

# Savage Species



## Beastfolk



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## Introduction

Savage Species: Beastfolk is a tool kit filled with various races to help spark the imagination of any Game Master. The creatures found here can be used in almost any setting or genre. The description for each race is intentionally generic so that the Game Master can fill in the blanks and use the creatures as they see fit.

### A Note About Natural Weapons

While most of the Beastfolk listed could have natural weapons among their abilities, some do not. If a creature has a natural weapon mentioned, it is because they are known for their particularly deadly claws/bite. If the Game Master plans to run a game with nothing but Beastfolk, it is recommended that they have a Setting Rule in which all Beastfolk ignore the Unarmed Defender rule. This will account for creatures who have some form of smaller claws or bite, but do not have claws or bite listed among their special abilities.



## Apefolk

**Appearance:** Apefolk have long arms and thin, dark fur. Their face is a twisted remnant of humanity.

**Archetypes:** Outcasts, strongmen, etc.

**Culture:** Though they may be ugly creatures to most species, Apefolk are strong and capable of great feats. Since they are the most like humanity among the creatures presented, they tend to be a bit more versatile in personality.

- **Strong Grip:** Apefolk have a very strong grip and rather large hands. They gain a free d6 in the Climbing Skill.
- **Big:** Apefolk tend to stand almost 7 feet tall. They gain a +1 bonus to size, increasing their Toughness by +1.
- **Almost Human:** Apefolk are more like humans than most Beastfolk. They gain a free Novice Edge of their choice, but they must meet the requirements.
- **Cumbersome:** Apefolk are a bit slow and have a -1 penalty to Parry.
- **Ugly:** More than most Beastmen, Apefolk tend to have an unsettling visage. They gain the Ugly (Minor) Hindrance.

## Bearfolk

**Appearance:** With thick black or brown fur, Bearfolk in most respects look like a regular bear. They are, however, capable of speech and have opposable thumbs.

**Archetypes:** Hit-men, Brutes, Wrestlers, etc.

**Culture:** Bearfolk can be agreeable creatures, but are just as capable of being temperamental. They are naturally a bit grumpy and are easily provoked.

- **Muscular:** Bearfolk are mighty creatures. They gain a free d6 in the

Strength Attribute. This may be increased to a d12+1 through Advances.

- **Claws:** Bearfolk have large claws that deal d6+Strength damage.
- **Big:** Bearfolk stand almost seven feet tall. This increases their size by +1, giving them a +1 bonus to Toughness.
- **Irritable:** Bearfolk can be impatient and angry. Their emotions tend to be manipulated easily. They have a -1 penalty to all Spirit rolls.

## Catfolk (Domesticated)

**Appearance:** Short, often with a mischievous grin or deathly stare planted on their face. They range in appearance for different types of domestic cats, fur color varying considerably.

**Archetypes:** Explorers, Familiars, Adventurers, etc.

**Culture:** Unlike the more common lion-like creatures found in many settings, domesticated Catfolk are quirky and inquisitive by nature. They often get themselves into trouble, but somehow seem to come out on top in most situations. They can be very temperamental as well.

- **Fortune's Favored:** This particular breed of Catfolk always seem to land on their feet and escape death by a thread. They start with an extra Benny at the start of each session. This may be combined with the Luck and Great Luck Edges.
- **Inquisitive:** Catfolk tend to poke their noses where they don't belong. They gain the Curious (Major) Hindrance.
- **Small:** Catfolk are usually on the shorter side. Their size is reduced by -1 decreasing their Toughness by -1.



- **Nimble:** These Catfolk are very swift and able creatures. They gain a free d6 to the Agility Attribute. This Attribute can be raised to a d12+1 through advances.
- **Low Light Vision:** Catfolk can see well in very little light. They ignore penalties for dim or dark lighting.

## Dogfolk

**Appearance:** Dogfolk can look like various domesticated breeds of dog and have fur in a variety of colors.

**Archetypes:** Guards, Watchmen, Right-hand men, etc.

**Culture:** Dogfolk are steadfast creatures with hearts of gold. More naive than most, Dogfolk are often taken advantage of by those that are manipulative. Few creatures are as loyal and trustworthy as Dogfolk. They make good friends, confidants, and brothers in arms.

- **Low Light Vision:** Dogfolk can see very well in little light. They may ignore penalties for dim or dark lighting.
- **Perfect Sniffers:** Dogfolk have a fantastic snout. They gain a +2 bonus to Notice rolls when using their sense of smell.
- **Naturally Deadly:** Dogfolk have strong jaws. They have a bite attack that deals d6+strength damage.
- **Pack Tactics:** Dogfolk are used to working in tight groups. They gain the Common Bond Edge for free.
- **Not the Brightest:** Dogfolk are kind creatures, but not the sharpest tools in the shed. They gain the Clueless

Major) Hindrance.

