999:** Billionaire Tyler Stern, who has created a Yautja-specific biosphere in the middle of the Nevada Desert, traps a one-armed Predator one within it. But the Predator gains the upper hand and ultimately activates its self-destruct sequence, destroying the biosphere, Stern, and all of his work ([Predator: Captive](#)). A conflict between Bad Bloods and another Predator hunts them. It is all photographed but the evidence is confiscated and all witnesses eliminated ([Predator: Homeworld](#)).

**2000:** Superman discovers the ship belonging to the Predator that Dutch Schaefer defeated ([Superman vs. Predator](#)). Later that year, the human-phobic alien race known as the Dominators genetically modify Predators to defeat the Justice League, only to have their experiment backfire. The Meta-Predators clash with the JLA but ultimately choose suicide over capture.

**2003:** A team of drillers, scientists and archaeologists led by a billionaire industrialist who travel to Antarctica to investigate ancient pyramid ruins buried deep beneath the ice which predate those in Egypt and Mexico, suggesting they were once the home of a great empire that ruled over the Earth first. When they finally reach one of the pyramids, however, they discover human skeletons and fossilized remains of alien creatures that appear to hug faces and burst out of chests, along with evidence that such aliens may still be alive somewhere in the ruins. The danger below them is frightening, but what the scientists also don't know is that something as dangerous lurks above them, happy to have had someone uncover the Aliens: a group of five teenage Predators, following a tradition wherein young Predators come to Earth every thousand years to go through their hunting rituals to reach manhood ([Aliens vs. Predator](#)).

**2024:** Spearhead is formed to combat Predators with state of the art technology. At the same time, Subotai, an immortal Japanese samurai, decides on a final showdown with the Predators ([Predator: Xenogenesis](#)).

**2227:** A carrier containing Alien eggs is ambushed by Predators ([Aliens vs. Predator: Xeogenesis](#)).

# Characters

"What the hell ARE you?"

"What the hell are YOU?"

– Dutch to Predator, [Predator](#)

In the Predator universe, USM Marines is the last remnants of resistance against the rise of the machines. The weak, slow, and stupid have long since been weeded out. USM Marines members are the toughest, savviest, and fastest humanity has to offer. As a result, all USM Marines members have access to combat feats.

## ***Yautja as PCs***

Yautja, known as "Predators" in the vernacular, are humanoid; they are bipedal, have two legs and arms, one head, two eyes, and ears. While the Yautja's body may be humanoid in appearance, this cannot be said for its face. Having been described as having a face like a "mutated crab", the Yautja possess a very distinct look. The most prominent feature of this look are four mandibles which protrude from and surround a smallish mouth filled with sharp teeth. These mandibles are used for communicating much like a cat uses its tail to communicate its mood.

A Yautja's skin has a remarkable color because some parts are more greenish and other parts are more with brown. When a Yautja gets older, its hair and skin color changes. Skin color is generally a pasty yellow mottled with black spots.

On their head, the Yautja have coarse bristly "hair" which is twisted into dreadlocks. One rite of adulthood is the ceremonial braiding of a warriors hair into the "dreadlocks" style worn by the warriors. This process, usually taking months of ritual and scalp pain is performed in public. At the slightest show of pain or discomfort on the part of the young warrior, the entire process is started over again.

Yautja appear to value other predatory species as the most challenging targets. This would also explain their preference for hunting humans, another highly successful Yautjay species. The Yautja are very fond of trophies, skulls being the most sought after. The Yautja warrior's behavior is controlled by a code of ethics (see Allegiances).

As a rite of passage into adulthood, each male Yautja must hunt and kill his first kainde amedha, or "hard meat". These hard meats are commonly known to humans as Aliens. Apparently the Yautja and aliens have a connected evolution and the Yautja consider them to be the ultimate prey.

The rite of passage hunts are generally conducted on uninhabited planets. Before a hunt begins, the Yautja "seed" the hunting grounds with Alien eggs, which are obtained from a captive queen. Once the eggs hatch and the Alien brood mature, a group of unblooded warriors land on the planet, supervised by two or three veteran warriors. Equipped only with hand-to-hand weaponry and armor, the young Yautja is sent out. Those who survive and claim a kill are then inducted into their clan as fully blooded warriors. Knowing the danger presented by the Aliens to the local ecosystem, the Yautja will not leave a planet until every alien is killed. However, it is believed that Alien infestations in the galaxy may be caused by the Yautja failing to account for every released Alien.

As a side note, it is considered a great honor by the Yautja to participate in the hunts that obtain the Alien queen from which they obtain their supply of eggs. To obtain a live queen, the Yautja hunting party must venture into an Alien crèche, succeed in defeating all the queen's warrior drones, and then subdue the queen herself. Needless to say, many of these parties never return. To understand the respect Yautja hold for the lethality of the aliens, in at least one instance, the Yautja have accepted a human into their hunting clan who has successfully slain an alien in single hand-to-hand combat.

Yautja society is based on the concept of The Hunt. Whereas humans on earth were agrarian, the Yautja never settled down. Their culture revolves around the concept of hunting and stalking prey. Very similar to a pack mentality, the strongest and most efficient member of the group is the leader. This alpha male controls the actions of the group. So far,



only males seem to participate in hunts. Since females rule over their territory and generally run internal affairs, Yautja have a matriarchal society. Rarely is it ever needed to be enforced however, males do not involve themselves with female politics and females are uninterested in male socialization.

**+4 Strength, +4 Constitution, +2 Dexterity, -6 Charisma:** The Yautja are much stronger and faster than an average human. They've been known to climb sheer walls, and throw a full-grown man 5 meters with one hand. They possess lightning quick reflexes and their dexterity surpasses that of man.

**+2 natural Defense bonus:** The yautja have a tough skin, which affords them some protection to attacks.

**+2 racial bonus to Jump checks:** Yautja can jump very high and run fast, even when loaded down with weapons and trophies. Yautja can jump up to three times their height, and can fall ten times their height and land on their feet.

**+2 racial bonus to Listen checks:** Yautja can hear a whisper up to 50 feet away.

**Atmospheric Intolerance:** Yautja breathe 1% more oxygen, and 4% more nitrogen than humans. They can adapt to earth's natural gasses, but it could only last for 1 week at the most. If Dr Bergstrom is correct on her theory (Yautja: Homeworld), this could be because this is what the atmosphere was like on Earth millions of years ago. For every 10 minutes for which a Yautja goes without using a breather, their physical attributes reduce by 1. Spending 10 rounds on a breather will return 1 point lost from each of the physical attributes.

**Automatic Languages:** Yautja, sign language. **Bonus Languages:** Up to 5 additional languages. The Yautja have a verbal language of clicks and chirps and are capable of mimicking other verbal languages to a degree. They do pick up languages quickly, however without formally studying the language as a secondary skill.

**Native Outsider:** Yautja are fast enough to dodge bullets, if they see them coming and can, because of their tough hides, shrug off most small-caliber bullets. As a result of their two outsider levels, yautja gain a +3 to Reflex, Fortitude and Will saves, a +2 Base Attack Bonus and have 16 skills points. Racial class skills include Intimidate, Jump, Climb, Heal, Move Silently, Listen and Survival. Yautja receives the Endurance feat as its outsider feat. They can hold their breath for several minutes.

**Energy resistance 5 to fire, electrical, acid, and radiation damage:** For yautja, boiling water gets uncomfortable after five minutes, invulnerable to electricity and to radiation.

**Medium-Size:** Yautja average between seven and eight feet tall, with females even larger. They weigh in excess of 300 lbs.

**Darkvision (Ex):** Yautja can only see in one spectrum of light, infrared. Yautja can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and yautja can function just fine with no light at all.

**Light Sensitivity (Ex):** Yautja are dazzled in bright sunlight or within the radius of a *daylight* spell.

**No Wealth:** Yautja have no concept of wealth. Their superior technology is earned, not bought. Therefore, for purposes of purchasing equipment, Yautja add ½ their Wealth bonus to their Reputation bonus. This combined number determines what a Yautja can earn in equipment.

**Non-Yautja Are Prey:** The yautja see all non-yautja as prey. They cannot overcome this stigmatism and don't socially deal well with other races, so they have a -5 penalty to all diplomacy checks.

**ECL:** 5. Yautja look like normal people, but they don't act like them. They are cold, detached, and often confused by the world around them. Given enough time, an Alien Hybrid might eventually adapt, but few humans give them a chance.

## Occupations

### Alpha

Alphas are the leaders of a pride, held only by the alpha male and the alpha female. These Predators make decisions for the pride and choose where to hunt.

**Race:** Yautja.

**Skills:** Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Climb, Demolitions, Drive, Hide, Knowledge (tactics), Move Silently, Navigate, Pilot, Survival, Swim.

**Bonus Feat:** Select one of the following: Brawl, Combat Martial Arts, Light Armor Proficiency, or Personal Firearms Proficiency.

**Reputation Bonus Increase:** +3.

## Beta

The other members of a pride, these Predators consists of everyone who is not an Alpha but still mature and capable enough to be a warrior in their own right.

**Race:** Yautja.

**Skills:** Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Climb, Demolitions, Drive, Hide, Knowledge (tactics), Move Silently, Navigate, Pilot, Survival, Swim.

**Bonus Feat:** Select one of the following: Brawl, Combat Martial Arts, Light Armor Proficiency, or Personal Firearms Proficiency.

**Reputation Bonus Increase:** +2.

## Subordinate

Subordinates are the lowest ranking members of a pride without being dishonored. They are often untested young members, but can also be Alphas who have lost their position. They play an important role in caring for the other members.

**Race:** Yautja.

**Skills:** Choose three of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Craft (electronic, mechanical, or structural), Climb, Drive, Handle Animal, Intimidate, Repair, Ride.

**Reputation Bonus Increase:** +1.

## Omega

Omeegas are the bottom of the pride. They are scapegoats and are regularly abused and blamed for any fault that the pride might perceive.

**Race:** Yautja.

**Skills:** Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Disable Device, Hide, Knowledge (streetwise), Move Silently, Sleight of Hand.

**Bonus Feat:** Select either Brawl or Personal Firearms Proficiency.

## Lone Wolf

Lone wolves are Predators who have left a pride to strike out on their own.

**Skills:** Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Bluff, Climb, Demolitions, Disable Device, Drive, Escape Artist, Intimidate, Jump, Knowledge (arcane lore, streetwise, tactics, or technology), Move Silently, Pilot, Ride, Spot, Survival, Swim, Treat Injury.

**Bonus Feat:** Select one of the following: Archaic Weapons Proficiency, Brawl, or Personal Firearms Proficiency.

**Reputation Bonus Increase:** +1.

## Spearhead Mercenary

Spearhead is a strike team of two divisions dedicated to tracking and eliminating the Yautja threat on Earth. The Stalker division identifies and predicts Yautja strikes. The Blades are the combat units dedicated to engaging the Yautja on their own terms with state-of-the-art technology. For more information about crafting mercenaries, see [Mercenaries: Born of Blood](#) by [Michael Tresca](#). *Mercenaries: Born of Blood* includes mercenary history and experience tables, a new primary class (Professional), rules on recruiting mercenaries, two new prestige classes (Commercialist and Specialist), 48 new feats, exhaustive rules on creating contracts, mercenary codes of conduct, a sample headquarters, rules on creating mercenary companies, and two sample companies.

**Skills:** Choose two of the following skills as permanent class skills. If a skill the character selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Balance, Climb, Drive, Forgery, Gamble, Hide, Intimidate, Jump, Knowledge (streetwise), Move Silently, and Survival, Swim.

**Bonus Feat:** Select one of the following: Brawl, Combat Martial Arts, Light Armor Proficiency, or Personal Firearms Proficiency.

**Wealth Bonus Increase:** +3.

# Skills

"I ain't got time to bleed!"

