

TRUE20 PREDATOR

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Yautja Character Background

- **Ability Scores:** +2 Str, +1 Dex, -1 Cha.
- **Bonus Feat:** Talented (Jump, Stealth), Tough, Weapon training.
- **Favored Feats:** Favored opponent, Rage.
- **Gas breather:** Needs mask or starts to suffocate after 2 + their Constitution score in days. The save DC increases by +1 per six hours.

Yautja Weaponry

- **Wristblades:** Treat as a spiked gauntlet but with a Critical of 19-20/+3.
- **Naginata:** Treat as a polearm but with a Critical of 19-20/+4 and does only slashing damage. It is also a masterwork weapon, granting a +1 bonus to attack rolls.
- **Combistick:** Treat as a spear but can "pump" out arrows from the other end with a range increment of 30 feet.
- **Smart Disc:** Treat as a boomerang but with +4

slashing damage.

- **Plasmacaster:** Treat as the blaster rifle with a Critical of 20/+5 and range increment of 60 feet. It also has a laser sight standard.
- **Burner:** Treat as the blaster rifle.
- **Sideblade:** Treat as a knife.

Yautja Armor

- **Hunter Padding:** Treat as leather.
- **Hunter Armor:** Treat as chainmail.
- **Full Armor:** Treat as breastplate.
- **Ceremonial Armor:** Treat as full plate.

Honor and Wealth

Since the predators have no monetary wealth (by our standards) but have a codified system for Honor, I thought it would be a good idea to use one's "Honor" (reputation score) as a replacement for their Wealth score. Not perfect but it does the job.

Unblooded Yautja Hunter

This is a typical Unblooded Yautja hunter with a selection of equipment based on the one seen from the first movie.

1st-level Yautja Warrior

Primary Role: Warrior.

Speed: 40 ft.

Abilities: Str +5, Dex +2, Con +2, Int +1, Wis +0, Cha -2.

Skills: Climb 4 (+9), Jump 4 (+9), Medicine 4 (+4), Stealth 4 (+6), Survival 4 (+4).

Feats: Assessment, Attack focus (combistick), Dodge, Improved speed, Talented (jump/stealth) *, Tough*, Weapon training*. * Bonus feats.

Traits: Yautja hunter background, Determination core ability.

Combat: *Attack* +3, +4 w/ combistick or plasmacaster (+1 base, +2 dex), *Damage* +8 (combistick or plasmacaster), +6 (sideblade or wristblades), +5 nonlethal (unarmed), *Defense* +3 *dodge* (+2 dex, +1 feat), +5 *parry* (+5 str), *Initiative* +2 (+2 dex).

Saving Throws: *Toughness* +6 (+2 con, +1 feat, +3 armor), *Fortitude* +4 (+2 base, +2 con), *Reflex* +2 (+0 base, +2 dex), *Will* +0 (+0 base).

Conviction: 3.

"Honor" (Reputation): +0.

Equipment: Combistick (+3 damage, 19-20/+4, range 20 ft. thrown/30 ft. w/ arrows, piercing), Wristblades (+1 damage, 19-20/+3, slashing), Plasmacaster (+8 damage, 20/+5, range 60 ft., energy, +1 attack bonus w/ laser sight), Sideblade (+1 damage, 19-20/+3, range 10 ft., piercing), Yautja hunter armor (+3 toughness), Medical kit, Trophy kit.