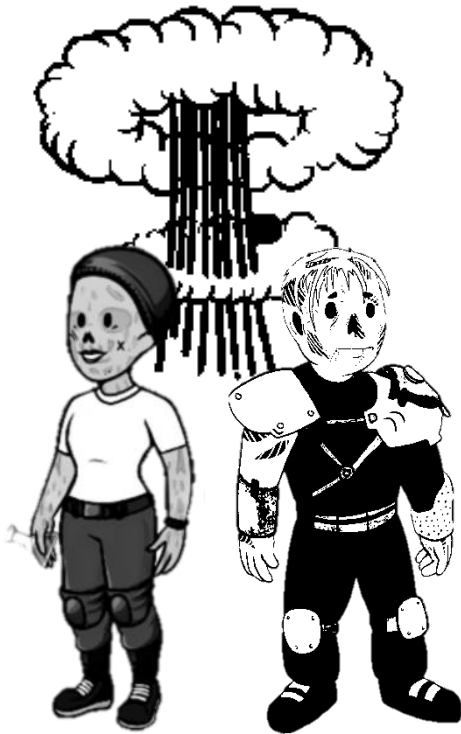


Ghoul:

"The future. Survival anywhere. We surpass the norms."

At some point, either from the bombs of the Great War or in the irradiated world post-war, you were exposed to an extreme amount of radiation. Rather than dying, you were transformed. Though your nose, ears, and some or all of your hair have fallen off, you have become near-immortal. Ghouls are shunned by many societies that view their kind as inferior or akin to their feral brethren. In wandering the wastes, you have found companionship in an odd group of misfits...



Key Attribute: Agility

Radiation Healing:

Ghouls are immune to the effects of radiation; they recover 1 health for every point of radiation they would gain.

One of Us:

You will not be attacked by Feral Ghouls unless you attack them first.

Background Perks (Choose One):

Glowing One, Ghoul-ish, Old-World Knowledge

Inventory: Leather Jacket, Hunting Rifle or Desert Eagle, 50

Choose One of the Following or Make Your Own:

Motivation:

- ☢ Find a Safe Haven for other Ghouls
- ☢ See the World
- ☢ Slow or prevent ghouls from going feral

Dark Secret:

- ☢ ???
- ☢ ???
- ☢ ???

Super Mutant:

"The Super Mutant is the next advancement in human evolution. We are highly intelligent and immune to disease. It is our goal to improve the human race."

You are the result of human exposure to the Forced Evolutionary Virus (F.E.V.). Unlike some of your brethren, you are not necessarily unintelligent. You are stronger and hardier than humans but may struggle to be accepted or even welcomed by some societies and factions.



Key Attribute: Vigor

The Power of Evolution: You roll d8's for your Vigor attribute, and you have "?" extra hit points for character creation.

(Bonus DR?)

Radiation Immunity:

The F.E.V. grants all mutants complete resistance to the effects of radiation.

Humanity "Evolved":

Humans don't like you. -1 to all tact rolls when talking to non-Mutants (almost everyone)

Due to your large size, armor cost 3x as much, and you have a -1 to all checks where fine motor skills are needed.

Background Perks (Choose One):

Glowing One, Ghoul-ish, Old-World Knowledge

Inventory: Leather Jacket, Hunting Rifle or Desert Eagle, 50

Choose One of the Following or Make Your Own:

Motivation:

- ☢ Make the Humans pay
- ☢ Live in Peace
- ☢ Learn how to riverdance

Dark Secret:

- ☢ ???
- ☢ ???
- ☢ ???