– Blain, [Predator](#)

## Skills

### Bluff (Yautja)

During the hunt, Yautja employ a silent system of hand gestures to communicate with each other. This "sign language" is very simple and only capable of relating simple messages or ideas.

A Yautja can use Bluff to send and understand secret messages without speaking. The DC for a basic message is 10. Complex messages or messages trying to communicate new information have DCs of 15 or 20. Both the sender and the receiver must make the check for the secret message to be successfully relayed and understood.

Anyone listening in on a secret message can attempt a Sense Motive check (DC equal to the sender's Bluff check result). If successful, the eavesdropper realizes that a secret message is contained in the communication. If the eavesdropper beats the DC by 5 or more, he or she understands the secret message.

Whether trying to send or intercept a message, a failure by 5 or more points means that one side or the other misinterprets the message in some fashion.

- **Back arched and mandibles flared:** rage
- **Head and eyes lowered:** submission
- **Head cocked to one side:** curiosity or regard
- **Lower mandibles spread:** aggression
- **Mandibles click together:** regard
- **Mandibles flared:** anger
- **Placing one hand on another's shoulder, and shaking:** greeting
- **Push with one hand at another's shoulder:** challenge

### Read/Write Language (Yautja)

The Yautja have a complex written language. The following are Yautja letters and their English translation:

- **A: A**
- **B: B**
- **C: C**
- **D: D**
- **E: E**
- **F: F**
- **G: G**
- **H: H**
- **I: I**
- **J: J**
- **K: K**
- **L: L**
- **M: M**
- **N: N**
- **O: O**
- **P: P**
- **Q: Q**
- **R: R**
- **S: S**

- **T: T**
- **U: U**
- **V: V**
- **W: W**
- **X: X**
- **Y: Y**
- **Z: Z**

### Speak Language (Yautja)

The Yautja have a complex verbal language. The following are Yautja words and their English translation:

- **Amedha:** meat
- **'Awu'asa:** armor
- **Bpi-de:** end, finish
- **Ch'hkt-a:** nervous
- **Chiva:** trial, test
- **C'nlip:** intoxicating beverage
- **Dai-shui:** Yautja musk
- **Dhi'ki-de:** unconscious, coma
- **Dto:** a type of tree
- **Gkei'moun:** easy or simple
- **Gkinmara:** camera
- **Gry'sui-bpe:** stampede
- **Guan:** night
- **H'chak:** mercy
- **H'dlak:** fear
- **Hulij-Bpe:** crazy
- **Hult'ah:** observer
- **Jehdin:** individual, one
- **Kainde amedha:** "hard meat" aliens
- **Kantra:** prayer
- **Kehrite:** training hall/ dojo
- **Kiande:** hard
- **Ki'cte:** stop, enough
- **Ki'cti-pa:** wrist knives
- **Kv'var:** exercises, hunts
- **Kwei:** tricky or sly
- **Lou-dte kalei:** child-maker(derogatory)
- **L'ulij-bpe:** Crazy
- **Mei'hswei:** brother
- **Mi:** fuel
- **Mo:** no
- **Nain-desintje-de:** "pure win"
- **Nan-dethan-gaun:** "kiss of midnight" no mercy
- **Nan-ku:** alive
- **Naxa:** type of fruit
- **N'dui'se:** Yautja's musk
- **Nihkou'te:** tooth or tusk
- **Nok:** unit of measure (equivalent to 13 inches)
- **Ooman:** humans
- **Pyode amedha:** "soft meat" humanoid
- **Pyode:** soft
- **Setg'-in:** deadly and quick
- **S'yuit-de:** low and demeaning
- **Tarei'hsan:** bug
- **Te'dqi:** xenomorph secretion
- **Thei-de:** death
- **Thwei:** blood
- **Tjau'ke:** hard packed dirt or type of rock
- **Ui'stbi:** geography
- **Zabin:** type of insect
- **Z'skvy-de:** birth of xenomorph from host, eruptive phase

# Equipment

"Time to let 'ol 'Painless' out of the bag."

– Mac to Blain, [Predator](#)

## Earning Equipment

Reputation checks are used to determine what Predators can receive and what gear they might reasonably have access to. Every Predator has a Reputation bonus that reflects his or her buying power. Every object and service has a purchase DC. To purchase an object, make a Reputation check against the purchase DC.

## Requisitioning Equipment

When a Predator needs more equipment than he or she has on hand, the character may try to requisition it. A Predator's clan evaluates whether the Predator really needs the object, how soon the clan can supply it, and whether the clan can reasonably expect to get it back when the Predator is done with it.

The result is determined by a level check (1d20 + character level) against a DC equal to the equipment's purchase DC. Add the Predator's Charisma bonus and Reputatoin bonus to the check. Table: Requisition Modifiers lists modifiers that may affect the check.

The result of the check determines whether and how quickly the Predator's clan can provide the Predator with the requested equipment. With a success, the object is issued to the character. Generally, it takes 24 hours to obtain an object through requisition, but if the object is especially common, or if the character beats the check DC by 5 or more, it is available in 1d4 hours.

Requisitioned objects are loaned, not given, to the character. Obviously, expendable objects like ammunition don't have to be returned if used.

Situation	Modifier
Object is necessary for assignment	+6
Object has obvious application for assignment	+4
Object has peripheral application for assignment	+2
Object has no obvious application for assignment	-2
Object is rare	-2
Licensed	-2
Restricted	-4
Military	-6
Illegal	-8
Character is skilled or proficient in use of object	+2
Character returned all gear undamaged on previous mission	+2

## Armor

Armor	Type	Equipment Bonus	Nonprof. Bonus	Maximum Dex Bonus	Armor Penalty	Speed (30 ft.)	Weight	Reputation DC
<b>Light Armor</b>								
Hunter Padding	Tactical	+2	+1	+7	0	30	2 lb.	13
Hunter Armor	Tactical	+3	+1	+5	0	30	15 lb.	14
<b>Medium Armor</b>								
Hunter Armor	Tactical	+6	+2	+2	0	25	20 lb.	17
<b>Heavy Armor</b>								
Ceremonial Armor	Archaic	+8	+3	+1	-6	20	50 lb.	23
Hunter Armor	Tactical	+9	+3	+0	0	20	35 lb.	19

### Ceremonial Armor

Worn only by Ancients, this armor is a sign of the highest rank. It is made of interlocking ceramic plates that are resistant to Alien blood. It bestows an additional energy resistance of 10 vs. acid damage.

### Hunter Armor, Light

This armor consists of forearm bracers, lower leg bracers, shoulder plates, belt, armored briefs with groin-cup, belt and sandals. There are six hangers on the basic belt for other assorted items.

### **Hunter Armor, Medium**

This armor consists includes forearm bracers, lower leg bracers, shoulder plates, belt, armored briefs with groin-cup, belt, sandals, integral heater, chest and back plates (light grade), the knees are better protected, and quadricep (thigh) plates.

### **Hunter Armor, Heavy**

This armor is used for hunting Alien Queens. It consists includes forearm bracers, lower leg bracers, shoulder plates that extend to the

elbow, belt, armored briefs with groin-cup, belt, sandals, integral heater, chest and back plates (light grade), the knees are better protected, quadricep (thigh) plates, torso plates, heavy quadricep covers, and a light exoframe.

### **Hunter Padding**

This basic armor is given to all new Predators seeking to advance themselves in society. It serves as a flight suit, provides warmth and prevents chaffing.

# Weapons

Weapon	Damage	Crit	Damage Type	Range	Rate of Fire	Magazine	Size	Weight	Wealth DC
<b>Handguns (require the Personal Firearms Proficiency feat)</b>									
Dart Gun	1d4	X2	Piercing	20 ft.	S	20 box	Small	0.5 lb.	12
Forearm Laser	1d10	20	Fire	200 ft.	S	20 cell	Small	2 lb.	16
Forearm Plasma Caster	2d10	20	Fire	40 ft.	S	20 cell	Small	2 lb.	16
Forearm Rocket	3d10	20	Ballistic	200 ft.	1	6 int.	Small	3 lb.	20
Net Gun	Special	-	-	10 ft.	1	1 int.	Small	0.5 lb.	10
Pining Fork	1d10	X2	Piercing	10 ft.	1	1 int.	Small	3 lb.	14
<b>Longarms (require the Personal Firearms Proficiency feat)</b>									
Dual Heavy Laser Cannon	3d10	X2	Fire	500 ft.	S	20 cell	Large	12 lb.	17
Plasma Caster	2d12	20	Fire	120 ft.	S	11 box	Medium	5 lb.	22
Scattergun	2d10	20	Fire	50 ft.	S	10 int.	Medium	4 lb.	16
<b>Heavy Weapons (each requires a specific Exotic Firearms Proficiency feat)</b>									
Micro-Missile Launcher	6d6	20	Ballistic	400 ft.	S	5 box	Large	35 lb.	14
Plasma Bolt Cannon	9d10	X2	Fire	600 ft.	1/2	60 cell	Huge	175 lb.	26
<b>Archaic Weapons (require the Archaic Weapons Proficiency feat)</b>									
Combistick, Short	1d6	X2	Piercing	100 ft.	1	1 int.	Medium	10 lb.	9
Combistick, Long	1d8	X3	Piercing	50 ft.	1	1 int.	Large	10 lb.	9
Naginata, Yautja	1d10	X3	Slashing/Piercing	-	-	-	Large	8 lb.	15
Scimitar, Yautja	2d6	19-20/X2	Slashing/Piercing	-	-	-	Large	8 lb.	6
Wrist Blades	2d6	19-20/X3	Slashing/Piercing	-	-	-	Small	2 lb.	7
Wrist Blades, Acid Resistant	2d6+1	19-20/X3	Slashing/Piercing	-	-	-	Small	2 lb.	8
<b>Other Ranged Weapons (Weapon Proficiency feat needed given in description)</b>									
Burner	3d6	-	Fire	90 ft.	1	10 int.	Large	5 lb.	17
Chemical Sprayer	3d6	-	Acid	90 ft.	1	10 int.	Large	5 lb.	17
Smart Disk	2d10	19-20/X2	Slashing	25 ft.	1	-	Small	3.5 lb.	16

## Handguns

### Dart Gun

The dart gun fires self-propelled flechettes that are poison-tipped.

### Forearm Laser

Similar to the forearm plasma caster, the laser sacrifices power for range.

### Forearm Plasma Caster

This weapon is actually mounted directly on the Predator's forearm and is triggered by fully extending his arm at a target.

### Forearm Rocket

This is a single mini-rocket, or gyrojet, which can be fired from a forearm launcher. The rocket inflicts a combination of fire and piercing damage. This is typically used to destroy

vehicles and parts of buildings, which could be used for escape or cover by prey. A new mini-rocket can be loaded into the launcher in one standard action. When the rocket hits its target, it explodes like a grenade or other explosive, dealing its 3d10 points of damage to all creatures within a 5-foot radius (Reflex save DC 18 for half damage). Because its explosive features a shaped charge designed to penetrate the armor of military vehicles, the forearm rocket ignores up to 10 points of hardness if it strikes a vehicle, building, or object. However, this only applies to the target struck, not to other objects within the burst radius.

### Net Gun

The net gun works like a normal net with the following exceptions. The net is fired from a hand held pistol (usually folded when not in use and stored on a shin guard), which gives the net a maximum range of 40 feet. The edges of the net are weighted with spikes. Each spike is dynamically designed to "fly" in the direction the net is going, so if the spike hit an object, they will

embed themselves into it. The net is made out of xerbinium, but the strands are thin so the strength is a little less than normal items of xerbinium. The net requires a Strength check (DC 45) to burst free and has 30 hit points. A person caught in a net can make an Escape Artist check (DC 50) to escape.

## **Pining Fork**

This is a projectile weapon shot from a wrist projector (this is the same device used to fire a wrist rocket). The pining fork is in the shape of a Y with the inner part of the Y containing a barbed edge, like a fishhook. The fork has limited range, but it's real use to cause bleeding in prey. If a creature hit by a pining fork pulls it out, they suffer an additional 1d8 points of damage and will lose 1 hit point every other round until the wound is bandaged.

## **Other Ranged Weapons**

### **Burner**

The burner is a lightweight, carbine-format burner designed for use in close combat. It shoots a 5-foot-wide, 90-foot-long line of flame that deals 3d6 points of fire damage to all creatures and objects in its path. No attack roll is necessary, and thus no feat is needed to operate the weapon effectively. Any creature caught in the line of flame can make a Reflex save (DC 15) to take half damage. Creatures with cover get a bonus on their Reflex save.

The burner's ammunition has hardness 5 and 5 hit points. When wielded, the burner has a Defense equal to 9 + the wielder's Dexterity modifier + the wielder's class bonus. A burner reduced to 0 hit points ruptures and explodes, dealing 6d6 points of fire damage to the wearer (no save allowed) and 3d6 points of splash damage to creatures and objects in adjacent 5-foot squares (Reflex save, DC 15, for half damage).

Once the target is hit, fuel droplets from the burner stick and continue to burn, inflicting 1d6 points of fire damage each subsequent round until the flames are extinguished. A fire engulfing a single creature or object can be doused or smothered as a full-round action. Discharging a fire extinguisher is a move action and instantly smothers flames in a 10-foot-by-10-foot area.

A burner can shoot 10 times before the fuel supply is depleted. Refilling or replacing a fuel pack has a purchase DC of 13.

### **Chemical Sprayer**

Similar to the burner, the chemical sprayer can project toxins or acid. Predators usually use this weapon when energy weapons would be too dangerous (i.e., a caustic atmosphere) or when they want to capture their prey alive.

It shoots a 5-foot-wide, 90-foot-long line of acid that deals 3d6 points of acid damage to all creatures and objects in its path. No attack roll is necessary, and thus no feat is needed to operate the weapon effectively. Any creature caught in the line of acid can make a Reflex save (DC 15) to take half damage. Creatures with cover get a bonus on their Reflex save.

The chemical sprayer's ammunition has hardness 5 and 5 hit points. When wielded, the chemical sprayer has a Defense equal to 9 + the wielder's Dexterity modifier + the wielder's class bonus. A chemical sprayer reduced to 0 hit points ruptures and explodes, dealing 6d6 points of acid damage to the wearer (no save allowed) and 3d6 points of splash damage to creatures and objects in adjacent 5-foot squares (Reflex save, DC 15, for half damage).

Once the target is hit, fuel droplets from the chemical sprayer stick and continue to burn, inflicting 1d6 points of acid damage each subsequent round. Acid engulfing a single creature or object can be doused as a full-round action.

A chemical sprayer can shoot 10 times before the fuel supply is depleted. Refilling or replacing a fuel pack has a purchase DC of 13.

### **Smart Disk**

One of the most advanced pieces of equipment carried by the Predator, the smart weapon is a flat disc shaped weapon that can be held in the hand, or thrown at an opponent. Computer controlled gyros guarantee that the disc returns to its wielder. When activated, it creates a disruptive field around itself, which can cut through the hardest of metals. It's used mostly for ranged combat, but it can also be used in melee combat. A special ring, worn by the thrower, indicates the landing position of the disc. This way, when the disc returns, it automatically adjusts to "land" on the thrower's fingers. The smart disc is bestowed upon Ancients in a grand ceremony. This ceremony is typically held on Homeworld or a Trophy Class Hunter ship.



## **Longarms**

### **Dual Heavy Laser Cannon**

These dual heavy laser cannons rest on each of the Predator's shoulder pads. The laser sight gives an extra bonus to hit with the plasma of +3. The sight is controlled by an IO interface to a helmet and eye movement. This functionality has been perfected over time and has extremely fast response. Due to these advancements, the normal -4 penalty to checks has been negated for purposes of the laser sight/IO port interface.

### **Plasma Caster**

This plasma weapon rests on one of the Predator's shoulder pads. The laser sight gives an extra bonus to hit with the plasma of +3. The sight is controlled by an IO interface to a helmet and eye movement. This functionality has been perfected over time and has extremely fast response. Due to these advancements, the normal -4 penalty to checks has been negated for purposes of the laser sight/IO port interface. In combat, with a single opponent, the more experienced Yautja tends not to use this device as it as felt it gives an unfair advantage. The battery running the laser rack can run up to 10 years, and the battery generating the rounds is effective for up to 8 months, but can be recharged with a special kit.

### **Scattergun**

The plasma shotgun is a multiple beam weapon that acts quite similar to a 20<sup>th</sup> century shotgun, except it shoots burning hot plasma.

## **Heavy Weapons**

### **Micro-Missile Launcher**

Similar to the plasma caster, the micro-missile launcher rests on one of the Predator's shoulder pads. The laser sight gives an extra bonus to hit with the plasma of +3. The sight is controlled by an IO interface to a helmet and eye movement. This functionality has been perfected over time and has extremely fast response. Due to these advancements, the normal -4 penalty to checks has been negated for purposes of the laser sight/IO port interface. The missiles themselves weigh about a pound.

## **Plasma Bolt Cannon**

The plasma bolt cannon is a Yautja-portable anti-armor weapon. The penetrating power is such that is it rumored to be able to penetrate a heavy tank within one mile.

## **Archaic Weapons**

### **Combistick**

This is a short spear, which extends from a 2 ft long shaft into a full-length spear. The spear also has gyros in it to help keep the initial aim of the spear on target. It will continually correct the trajectory of the spear until the spear impacts a target. The spear is also completely made of xerbinium. Its battery lasts 2 years. In its longer form, the combistick has reach. A Predator can strike opponents 10 feet away with a combistick, but it can't use it against an adjacent foe. If a Predator uses a ready action to set a combistick against a charge, it deals double damage on a successful hit against a charging character.

### **Naginata, Yautja**

The Yautja naginata is a beautiful weapon, covered in rare gemstones and strengthened with xerbinium. Blades top each end of the staff and the entire weapon is immune to acid. It has a conducting field similar to the cloaking device that allows it to remain cloaked when in hand. A Yautja naginata is a double weapon. A Predator can fight with it as if fighting with two weapons, but if it does, the Predator incurs all the normal attack penalties associated with fighting with two weapons, just as if the Predator were using a one-handed weapon and a light weapon. A Predator can use either head as the primary weapon. The other is the off-hand weapon. A creature wielding a Yautja naginata in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round. If a Predator uses a ready action to set a naginata against a charge, the Predator deals double damage if it scores a hit against a charging character. Predators treat Yautja naginatas as martial weapons.

### **Scimitar, Yautja**

This massive scimitar is common amongst Predators of the lower castes.

### **Wrist Blades**

These dual blades extend out of a forearm sheath. They are slightly curved, as a natural

claw would be. They are extremely sharp and are granted the keen ability. The activation of the blades involves sensors tied to the muscles in the forearm and wrist. When the yautja tenses its muscles, makes a clenched fist and bends the wrist inward, the blades extend for combat. When any of these conditions are not met, the blades retract. Depending on the way the weapon is used this can be either a slashing or piercing weapon. One common tactic to use thrust the tips of the bladed through an opponent, which would make it piercing. Another is to slash the blades across an opponent, like a

sword. This would make is slashing. So the weapon can be used either way. This weapon is the preferred weapon of most skilled hunters. It truly shows your skill when you can kill an opponent in close combat.

### Wrist Blades, Acid Resistant

These wrist blades are identical to their less durable counterparts except they are immune to acid damage and are an inch longer.

## Miscellaneous Equipment

Object	Size	Weight	Wealth DC	Restriction
Bio-Helmet	Small	1 lb.	15	Mil (+3)
Cloaking Shield	Medium	5 lb.	10	Mil (+3)
Forearm Computer	Small	5 lb.	15	Mil (+3)
Med-Kit, Heavy	Medium	7 lb.	17	
Med-Kit, Light	Medium	5 lb.	15	
Med-Kit, Medium	Medium	6 lb.	16	
Power Distribution Center (PDC)	Medium	3 lb.	12	Mil (+3)
Survival Kit	Medium	7 lb.	13	
Trophy Preparation Kit	Medium	5 lb.	16	

### Bio-Helmet

The helmet is not only protection for the Yautja, but a symbol of their personality. Each helmet is tailored to suit the tastes of the individual Yautja. The size shape is completely up to the Yautja. A Predator operates the mask by pressing buttons with its tusks.

The features available to a helmet are infrared vision (an enhancement of the Yautja's natural vision), ultraviolet vision, low-light vision, nightvision (darkvision), EM sensor and gamma vision. For game purposes, the gamma vision only works where there is enough gamma radiation to affect vision. Typical areas are space and outside on planets in low atmospheres. The vision is equal to normal in space and ¾ range in low atmosphere. The tracking/firing system for the plasma caster operates on an electromagnetic frequency, which can be used to "track" (+3 equipment bonus to attack rolls).

The helmet has highly advanced audio reception and transmission capabilities. Its sound amplification listening system enables the Predator to pick-up, amplify and hear a whisper 300 feet away. A loudspeaker amplifies the Predator's voice like a bullhorn. 80 decibels. Range is roughly 4000 feet depending on ambient noise. It also has a modulating voice synthesizer that allows the Predator to change/disguise its voice by altering tone, bass, pitch, etc. All language translations and status from a forearm computer are transmitted to the

HUD of the helmet. Adds +2 equipment bonus to Language skill checks.

Each helmet also consists of a standard breathing apparatus. This supplies the Yautja with atmosphere equivalent of the Homeworld.

### Cloaking Shield

The cloaking shield is the infiltration device used by the Yautja. The shield uses a complex design of imaging devices, camera and mirrors. The cloaking shield is constantly taking images in all directions and using the imagers to display the image to the opposite side of the wearer. The cloaking shield, while powered by an extremely powerful computer, cannot always keep up with the quick actions of a Yautja on the run. This causes a slight distortion in the air surrounding a Yautja. An extremely alert opponent can see the distortion. The cloaking shield adds a +20 to a wearer's hide. This device comes in the form of a belt. The belt is controlled by a networked transceiver connection to the forearm computer. The device requires a large amount of energy to use. The shield can be used for 20 rounds before it runs out of energy. The shield requires 2 hours of non-use to recharge.

### Forearm Computer

The forearm computer controls many of the devices used by the Yautja. It can control the wrist rocket, the cloaking shield, the self-destruct device, the helmet's vision modes and the

plasma gun. The forearm computer also contains a language translator, a voice recorder (with 20 minutes of recording time) and is the targeting computer for the laser sight on the plasma gun. The forearm computer communicates to all of the devices by a complex series of networked and inducted transceivers.

### **Med Kit, Light**

This kit contains enough tools to perform minor surgery and repair superficial wounds. The kit also contains all the equipment in a standard medical kit as well as a shrapnel extractor, two wound clamps, one stimulant shot, and one antiseptic tube. The whole kit is extremely compact and takes up an area 4"x5"x9". The kit is in a xerbinium case and typically attaches to the underside of the Power Distribution Center.

### **Med Kit, Medium**

This kit contains enough tools to perform minor surgery and repair superficial wounds. The kit also contains all the equipment in a standard medical kit as well as a shrapnel extractor, six wound clamps, four stimulant shots, one antiseptic tube, and a wound stapler. The whole kit is extremely compact and takes up an area 4"x5"x9". The kit is in a xerbinium case and typically attaches to the underside of the Power Distribution Center.

### **Med Kit, Heavy**

This kit contains enough tools to perform minor surgery and repair superficial wounds. The kit also contains all the equipment in a standard medical kit as well as a DeTox probe, a hypospray and 15 drug vials. Typical lists of drug vials include three each of: bone coral, counteragent, healing booster, stabilizer and stim. The whole kit is extremely compact and takes up an area 4"x5"x9". The kit is in a

xerbinium case and typically attaches to the underside of the Power Distribution Center.

### **Power Distribution Center (PDC)**

This device powers all of the items carried by a Yautja. It is a miniature fusion reactor and the amount of energy it can put out is limitless for game purposes. Each one of these items are linked to a forearm computer to act as a self-destruct mechanism. The typical delay time is 30 seconds and will take out an area of 300 square blocks (1000 d6 of damage). If the connection to the forearm computer is ever severed, the self-destruct mechanism goes shuts down and cannot be reactivated until; the link is reestablished (repair device check of 30). The forearm and the PDC MUST be equipped for the self-destruct mechanism to work. If either are not attached to the same creature, the self-destruct will not work. The PDC is equipped with "storage" points. When an item equipped with an attach mechanism is held near the PDC, it activates a unique frequency which will activate a magnetic connection. The item will be then held in place. To remove an item all one had to do it to grab the item and issue a command into the forearm computer to release it. A helmet can be setup to do this through verbal commands.

### **Survival Kit**

This kit is the same dimensions of a Med Kit and attached to the PDC the same way. This kit contains antiseptic lamp, an emergency food synthesizer, a vapor still, a breather mask with 2 hours of atmosphere and small flames stove.

### **Trophy Preparation Kit**

This kit is the size of a large suitcase. It contains a bone scrubber, flesh dissolving enzyme (12 uses), drain tube with vacuum, catch bag, skull piercer, bone polish and preserver, 12 dressing hooks, and 300 ft cord.

## ***New Material***

### **Xerbinium**

This is the incredibly strong metal used in all metallic items the Yautja used. The process for mining and forging this material is a closely guarded secret among the Yautja. This metal is used in ship construction, weapon components and computer components.

This ultrahard metal adds to the quality of a weapon or suit of armor. Weapons fashioned from xerbinium have a natural ability to bypass hardness when sundering weapons or attacking objects, ignoring hardness less than 20. Armor made from xerbinium grants its wearer damage reduction of 1/– if it's light armor, 2/– if it's medium armor, and 3/– if it's heavy armor.

Xerbinium is so costly that weapons and armor made from it are always of masterwork quality; the masterwork cost is included in the prices given below. Thus, xerbinium weapons and ammunition have a +1 enhancement bonus on attack rolls, and the armor check penalty of xerbinium armor is lessened by 1 compared to ordinary armor of its type. Items without metal parts cannot be made from xerbinium. An arrow

could be made of xerbinium, but a quarterstaff could not.

Only weapons, armor, and shields normally made of metal can be fashioned from xerbinium. Weapons, armor and shields normally made of steel that are made of xerbinium have one-third more hit points than normal. Xerbinium has 50 hit points per inch of thickness and hardness 30.

Most xerbinium armors are one category lighter than normal for purposes of movement and other limitations. Heavy armors are treated as medium, and medium armors are treated as light, but light armors are still treated as light. Maximum Dexterity bonus for armors and shields made from xerbinium is increased by 2, and armor check penalties are lessened by 3 (to a minimum of 0).

An item made from xerbinium weighs half as much as the same item made from other metals. In the case of weapons, this lighter weight does not change a weapon's size category or the ease with which it can be wielded (whether it is light, one-handed, or two-handed). Items not primarily of metal are not meaningfully affected by being partially made of xerbinium. (A longsword can be a xerbinium weapon, while a scythe cannot be.)

## Vehicles

Name	Crew	Pass	Cargo	Init	Maneuver	Speed	Defense	Hardness	Hit Points	Size	DC	Restriction
Jag'd'ja Atoll (Mothership)	6	1,000	300 tons	-4	-4	2,200 (220)	6	60	620	C	100	Mil (+3)
Man'daca (Trophy Class)	30	200	800 tons	-4	+2	2,200 (220)	14	50	400	C	100	Mil (+3)
Ner'uda (Standard Shuttle)	1	-	2,000 lb.	-4	-4	2,200 (220)	6	20	80	G	30	Lic (+1)

### Jag'd'ja Atoll (Mothership)

Jag'd'ja Atolls are used as mobile platforms for other Predator ships, a sort of homebase away from home. These titans are truly massive and extremely sophisticated vessels, providing a mobile base of operations for several squadrons. Given their size, motherships are typically lightly armed and armored. Jag'd'ja Atolls have a Jump Value of 2.

### Man'daca (Trophy Class)

The Predator Nations "Trophy" Class Hunters are the standard vessel used by a Predator. A pride usually consisting of anywhere from 3 or 4 to 40 Predators -- these vessels typically need less. The vessel is elegantly designed appearing vaguely like a fish with its tail curled back over its head. The vessels are made of the resilient yet light material known as Xerbinium that they use to produce their weapons and armour. The vessels are large, with internalised hangars for four separate Predator shuttlecraft used by individual predators on the Hunt. Trophy Class Hunters are unarmed; not due to a lack of powerful weapon systems, but because Predators view combat between vessels as disdainful when compared to the honourable worthwhile challenge that is one on one personal combat. A Trophy Class Hunter is not totally defenseless, however, having powerful

engines and being highly maneuverable for its size. It is also very difficult to detect and has an integral Cloaking Device, which is used for passing through hostile space or for allowing the vessel to pass unnoticed on a populated alien world.

Within the vessel are individual quarters complete with attached trophy area for all Predators on the vessel that make up its pride. Additionally, there are areas to train and improve their hunting skills as well as an extensive holding cell area in the heart of the ship designed to hold an Alien Queen and up to 400 eggs in stasis for release onto a world. Such activities are common practice amongst the Predators, who seed the Aliens onto barren worlds and then return some years later to hunt and hone their skills against them. The Predators do this because they consider the Aliens to be one of the most adaptable and challenging of opponents they know of, at least until they discovered mankind. Man'daca ships have a Jump Value of 3.

### Ner'uda (Standard Shuttle)

This standard shuttle accommodates one Predator and his cargo for a solitary hunt. It is a short range craft dedicated to planetary drops. Upon landing, it buries itself until retrieved or, if necessary, detonated to avoid capture.

# Allegiances and Reputation

"Shit happens."

- Predator, [Predator 2](#)

A Predator may have up to three allegiances, listed in order from most important to least important. These allegiances are indications of what the Predator values in life, and may encompass people, organizations, or ideals. A Predator may have no allegiances (being a Bad Blood) or may change allegiances as he or she goes through life.

If the Predator acts in a way that is detrimental to his or her allegiance, the GM may choose to strip the Predator of that allegiance (and all its benefits) and assign an allegiance more suitable to those actions. Every time a Predator betrays the code, he loses 1 point of Reputation. If a Predator's reputation falls below 1 he becomes an Eta. If it falls below 0, he may then begin to gain Reputation again as a Bad Blood.

## ***Pledging Allegiance***

A Predator's allegiance can take the form of loyalty to a person, to an organization, to a belief system, to a nation, or to an ethical or moral philosophy. In general, a Predator can discard an allegiance at any time, but may only gain a new allegiance after attaining a new level.

Having an allegiance implies having sufficient intelligence and wisdom to make a moral or ethical choice. As a result, a Predator must have Intelligence and Wisdom scores of 3 or higher in order to select allegiances.

## ***New Allegiances***

Predators live by a very specific code of behavior. This code appears similar to human warriors codes such as bushido and chivalry in that it promoted bravery, martial skill, and loyalty to the pack. Most of their laws are obvious and are dealt with by an Arbitrator. However, sometimes when each party is accusing the other, a wrestling match resolves the case. Usually this is only to the knock out or off ring, but in the case of one side accusing the other of claiming the kill of another, it is to the death. The most common reasons for a match, from most to least common: Right to hunt, right for hunting

grounds, to settle a petty dispute, to reclaim honor, claiming the kill of another.

## **The Yautja Code**

1. **Hunt worthy game.** When hunting, the Hunter must be sure that his prey is considered game, and lawful to kill. Sometimes the Hunter will equal the odds (not using the plasma-caster or some other weapon). Worthy game must fill the following criteria: Can defend itself and/or is able to kill the Hunter himself, of age (killing children is considered the height of bad manners) not linked to other lives (so that removing the prey will not doom another, e.g. pregnant women) and unwilling to be hunted (what honor in killing one who wants to die?).
2. **Not fail in the Hunt.** If the Hunter fails in his Hunt he usually takes his own life, preferring to die than to live in shame. However, some cowards prefer to live in obscurity rather than die. This is considered to be dishonorable and suicide is then "assisted" by an Arbitrator.
3. **Not claim the kill of another Hunter.** To take the trophy of another Hunter, living or dead, is considered to be a great insult. For example, two Unblooded go on their first Hunt. One Predator takes on an Alien and both are mortally wounded. While the wounded hunter is dying, the other hunter conveniently finishes off the prey and claims the kill as his own, abandoning the wounded Predator. This is the most embarrassing crime, and the hardest to prove.
4. **Never murder another Predator.** To kill another Predator intentionally. This excludes self-defense and killing a foe in

a wrestling match to settle a dispute. This is the worst crime.

5. **Never kill while cloaked.** It is very dishonorable for a Hunter to kill prey while he is cloaked. It ignores all laws of fair and honorable hunting, and giving the prey a fighting chance. A Predator who is discovered doing this is usually banished from the Clan, and is considered fair game for other Hunters. The only exception with this is to "remove" anything standing between the Hunter and his prey, or if a creature attacks the Hunter that he is not Hunting.
6. **Never harm the innocent.** Those who have done no harm should have no harm done to them.
7. **Only kill the weak when hunting for food.** This is to purify the species' line.
8. **Show honor to another's kill.** When coming upon game wounded by another hunter, and the animal is dying without sport. If the game still shows sport, it is to be a joint trophy.
9. **Will not join another's hunt, or hunt in their territory, without their permission.** All trophies taken by this manner are stolen trophies, and shall be dealt with by the rightful owner.
10. **Will treat those who defeat them in a fair hunt and show mercy as equals.** Predator must either kill their opponent and themselves, or treat their opponent as an equal.
11. **Destroy any Predator who breaks the Code.** Those who break the Code are renegades, and no longer considered to be a Predator.

## ***Allegiances and Influence***

An allegiance can create an empathic bond with others of the same allegiance. With the GM's permission, the Predator gains a +2 circumstance bonus on Charisma-based skill checks when dealing with someone of the same allegiance—as long as the Predator has had some interaction with the other character to discover the connections and bring the bonus into play.

## ***Fame and Infamy***

Most Predators with a high Reputation bonus (+4 or higher) are considered well known within their profession or social circle. Whether this has a positive or negative connotation depends on the point of view of the person who recognizes the hero.

When a character has a positive opinion of a Predator's reputation, the Predator is considered to be famous by that character. Fame, when recognized, provides a bonus to certain Charisma-based skill checks.

When a character has a negative opinion of a Predator's reputation, the Predator is considered to be infamous by that character. Also, at the GM's option, a Predator might be considered infamous in certain situations due to events that have transpired in the campaign.

Infamy, when recognized, provides a penalty to certain Charisma-based skill checks.

It should be noted that Predators pay close attention to human society and respect Reputations above all things. Should a human character meet the criteria for the Hunt according to the Predator Code, a high Reputation means a Predator will likely hunt that character.

## ***Castes***

Predators recognize various ranks in their society that come with a minimum Reputation bonus. Predators who break the Code can eventually "flip" their Reputation, becoming Bad Bloods and then begin gaining Reputation as infamous amongst other Predators. It is possible to rise in rank in Predator society but it takes heroic effort and great risk.

## ***Bad Blood***

Bad Bloods are Predators who have lost all Reputation and broken their allegiance to the Yautja Code. To do so is to be marked for death by Arbitrators.

**Reputation:** Bad Bloods can have any Reputation score, but it always infamy to other Predators.

## ***Eta***

The Eta are the untouchables of Predator society. Be it a physical handicap or psychological flaw, the Predator is incapable of joining the hunt. Eta are servants and are regularly abused by other Predators.

**Reputation:** All Eta have a Reputation of 0.

## Unblooded

The Unblooded are young Predators who have yet to go on Hunt. They are forbidden from attacking Aliens or challenging each other to the death.

**Reputation:** 1.

## Young Blood

Young Bloods have achieved their first successful Hunt. They are on their way to becoming Blooded but are usually still reckless and headstrong.

**Reputation:** 2 to 5.

## Blooded

Blooded are experienced hunters who have killed multiple opponents.

**Reputation:** 5 to 10.

## Honored

The Honored are the elite of Predator society. They've hunted more than even the average Blooded.

**Reputation:** 10 to 15.

## Ancient

Ancients are Predators who have beaten the odds, surviving long past their prime despite their repeated Hunts. They have killed thousands of prey.

**Reputation:** 15 to 20.

## Using the Reputation Bonus

Whenever the GM decides that a Predator's reputation can be a factor in an encounter, the GM makes a Reputation check (DC 25) for the GM Predator involved. A Reputation check is 1d20 + the hero's Reputation bonus + the GM Predator's Int modifier. (Some Knowledge skill modifiers might apply instead of the Int modifier, if the hero would be well known in the field covered by the Knowledge skill.) Modifiers to the Reputation check depend on the hero and the GM Predator in question, as shown below. Note that if the GM Predator has no possible way of recognizing a hero, then the Reputation check automatically fails.

If the GM Predator succeeds at the Reputation check, he or she recognizes the hero. This provides a +4 bonus or a -4 penalty on checks involving the following skills for the duration of the encounter: Bluff, Diplomacy, Gather Information, Intimidate, and Perform.

Situation	Reputation Check Modifier
The Predator is famous, known far and wide with either a positive or negative connotation	+10
GM character is part of the Predator's Clan	+5
The Predator has some small amount of fame or notoriety	+2

The GM must decide that a Predator's fame or infamy can come into play in a given situation to make a Reputation check necessary. A Predator who doesn't know, or know of, the hero can't be influenced by his or her reputation.



# Advanced Classes

"There's no stoppin' what can't be stopped, no killin' what can't be killed."

King Willie, [Predator 2](#)

## Arbitrator

Arbitrators deal with the most obvious and heinous crimes of Predator society. He represents judge, jury and executioner. They are usually an honored one who has shown justified rulings before, and there is no appeal for his decisions.

### Requirements

To qualify to become an Arbitrator, a character must fulfill the following criteria.

**Allegiance:** Yautja Code.

**Base Attack Bonus:** +15.

**Race:** Yautja.

**Reputation:** +15.

### Class Information

The following information pertains to the Arbitrator advanced class.

**Hit Die:** 1d8

**Action Points:** 6 + one-half character level, rounded down, every time the Arbitrator attains a new level in this class.

### Class Skills

The Arbitrator's class skills (and the key ability for each skill) are: Balance (Dex), Climb (Str), Computer Use (Int), Craft (chemical) (Int), Disguise (Cha), Demolitions (Int), Disable Device (Int), Drive (Dex), Escape Artist (Dex), Hide (Dex), Investigate (Int), Jump (Str), Listen (Wis), Move Silently (Dex), Profession (Wis), Read/Write Language (none), Search (Int), Sleight of Hand (Dex), Speak Language (none), Tumble (Dex).

**Skill Points at Each Level:** 7 + Int modifier.

### Class Features

The following features pertain to the Arbitrator advanced class.

### Table: The Arbitrator

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+2	+1	Sweep	+1	+0
2nd	+1	+0	+3	+2	Profile	+2	+0
3rd	+1	+1	+3	+2	Contact, low-level	+2	+0
4th	+2	+1	+4	+2	Bonus feat	+3	+0
5th	+2	+1	+4	+3	Non-lethal force	+4	+1
6th	+3	+2	+5	+3	Contact, mid-level	+4	+1
7th	+3	+2	+5	+4	Bonus feat	+5	+1
8th	+4	+2	+6	+4	Discern lie	+6	+1
9th	+4	+3	+6	+4	Contact, high-level	+6	+2
10th	+5	+3	+7	+5	Without a trace	+7	+2

#### Sweep

An Arbitrator knows how to size up an area and get the lay of the land in a single sweep of his or her eyes. This sweep provides a +4 circumstance bonus on Spot checks and covers an area out to 30 feet away from the Arbitrator

(but not behind him or her). The Arbitrator can use this bonus at the start of an encounter.

Anything not concealed can be spotted in a sweep with a successful check (DC 10). The DC for concealed or less obvious threats is equal to their Hide check result.

## **Profile**

By making a Gather Information check (DC 15) when talking to witnesses of a crime, the Arbitrator compiles a rough mental picture of the suspect. This mental picture provides a physical description, including distinguishing markings and visible mannerisms. Success makes the profile accurate, at least concerning a particular suspect as seen by witnesses. (For this Gather Information check, no money changes hands.)

The Arbitrator can expand the profile by making an Investigate check (DC 15) involving the crime scene or other evidence linked to the suspect. If successful, the Arbitrator combines eyewitness accounts with forensic evidence to develop a profile of the suspect's method of operation. This provides a +2 circumstance bonus on any skill checks made to uncover additional evidence or otherwise locate and capture the suspect.

## **Contact**

An Arbitrator cultivates associates and informants. Each time the Arbitrator gains a contact, the GM should develop a supporting character to represent the contact. The player can suggest the type of contact his or her character wants to gain, but the contact must be an ordinary character, not a heroic character.

A contact will not accompany an Arbitrator on missions or risk his or her life. A contact can, however, provide information or render a service (make a specific skill check on the Arbitrator's behalf).

The Arbitrator gains a low-level contact, mid-level contact, or high-level contact.

The Arbitrator can't call on the same contact more than once in a week, and when he or she does call on a contact, compensation may be required for the assistance the contact renders. In general, a professional associate won't be compensated monetarily, but instead will consider that the Arbitrator owes him or her a favor. Contacts with underworld or street connections usually demand monetary compensation for the services they render, and experts in the use of skills normally want to be paid for the services they provide.

For underworld or street contacts, this expense is represented by a Wealth check against a purchase DC of 10 for the low-level contact, 15 for the mid-level contact, or 20 for the high-level contact. For skilled experts, the purchase DC is 10 + the ranks the expert has in the appropriate skill.

## **Bonus Feats**

The Arbitrator gets a bonus feat. The bonus feat must be selected from the following list, and the Arbitrator must meet all the prerequisites of the feat to select it.

Advanced Firearms Proficiency, Alertness, Armor Proficiency (light), Armor Proficiency (medium), Brawl, Defensive Martial Arts, Dodge, Double Tap, Educated, Knockout Punch, Personal Firearms Proficiency, Point Blank Shot.

## **Non-Lethal Force**

An Arbitrator becomes adept at using non-lethal force to subdue an opponent. From this point on, he or she can deal non-lethal damage with a weapon that normally deals lethal damage (if he or she so chooses) without taking the normal –4 penalty on the attack roll.

## **Discern Lie**

An Arbitrator develops the ability to gauge whether another character is telling the truth by reading facial expressions and interpreting body language. The Arbitrator must be able to see and hear (but not necessarily understand) the individual under scrutiny.

With a successful Sense Motive check opposed by the subject's Bluff check result or against DC 10 (whichever is greater), the Arbitrator can tell whether the subject is deliberately and knowingly speaking a lie. This ability doesn't reveal the truth, uncover unintentional inaccuracies, or necessarily reveal omissions in information.

## **Without a Trace**

When an Arbitrator uses any of the following skills: Balance, Climb, Disable Device, Escape Artist, Hide, Move Silently, and Sleight of Hand, those using Investigate, Listen, Search, or Spot to detect the Arbitrator's activity take a –4 penalty.

The mightiest of the Predators are the veterans known as the Ba-kev'thei. Almost all had been one of the Honored and continued to survive for centuries of hunts. Ironically, these are the least concerned by the hunt anymore, focusing their attention to their arthritis instead. They are still great Warriors; they just have too many trophies to care anymore. As a result, they are more compassionate and disciplined than most other Predator. Many have learned new fighting techniques over the ages. For example, one Ba-kev'thei who had hunted in 16th century Japan learned "Hira Baraki," or two sworded combat, and continues to use it today, and has two custom swords. These represent less than 1% of the entire population.

**Requirements**

To qualify to become a Ba-kev'thei, a character must fulfill the following criteria.

**Allegiance:** Yautja Code.

**Base Attack Bonus:** +20.

**Race:** Yautja.

**Reputation:** +15.

**Class Information**

**Hit Die:** 1d8

**Action Points:** 6 + one-half character level, rounded down, every time the character attains a new level in this class.

**Class Skills**

The Ba-kev'thei's class skills (and the key ability for each skill) are: Balance (Dex), Climb (Str), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (current events, popular culture, theology and philosophy) (Int), Move Silently (Dex), Perform (dance) (Cha), Profession (Wis), Read/Write Language (none), Speak Language (none), Spot (Wis), Tumble (Dex).

**Skill Points at Each Level:** 5 + Int modifier.

**Table: The Ba-kev'thei**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+1	+2	+0	Weapon Focus	+1	+0
2nd	+2	+2	+3	+0	Weapon specialization	+1	+0
3rd	+3	+2	+3	+1	Bonus feat	+2	+0
4th	+4	+2	+4	+1	Tactical aid	+2	+0
5th	+5	+3	+4	+1	Improved critical	+3	+1
6th	+6	+3	+5	+2	Bonus feat	+3	+1
7th	+7	+4	+5	+2	Improved reaction	+4	+1
8th	+8	+4	+6	+2	Greater weapon specialization	+4	+1
9th	+9	+4	+6	+3	Bonus feat	+5	+2
10th	+10	+5	+7	+3	Critical strike	+5	+2

**Class Features**

The following features pertain to the Ba-kev'thei advanced class.

**Weapon Focus**

At 1st level, a Ba-kev'thei gains the Weapon Focus class feature, providing the benefit of the feat with the same name. The Ba-kev'thei chooses a specific weapon. The Ba-kev'thei can choose unarmed strike or grapple as the weapon. The Ba-kev'thei must be proficient with the chosen weapon.

The Ba-kev'thei adds +1 to all attack rolls made using the selected weapon.

**Weapon Specialization**

At 2nd level, a Ba-kev'thei gains weapon specialization with a specific melee or ranged weapon that he or she also has applied the Weapon Focus feat or class feature to. The Ba-kev'thei gets a +2 bonus on damage rolls with the chosen weapon.

**Bonus Feats**

At 3rd, 6th, and 9th level, the Ba-kev'thei gets a bonus feat. The bonus feat must be selected from the following list, and the Ba-kev'thei must meet all the prerequisites of the feat to select it.

Advanced Firearms Proficiency, Archaic Weapons Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (heavy), Brawl, Burst Fire, Cleave, Combat

Reflexes, Exotic Firearms Proficiency, Exotic Melee Weapon Proficiency, Far Shot, Great Cleave, Improved Brawl, Improved Knockout Punch, Knockout Punch, Power Attack.

### **Tactical Aid**

As an attack action, the Ba-kev'thei provides tactical aid to any single ally (but not him or herself) within sight and voice range of the Ba-kev'thei's position.

As a full-round action, the Ba-kev'thei provides tactical aid to all of his or her allies (including him or herself) within sight and voice range of the Ba-kev'thei's position.

This aid provides either a competence bonus on attack rolls or a dodge bonus to Defense (Ba-kev'thei's choice). This bonus is equal to the Ba-kev'thei's Intelligence modifier (minimum +1), and it lasts for a number of rounds equal to one-half of the Ba-kev'thei's level in the advanced class, rounded down.

### **Improved Critical**

For the weapon the Ba-kev'thei has applied weapon specialization to the Ba-kev'thei's threat range increases by one.

### **Improved Reaction**

At 7th level, a Ba-kev'thei gains a +2 competence bonus on initiative checks.

### **Greater Weapon Specialization**

At 8th level, a Ba-kev'thei gains greater weapon specialization with the weapon he or she selected at 2nd level. This ability increases the bonus on damage rolls to +4 when using the selected weapon.

### **Critical Strike**

At 10th level, a Ba-kev'thei gains the ability to automatically confirm a threat as a critical hit when attacking with the weapon he or she has applied weapon specialization to, eliminating the need to make a roll to confirm the critical hit.

The Ne-kev'thei are the elite of the Predator society. Not only have they survived many Hunts, they have gathered many more trophies than the average hunter or have performed a great service to the entire Predator community. They comprise approximately 10% of the populace.

## Requirements

To qualify to become a Ne-kev'thei, a character must fulfill the following criteria.

**Allegiance:** Yautja Code.

**Base Attack Bonus:** +15.

**Race:** Yautja.

**Reputation:** +10.

## Class Information

**Hit Die:** 1d8

**Action Points:** 6 + one-half character level, rounded down, every time the character attains a new level in this class.

### Class Skills

The Ne-kev'thei's class skills (and the key ability for each skill) are: Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (geography) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex).

**Skill Points at Each Level:** 6 + Int modifier.

**Table: The Ne-kev'thei**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+2	+2	+0	1st favored enemy, Track	+1	+0
2nd	+2	+3	+3	+0	Bonus feat	+1	+0
3rd	+3	+3	+3	+1	Endurance	+2	+0
4th	+4	+4	+4	+1	2nd favored enemy	+2	+0
5th	+5	+4	+4	+1	Bonus feat	+3	+1
6th	+6/+1	+5	+5	+2	Woodland stride	+3	+1
7th	+7/+2	+5	+5	+2	Swift tracker	+4	+1
8th	+8/+3	+6	+6	+2	Evasion	+4	+1
9th	+9/+4	+6	+6	+3	3rd favored enemy	+5	+2
10th	+10/+5	+7	+7	+3	Hide in plain sight	+5	+2

## Class Features

The following features pertain to the Ne-kev'thei advanced class.

### Favored Enemy

At 1st level, a Ne-kev'thei may select a type of creature from among those given on Table: Ne-kev'thei Favored Enemies. The Ne-kev'thei gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.

As he progresses in levels, a Ne-kev'thei may select an additional favored enemy from those given on the table. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by 2.

If the Ne-kev'thei chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table. If a specific creature falls into more than one category of favored enemy, the Ne-kev'thei's bonuses do not stack; he simply uses whichever bonus is higher.

Type (Subtype)	Type (Subtype)
Aberration	Magical beast
Animal	Monstrous humanoid
Dragon	Ooze
Giant	Outsider
Humanoid (aquatic)	Plant
Humanoid (human)	Vermin
Humanoid (reptilian)	

### Bonus Feats

At 2<sup>nd</sup> and 5th level, the Ne-kev'thei gets a bonus feat. The bonus feat must be selected from the following list, and the Ne-kev'thei must meet all the prerequisites of the feat to select it.

Advanced Firearms Proficiency, Archaic Weapons Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (heavy), Brawl, Burst Fire, Cleave, Combat Reflexes, Exotic Firearms Proficiency, Exotic Melee Weapon Proficiency, Far Shot, Great Cleave, Improved Brawl, Improved Knockout Punch, Knockout Punch, Power Attack.

#### **Track**

A Ne-kev'thei gains Track as a bonus feat.

#### **Endurance**

A Ne-kev'thei gains Endurance as a bonus feat at 3rd level.

#### **Woodland Stride**

Starting at 6th level, a Ne-kev'thei may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect him.

#### **Swift Tracker**

Beginning at 7th level, a Ne-kev'thei can move at his normal speed while following tracks without taking the normal –5 penalty. He takes only a –10 penalty (instead of the normal –20) when moving at up to twice normal speed while tracking.

#### **Evasion**

At 8th level, a Ne-kev'thei can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the Ne-kev'thei is wearing light armor or no armor. A helpless Ne-kev'thei does not gain the benefit of evasion.

#### **Camouflage**

A Ne-kev'thei of 9th level or higher can use the Hide skill in any sort of natural terrain, even if the terrain doesn't grant cover or concealment.

#### **Hide in Plain Sight**

While in any sort of natural terrain, a Ne-kev'thei of 10th level or higher can use the Hide skill even while being observed.

These are the Predators who don't hunt with a clan, but engage solo in combat and war. They are violent types, yet well respected. Special equipment and weapons are given to these conquering Hunters, who travel the galaxy alone as part of their birthright. There are many tales of powerful Ra-kev'theis, passed down through generations. They are an elite sect, comprising barely 5% of the Predator race.

**Requirements**

To qualify to become a Ra-kev'thei, a character must fulfill the following criteria.

**Allegiance:** Yautja Code.

**Base Attack Bonus:** +10.

**Race:** Yautja.

**Reputation:** +5.

**Class Information**

**Hit Die:** 1d12.

**Action Points:** 6 + one-half character level, rounded down, every time the character attains a new level in this class.

**Class Skills**

The Ra-kev'thei's class skills (and the key ability for each skill) are: Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

**Skill Points at Each Level:** 4 + Int modifier.

**Table: The Ra-kev'thei**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+2	+0	+0	Fast movement, bonus feat	+1	+0
2nd	+2	+3	+0	+0	Uncanny dodge,	+1	+0
3rd	+3	+3	+1	+1	Trap sense +1	+2	+0
4th	+4	+4	+1	+1	Bonus feat	+2	+0
5th	+5	+4	+1	+1	Improved uncanny dodge	+3	+1
6th	+6/+1	+5	+2	+2	Trap sense +2	+3	+1
7th	+7/+2	+5	+2	+2	Damage reduction 1/—	+4	+1
8th	+8/+3	+6	+2	+2	Bonus feat	+4	+1
9th	+9/+4	+6	+3	+3	Trap sense +3	+5	+2
10th	+10/+5	+7	+3	+3	Damage reduction 2/—	+5	+2

**Class Features**

The following features pertain to the Ra-kev'thei advanced class.

**Bonus Feats**

At 4<sup>th</sup> and 8<sup>th</sup> level, the Ra-kev'thei gets a bonus feat. The bonus feat must be selected from the following list, and the Ra-kev'thei must meet all the prerequisites of the feat to select it.

Advanced Firearms Proficiency, Archaic Weapons Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (heavy), Brawl, Burst Fire, Cleave, Combat Reflexes, Exotic Firearms Proficiency, Exotic Melee Weapon Proficiency, Far Shot, Great Cleave, Improved Brawl, Improved Knockout Punch, Knockout Punch, Power Attack, Track.

**Fast Movement**

A Ra-kev'thei's land speed is faster than the norm for his race by +10 feet. This benefit

applies only when he is wearing no armor, light armor, or medium armor and not carrying a heavy load. Apply this bonus before modifying the Ra-kev'thei's speed because of any load carried or armor worn.

**Uncanny Dodge**

At 2nd level, a Ra-kev'thei retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to Defense if immobilized. If a Ra-kev'thei already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

**Trap Sense**

Starting at 3rd level, a Ra-kev'thei gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to Defense against attacks made by traps. These bonuses rise by +1 every three Ra-kev'thei levels thereafter. Trap sense bonuses gained from multiple classes stack.

### **Improved Uncanny Dodge**

At 5th level and higher, a Ra-kev'thei can no longer be flanked. This defense denies a rogue the ability to sneak attack the Ra-kev'thei by flanking him, unless the attacker has at least four more rogue levels than the target has Ra-kev'thei levels. If a character already has uncanny dodge (see above) from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack

to determine the minimum level a rogue must be to flank the character.

### **Damage Reduction**

At 7th level, a Ra-kev'thei gains Damage Reduction. Subtract 1 from the damage the Ra-kev'thei takes each time he is dealt damage from a weapon or a natural attack. At 10th level this damage reduction rises by 1 point. Damage reduction can reduce damage to 0 but not below 0.



# Space Travel

*"Ten years ago one of his kind stalked and eliminated an elite special forces crew in central America. There were two survivors. They indicated that when trapped, the creature activated a self-destruct device that destroyed enough rainforest to cover three hundred city blocks. Remarkable weaponry. That's right lieutenant. Otherworld life-forms."*

– Peter Keyes, [Predator 2](#)

Humanity has spread like a disease to the rest of the universe, terraforming, colonizing, and stripping planets for their own purposes, only to pull up and move on. Most planets have been disappointing – few are made from human habitation. Although dangerous life forms have been encountered, none of them are intelligent enough to pose a threat that mines and sentry guns can't handle. So far...

## How It Works

There are two kinds of drives that power spacecraft: Displacement Drives and Jump Drives.

Displacement Drives displace the volume of space directly in front of a spacecraft and draw the ship forward. It is a reactionless process, capable of generating hundreds of G's of acceleration. Theoretically, the maximum speed of such a drive is the speed of light. In reality, the massive amounts of energy consumed make such a speed impossible. Most drives equipped with Displacement Drives move at one-third the speed of light as a result. As a result, very fast ships have massive engines and little room for a crew. The majority of ships have Displacement Drives only and are restricted to their local systems.

Jump Drives, on the other hand, build on the reaction of Displacement Drives. It can be activated when the spacecraft reaches one-fifth the speed of light. Instead of distorting space, the Jump Drive punches through it, allowing the ship to enter hyperspace and emerge into normal space several light years away. The jump takes approximately 24 hours. Upon arrival, the Jump Drive must recharge for six days. During the six-day period, both Drives are utterly inactive and very vulnerable to attack.

Jump Drives require accurate navigation coordinates. The military had this knowledge first, but Corporations eventually begged, borrowed, and stole the information. In addition,

automated probes can be sent toward a star. If it reaches the star's gravity well, the probe has time to recharge its drives and return, feeding the coordinates to their owners. This is a very imprecise and costly process – probes that are off by a few coordinates can be billions of miles off target.

All Jump Drives have a Jump Value ranging from 1 to 5. For each Jump Value, the ship can Jump 5 light years. In the Planet descriptions below, all distances are given in the number of 5 light year Jumps necessary to cover the distance. Thus, a ship with a Jump Value of 5 can cover a distance of 50 light years (or a Jump Value of 10) with two jumps.

Spacecraft undergo considerable strain as a result of Displacement and Jump travel. They can only be serviced at bases, and each ship takes approximately one month to maintain. Most ships require service after 25 Jumps. Pushing a ship further requires a Pilot check (DC = 10 + # of weeks beyond 25).

If the Pilot check fails by 5, it is stranded. The Drive used at the time (Displacement or Jump) fails and cannot be repaired.

If the Pilot check fails by 10, it is powerless. The vessel cannot use Jump or Displacement Drives and can only support emergency life support.

If the Pilot check fails by 11 or more, the ship explodes in 1d20 rounds.

## Landing on Planets

Landing on a planet with an aerodynamic craft requires a piloting check of 20, minus the size of the planet (the larger the planet is, the more likely a flat stretch of ground suitable for a landing field will be discovered), minus the AS. Unless there are special conditions on the planet, such as a tumultuous atmosphere or a storm system that make the landing difficult, the pilot can take 10 on this check.

Sometimes a ship will crash while landing. If a ship that isn't aerodynamic is forced to land, a crash landing is the only kind of landing it can make. When a ship makes a crash landing, it takes damage based on its size as follows: Colossal Ships take 16d6 Hull Points, Gargantuan Ships 12d6, Huge Ships 9d6, Large 6d6, Medium 6d6, Small 5d6, Tiny 4d6, and Diminutive 3d6. A Ship also suffers 1-6 Critical Hits, one of which is always a Major Hull critical from a crash landing. A Piloting check of 25 reduces the damage and number of criticals by half.

## Planets

The Marine Corps has conducted military operations on more than two-dozen worlds and deployed to trouble spots on many more. Regardless of the temperature, climate, or atmospheric conditions, Marines have to be ready to fight.

**Size:** A planet's Size Rating is equal to its radius in kilometers divided by 1,000. It takes a ship a number of minutes equal to the planet's size, minus one minute per five points of the ship's Acceleration, to clear the atmosphere of a planet. An aerodynamic ship, fighting an opponent whose ship is not aerodynamic, is unlikely to *want* to leave the atmosphere of any planet. The size of a planet also determines its gravity type.

**Heavy gravity** causes Balance, Climb, Jump, Ride, Swim, and Tumble checks incur a –2 circumstance penalty, as do all attack rolls. All item weights are effectively doubled, which might affect a character's speed. Weapon ranges are halved. A character's Strength and Dexterity scores are not affected. Characters who fall on a heavy gravity plane take 1d10 points of damage for each 10 feet fallen, to a maximum of 20d10 points of damage.

**Light gravity** causes creatures to find that they can lift more, but their movements tend to be ungainly. Characters on a planet with the light gravity trait take a –2 circumstance penalty on attack rolls and Balance, Ride, Swim, and Tumble checks. All items weigh half as much. Weapon ranges double, and characters gain a +2 circumstance bonus on Climb and Jump checks.

Strength and Dexterity don't change as a result of light gravity, but what you can do with such scores does change. These advantages apply to travelers from other planes as well as natives.

Falling characters on a light gravity plane take 1d4 points of damage for each 10 feet of the fall (maximum 20d4).

**No gravity** causes individuals on a planet with this trait to merely float in space, unless other resources are available to provide a direction for gravity's pull. Characters without the Zero-G feat move at 1/4 Speed, suffer -6 to Attack and Skill checks, modified by their Dex Modifier. Also, if the character is using a weapon with a *Recoil Rating*, he must make a Reflex Save each round he attacks with that weapon (DC 15, modified by the weapon's Recoil), or be considered prone, floating away in a random direction each round until he is able to either grab onto a solid object or make a Balance check (DC as above +5) to right himself. Also, if the character is forced to make a Reflex save for *any* reason and fails, he suffers the above result.

**Atmospheric Standard:** The Atmospheric Standard (AS) is the practical measure the Marine Corps uses to determine how a Marine will perform under different planetary conditions. The Atmospheric Standard for Earth is 1.

An AS of 1 is what all terraformers aspire to. To that end, cone-shaped atmosphere processors are placed on inhospitable planets. Powered by a 1.0 Terawatt fusion reactor, it draws in the planetary atmospheres through a series of louvers in the base and sides. This atmosphere is then drawn up through a series of hot mass processors, arranged in a ring around the fusion core. Each processor draws in the atmosphere through a battery of turbines, which compress and accelerate the gas. The gas is passed through a high temperature electrical arc, which heats the gas and ionizes it. Magnetic coils then heat the gas to near plasma temperatures until the molecules are disassociated into their component atoms. The harmful byproducts are separated while the remaining hydrogen, nitrogen, and oxygen atoms are expelled back into the atmosphere.

It is possible for a planet to have an Atmospheric Standard without any specific notation – this means the planet may be uncomfortable for human beings but not harmful. Use Atmospheric Standards as modifiers whenever a penalty would be accrued due to the planet's particular environment.

**High-pressure atmospheres** inflict pressure damage of 1d6 points per minute for every AS of the planet's rating. A successful Fortitude save (DC 15, +1 for each previous check) means the Marine takes no damage in that minute.

**Low-pressure atmospheres** cause all non-acclimated creatures to struggle for breath. Characters must succeed on a Fortitude save each hour (DC 15, +1 per previous check + AS) or be fatigued. The fatigue ends when the character is depressurized.

In **extremely low-pressure** environments, creatures are subject to both fatigue (as described above) and pressure sickness. Pressure sickness represents long-term oxygen deprivation, and it affects mental and physical ability scores. For every hour\*AS a character spends in the environment, he must succeed on a Fortitude save (DC 15, +1 per previous check, + AS) or take 1 point of damage to all ability scores. Creatures acclimated to the atmosphere receive a +4 competence bonus on their saving throws to resist pressure effects and pressure sickness, but eventually even seasoned Marines must abandon these dangerous elevations.

A **caustic** atmosphere is acidic, and damages any ships or creatures in that atmosphere. Characters and ships in a caustic atmosphere suffer the AS in damage each minute they remain in the planet's atmosphere. Acid damage is resisted by the Physical DR of ships and spacesuits, however, any hull or suit not designed for a caustic environment will lose one DR each round, until the protection is gone. Breathing a caustic atmosphere causes a character to immediately begin smothering, and inflicts 1d6 damage for each point of the planet's caustic modifier each *round*. Once the Physical DR of a ship is breached, so is its hull.

Some planets are **irradiated**. This radiation can either be from an outside source, or internally generated. If a planet is irradiated, a ship or character the AS in radiation damage each minute they are close to the planet (close enough to be within the planet's atmosphere, if it had one, is a good way to judge what's close and what isn't). An unprotected character exposed to the surface of such a world will take 1d6 + the planet's AS rating points of radiation damage each round.

**Climate:** Planets with frozen climates inflict cold damage. An unprotected character in a **cold** climate (below 40° F) must make a Fortitude save each hour (DC 15, + 1 per previous check + AS) or take the planet's AS points of non-lethal damage. A character that has the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well (see the skill Description).

A climate of **frigid** (below 0° F), causes characters to make a Fortitude save once every 10 minutes (DC 15, +1 per previous check + AS), taking AS points of non-lethal damage on each failed save. A character that has the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well (see the skill description). Characters wearing protective clothing only need check once per hour for cold and exposure damage.

A character that takes any non-lethal damage from cold or exposure is beset by frostbite or hypothermia (treat her as fatigued). These penalties end when the character recovers the non-lethal damage she took from the cold and exposure.

A climate of **frozen** deals the planet's AS in lethal damage per minute (no save). In addition, a character must make a Fortitude save (DC 15, +1 per previous check + AS) or take AS points of non-lethal damage.

A character in a **hot** climate (above 90° F) must make a Fortitude saving throw each hour (DC 15, +1 for each previous check + AS) or take AS points of non-lethal damage. Characters wearing heavy clothing or armor of any sort take a -4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well (see the skill description). Characters reduced to unconsciousness begin taking lethal damage (1d4 points per hour).

In **very hot** (above 110° F) climates, a character must make a Fortitude save once every 10 minutes (DC 15, +1 for each previous check + AS) or take AS points of non-lethal damage. Characters wearing heavy clothing or armor of any sort take a -4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well. Characters reduced to unconsciousness begin taking lethal damage (1d4 points per each 10-minute period).

A character that takes any non-lethal damage from heat exposure now suffers from heatstroke and is fatigued. These penalties end when the character recovers the non-lethal damage she took from the heat.

**Torrid** climates (air temperature over 140° F) deal lethal damage. Breathing air in these temperatures deals AS points of damage per minute (no save). In addition, a character must make a Fortitude save every 5 minutes (DC 15,

+1 per previous check + AS) or take AS points of non-lethal damage. Those wearing heavy clothing or any sort of armor take a -4 penalty on their saves.

**Primary Terrain:** This is the closest terrain that describes the majority of environments a visiting character is likely to encounter. Planets with "various" as their Primary Terrain have as many diverse terrains as Earth.

**Natural Resources:** Natural resources determine the most common valuable commodity native to the planet in question. Craft or Profession checks related to the natural resource receive a circumstance bonus depending on the Trade Modifier.

**Indigenous Life Forms:** The most commonly encountered creatures on the planet. Some creatures are known for their life forms and these creatures have a higher chance of being encountered. See the Monsters chapter for more details.

**Population:** Population determines how many people live on the planet. The less people there are, the harder it is to make a Wealth check on that planet.

Population	Population Modifier
None	-3
Hundreds	-2
Thousands	-1
Millions	0
Billions	+1

Conversely, the size of a population dedicated to a particular type of government (military) or trade (industrial) can work in PCs favor.

Population	Trade Modifier
None	-2
Hundreds	-1
Thousands	0
Millions	+1
Billions	+2

**Starports and Bases:** Many planets merely have **frontier installations**, which are just enough resources to service ships in and out. All ship-related checks to repair or looking for

parts suffer a trade modifier as a circumstance penalty. Other planets are considerably more advanced with **starports**. Starports do not bestow any penalties.

**Government:** Most governments are either run by Corporations or by the military. If the PC is from the appropriate background, he receives the Population Modifier as circumstance bonus to all Charisma-based skill checks.

**Campaign:** What campaign the world is appropriate for. In some cases, the planets have not yet been explored and are only appropriate for USMC.

**Trade:** All Craft, Profession, and Wealth checks receive the Trade Modifier as a bonus or penalty.

**Closest Jumps:** How many light years it takes to reach that particular planet. Jump Drive navigation is a carefully regulated secret; PCs can't just hop to any planet they please. Finding a new route to a planet should be an adventure in itself. The Jump Distance represents how many light years (multiplied by 5) a ship must Jump to reach the next planet.

## Ryushi

**Size:** 12,800, average gravity (1g)

**Atmospheric Standard:** 1

**Climate:** Hot

**Primary Terrain:** Desert

**Natural Resources:** Rhyinth

**Indigenous Life Forms:** stinging flies, poisonous snakes, particularly lethal form of a scorpion, briar-wolves, and jack-lizards

**Population:** Hundreds

**Starports and Bases:** None

**Government:** Company Corporation

**Trade:** Industrial

**Closest Jumps:** Thedus 12

Ryushi has dual suns, and has a 19-hour day. Even after sundown, the heat rarely falls below body temperatures. The air is always bone-dry and feverish winds occasionally blow, sharp and unpleasant. The planet has artificial water holes.

For more information about the Predator universe, see [Aliens: Game Over](#).

# Monsters

"If it bleeds, we can kill it."

--Dutch, [Predator](#)

## *Predator, Unblooded*

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### Large Outsider

**Hit Dice:** 4d8+16 (34 hp)

**Initiative:** +4 (+4 Dex)

**Speed:** 40 ft

**Defense:** 17 (+4 Dex, -1 size, +2 natural, +2 hunter padding)

**Attacks:** 2 wrist blades +2 melee or yautja scimitar +2 melee; plasma caster +1 ranged

**Damage:** Wrist blade 2d6+5, plasma caster 2d12, yautja scimitar 2d6+5

**Face/Reach:** 5 ft by 5 ft/10 ft

**Special Qualities:** fire resistance 5, electrical resistance 5, acid resistance 5, radiation resistance 5, low-light vision

**Saves:** Fort +8, Ref +8, Will +4

**Abilities:** Str 20, Dex 18, Con 18, Int 10, Wis 11, Cha 10

**Skills:** Balance +8, Climb +11, Heal +4, Hide +6, Intimidate +6, Jump +15, Knowledge

(geography) +4, Listen +6, Move Silently +10, Survival +6, Swim +7, Tumble +4

**Feats:** Athletic, Endurance, Stealthy

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### Challenge Rating: 6

The Unblooded are young Predators who have yet to go on Hunt. They are forbidden from attacking Aliens or challenging each other to the death.

### COMBAT

Unblooded Predators are unpredictable because they have not yet been tested in combat. While they may possess weapons, it is unlikely they will be fully versed in their use. Nevertheless, even an inexperienced Predator is more than a match for most other species.

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## *Predator, Young Blood*

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### Large Outsider/Strong Hero 1/Fast Hero 1/Tough Hero 2

**Hit Dice:** 6d8+2d10+48 (68 hp)

**Initiative:** +4 (+4 Dex)

**Speed:** 40 ft

**Defense:** 23 (+4 Dex, -1 size, +2 natural, +3 light hunter armor, +5 class)

**Attacks:** 2 wrist blades +4 melee or yautja scimitar +4 melee; plasma caster +2 ranged

**Damage:** Wrist blade 2d6+5, plasma caster 2d12, yautja scimitar 2d6+5

**Face/Reach:** 5 ft by 5 ft/10 ft

**Special Attacks:** melee smash,

**Special Qualities:** evasion, fire resistance 5, electrical resistance 5, acid resistance 5, radiation resistance 5, low-light vision, remain conscious

**Saves:** Fort +11, Ref +9, Will +4

**Abilities:** Str 20, Dex 18, Con 18, Int 10, Wis 11, Cha 10

**Skills:** Balance +10, Climb +13, Heal +6, Hide +8, Intimidate +8, Jump +15, Knowledge

(geography) +6, Listen +6, Move Silently +10, Survival +6, Swim +7, Tumble +6

**Feats:** Athletic, Brawl, Endurance, Stealthy

---

### Challenge Rating: 10

Young Bloods have achieved their first successful Hunt. They are on their way to becoming Blooded but are usually still reckless and headstrong.

### COMBAT

Young Bloods are much more dangerous than Unblooded because they are inexperienced but don't know it. Brash and overconfident, Young Bloods take unnecessary risks to prove themselves to their elders and gain reputation.

## ***Predator, Blooded***

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### **Large Outsider/Strong Hero 3/Fast Hero 2/Tough Hero 3**

**Hit Dice:** 9d8+3d10+48 (99 hp)

**Initiative:** +4 (+4 Dex)

**Speed:** 40 ft

**Defense:** 27 (+2 Dex, -1 size, +2 natural, +6 medium hunter armor, +8 class)

**Attacks:** 2 wrist blades +8 melee or yautja scimitar +8 melee; plasma caster +6 ranged

**Damage:** Wrist blade 2d6+5, plasma caster 2d12, yautja scimitar 2d6+5

**Face/Reach:** 5 ft by 5 ft/10 ft

**Special Attacks:** melee smash, improved melee smash,

**Special Qualities:** evasion, fire resistance 5, electrical resistance 5, acid resistance 5, radiation resistance 5, low-light vision, remain conscious, robust

**Saves:** Fort +12, Ref +11, Will +5

**Abilities:** Str 20, Dex 18, Con 18, Int 10, Wis 11, Cha 10

**Skills:** Balance +10, Climb +13, Heal +8, Hide +8, Intimidate +9, Jump +15, Knowledge (geography) +8, Listen +8, Move Silently +10, Survival +8, Swim +8, Tumble +8

**Feats:** Archaic Weapons Proficiency, Athletic, Brawl, Endurance, Personal Firearms Proficiency, Stealthy

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### **Challenge Rating: 14**

Blooded are experienced hunters who have killed multiple opponents.

#### **COMBAT**

Blooded Predators are confident, experienced, and know enough to watch their opponents for prolonged periods of time. They will stalk their prey, analyze their movements and behaviors, and even enjoy taunting them into making foolish mistakes.

## ***Predator, Honored***

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### **Large Outsider/Strong Hero 4/Fast Hero 4/Tough Hero 4**

**Hit Dice:** 12d8+4d10+48 (116 hp)

**Initiative:** +4 (+4 Dex)

**Speed:** 40 ft.

**Defense:** 31 (+1 Dex, -1 size, +2 natural, +8 heavy hunter armor, +11 class)

**Attacks:** 2 wrist blades +12 melee or yautja scimitar +12 melee; plasma caster +10 ranged

**Damage:** Wrist blade 2d6+6, plasma caster 2d12, yautja scimitar 2d6+6

**Face/Reach:** 5 ft by 5 ft/10 ft

**Special Attacks:** melee smash, improved melee smash,

**Special Qualities:** evasion, fire resistance 5, electrical resistance 5, acid resistance 5, radiation resistance 5, low-light vision, remain conscious, robust, uncanny dodge 1

**Saves:** Fort +13, Ref +11, Will +10

**Abilities:** Str 20, Dex 18, Con 18, Int 10, Wis 18, Cha 10

**Skills:** Balance +11, Climb +14, Heal +9, Hide +9, Intimidate +10, Jump +16, Knowledge (geography) +10, Listen +14, Move Silently +11, Survival +10, Swim +9, Tumble +10

**Feats:** Archaic Weapons Proficiency, Athletic, Brawl, Combat Martial Arts, Combat Throw, Endurance, Improved Brawl, Personal Firearms Proficiency, Stealthy

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### **Challenge Rating: 18**

The Honored are the elite of Predator society. They've hunted more than even the average Blooded.

#### **COMBAT**

A single Honored Predator can take out an entire squad of fully armed Marines. They are at the peak of physical performance and hone their deadly craft on a daily basis. The Honored are few, but they are the definition of deadly.

## ***Predator, Ancient***

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**Large Outsider/Strong Hero 5/Fast Hero 5/Tough Hero 6**

**Hit Dice:** 14d8+6d10+48 (134 hp)

**Initiative:** +4 (+4 Dex)

**Speed:** 40 ft.

**Defense:** 31 (-1 size, +2 natural, +9 ceremonial armor, +11 class)

**Attacks:** 2 wrist blades +14 melee or yautja scimitar +14 melee; plasma caster +12 ranged

**Damage:** Wrist blade 2d6+7, plasma caster 2d12, yautja scimitar 2d6+7

**Face/Reach:** 5 ft by 5 ft/10 ft

**Special Attacks:** melee smash, improved melee smash, advanced melee smash

**Special Qualities:** evasion, fire resistance 5, electrical resistance 5, acid resistance 5, radiation resistance 5, low-light vision, remain conscious, robust, second wind, uncanny dodge 1, uncanny dodge 2

**Saves:** Fort +14, Ref +13, Will +12

**Abilities:** Str 20, Dex 18, Con 18, Int 10, Wis 20, Cha 10

**Skills:** Balance +12, Climb +15, Heal +11, Hide

+11, Intimidate +11, Jump +16, Knowledge (geography) +11, Listen +15, Move Silently +12, Survival +12, Swim +10, Tumble +12

**Feats:** Archaic Weapons Proficiency, Athletic, Brawl, Combat Martial Arts, Combat Throw, Endurance, Improved Brawl, Personal Firearms Proficiency, Power Attack, Stealthy

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**Challenge Rating:** 22

Ancients are Predators who have beaten the odds, surviving long past their prime despite their repeated Hunts. They have killed thousands of prey.

### COMBAT

Ancient Predators do not normally engage opponents in one-on-one combat, content to allow other, younger Predators the opportunity for glory. Instead, they usually direct the action. Only in a great war or when pressed will Ancients join the fray.

# Links

## Books

For more information about books that were used to help create this document, see [Section 15](#) of the Open Gaming License.

- [Aliens Versus Predator: Eternal](#)
- [Aliens Versus Predator: Hunters Planet](#)
- [Aliens Versus Predator: Prey](#)
- [Aliens Versus Predator: War](#)

## Comics

- [Aliens Versus Predator Collection](#)
- [Aliens Versus Predator: Deadliest of the Species](#)
- [Batman Versus Predator II: Bloodmatch](#)
- [Batman Versus Predator III: Blood Ties](#)
- [Batman Versus Predator: The Collected Edition](#)
- [Predator Versus Judge Dredd](#)
- [Predator: Big Game](#)
- [Predator: Cold War](#)
- [Predator: Cold War Collection](#)
- [Predator: Concrete Jungle](#)
- [Predator: Hell & Hot Water](#)
- [Predator: Kindred](#)
- [Predator: Race War](#)
- [Tarzan Versus Predator: At the Earth's Core](#)

## DVDs

- [Predator](#)
- [Predator 2](#)

## Games

- [Alien vs. Predator \(SN\)](#)
- [Alien vs. Predator \(Super Nintendo\)](#)
- [Alien vs. Predator 2 Gold \(Windows\)](#)
- [Alien vs. Predator 2 Gold \(Windows\)](#)
- [Aliens vs. Predator 2: Primal Hunt Expansion \(Mac\)](#)
- [Aliens vs. Predator 2: Primal Hunt Expansion \(Windows\)](#)
- [Aliens vs. Predator Extinction \(PS2\)](#)
- [Aliens vs. Predator Extinction \(Xbox\)](#)
- [Aliens vs. Predator Gold \(Windows\)](#)
- [Aliens vs. Predator MUD](#)

## Music

- [Predator 2: Original Motion Picture Soundtrack](#)

## Web

For more information about web sites that were used to help create this document, see [Section 15](#) of the Open Gaming License.

- [d20 Aliens vs. Predator](#)
- [d20 Yautja](#)
- [Invisible Killer Font](#)
- [Predator FAQ 1.1](#)
- [Predator Font](#)
- [Predator Script](#)
- [Predator: Eyes of the Hunter](#)
- [Predator: The Hunted](#)
- [Savage Hunter: A Yautja/Predator Information Site](#)
- [Yautja Encyclopedia](#)



# About the Contributors

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## ***Michael Tresca***

Michael "Talien" Tresca is a writer, communicator, speaker, artist, and gamer. He has an 11-year-old D&D role-playing campaign, Welstar, which is one of the six worlds in [RetroMUD](#) and where many of his short stories take place. Michael has published three D20 modules: "[Tsar Rising](#)", "[All the King's Men](#)," and "[The Dancing Hut](#)" from MonkeyGod Enterprises. He has written numerous supplements, including "[Frost and Fur](#)" and "[Abyss](#)," also from MonkeyGod Enterprises, "[Mercenaries: Born of Blood](#)" from Otherworld Creations, and "[Combat Missions](#)" from Paradigm Concepts. Michael has also contributed to "[Relics](#)" from AEG and "[The Iron Kingdoms Campaign Guide](#)" from Privateer Press. Michael has also written magazine articles for Spectre Press' [Survival Kit](#) series, [Dragon Magazine](#), [Scrollworks](#), and [D20 Weekly](#). He has written a multitude of reviews of role-playing and computer games for [RPG.net](#), [Gamers.com](#), [Allgame.com](#), and [Talien and Maleficent's Bazaar](#). Michael has presented at various panels, including [Dragon\\*Con](#), [I-Con](#), and [Bakuretsucon](#). When he's not writing, Michael can be found as his alter ego, Talien, on [RetroMUD](#) as an administrator. Michael lives in Connecticut with his wife, who is an editor, and his cat, who is fluent in English.

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## ***Rob Cooper***

Rob Cooper created the conversion to Dragonstar of the Predator species the Yautja, including gaming statistics, equipment, weapons and a sample of their Trophy class hunting vessels. The conversion also includes appropriate height and age tables and a full 20-level core class for Predators, the Kev'thei. You can download it at [Neo Innovations web site](#).

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## ***Mark Howe***

Mark "Neo" Howe provided ship stats, corrections and tweaks for the Predator ships and also hosts the Yautja supplement at the Neo Innovations web site. Mark is a 30-year old aspiring freelancer, full-time role-player, and all around nice guy. He was born in Sheffield in the United Kingdom in 1973, has one older brother, a fantastic border collie cross dog named "Thomas" and two excellent if somewhat annoying parents. He love all things fantasy or sci-fi, reads heaps of novels, spends far too much time on his computer, and has trained for many years to be an I.T bod. He is, however currently out of work and a part time student. He loves the cinema and most kinds of music, R&B most of all. Mark role-plays twice a week with his mates, for whom he has game mastered for many many years. He's gamed everything from Worlds Beyond and Teenagers from Outer Space to Pendragon, Call of Cthullhu, and Rifts, but through it all he has continuously played a D&D, AD&D and now D&D 3E campaign. You can see more of Mark's work at the [Neo Innovations web site](#).

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