- **True Friend:** Dogfolk are fiercely dedicated to those they care about. They gain the Loyal (Minor) Hindrance.

## Foxfolk

**Appearance:** Sleek red fur and slim frames are staple features of a Foxfolk. Their pointed ears and bushy tails have an air of playfulness about them.

**Archetypes:** Tricksters, Spies, Saboteurs, Thieves, etc.

**Culture:** In folklore across the world the fox is a beguiling trickster capable of great feats of deceit. While Foxfolk aren't always evil, they do enjoy a bit of mischief. They are rather smart, and know it, much to the chagrin of those around them. Still, their clever nature can come in handy in a tight spot.

- **Swift:** Foxfolk are incredibly light on their feet. They have a Pace of 8 and a d8 running die.
- **Cunning:** Foxfolk are very clever creatures. They start with a free d6 in the Smarts Attribute. This may increase to a d12+1 through Advances.
- **Low Light Vision:** Foxfolk don't need a whole lot of lighting to see in the dark. They may ignore penalties for dim or dark lighting.
- **Mischievous:** Foxfolk enjoy pranking their enemies. They start with a free d6 in the Taunt Skill.
- **Always Right:** Foxfolk tend to believe that they are correct in all situations. They prize their intelligence and trickery very highly. They gain the Arrogant (Major) Hindrance.



**Avarice Minded:** Foxfolk tend to fix on accomplishing their own goals to get what they want. While they are rarely willing to kill for their desires, they are still very focused. They gain the Greedy (Minor) Hindrance.

## Rabbitfolk



**Appearance:** With long ears and large feet, rabbit folk are a sight to behold. They usually feature black, beady eyes, whiskers, and a light pink nose.

**Archetypes:** Scouts, Rangers, Ninjas, etc.

**Culture:** Perhaps a bit skittish, Rabbitfolk are quick on their feet and resourceful. Though their timidity may invite those that would take advantage of their meek nature, they should not be understated.

- **Fortune's Favored:** Rabbitfolk tend to come out ahead. They start with an extra

Benny at the start of each session. This may be combined with the Luck and Great Luck Edges.

- **Powerful Legs:** Rabbitfolk have strong legs that they often use to propel themselves forward. They double normal jumping distances and can add 1d6" with a successful Strength roll.

- **Burrow:** Rabbitfolk can dig quickly. They can burrow beneath the earth at half their Pace.

- **Frail:** Rabbitfolk tend to be a bit more fragile than some creatures. They have a -1 penalty to Toughness.

- **Careful:** Rabbitfolk are by nature very alert beings. They tend to keep away from danger unless the risk is calculated. They have the Cautious (Minor) Hindrance.

## Ratfolk

**Appearance:** Small, skinny, and mangy creatures with an elongated snout and whiskers. Oftentimes they have a thick, long tail.

**Archetypes:** Merchants, thieves, pirates, spies, and vagrants are all common. Often depicted in urban environments, taking on jobs and careers found within the city.

**Culture:** Ratfolk huddle in large groups of their kind, as their families are rather large. They are usually fairly sneaky creatures. Though not inherently evil, in many stories they are pictured as such, or at the very least a touch shady. They can very often be misunderstood, their motives usually questioned.

- **Scurry:** Ratfolk are quick on their feet. They have a starting Pace of 8 and a d8 running die.

- **Quiet:** Rat-Folk are used to skulking in the shadows. They start with a free d6 in the Stealth Skill.

• **Familial:** Used to ever-growing families, Ratfolk thrive in communities and close-knit groups. They gain the Common Bond Edge for free.

• **Ooh! Shiny:** Ratfolk enjoy pretty baubles and shiny objects. They gain the Greedy (Minor) Hindrance for free.

• **Small:** Ratfolk tend to be on the shorter side. Their size is reduced by -1 decreasing their Toughness by -1.

## Hawkfolk

**Appearance:** Usually covered in brown and white feathers, the Hawkfolk are beautiful creatures with short beaks and clawed feet.

**Archetypes:** Nobility, Watchmen, Politicians and Leaders, etc.

**Culture:** Hawkfolk are quick in the air, striking their foes with deadly precision. They tend to be honest and true creatures, bound by their word. This nobility is admired by others and in most settings, Hawkfolk would likely be well respected.

• **Flight:** Hawkfolk can fly at a Pace of 8 and have a Climb of 0.

• **Sharp Eyes:** Hawkfolk can see very well. They gain a +2 bonus to Notice roll made specifically for sight.

• **Natural Weapons:** Hawkfolk have claws that deal d6+strength in damage.

• **Light Frame:** Hawkfolk have light bones in order to fly well. They have a -1 penalty to Toughness.

• **Honorable:** Though dangerous, Hawkfolk tend to be bound by their word. They have the Code of Honor (Major) Hindrance.

## Killer Whalefolk

**Appearance:** With slick, black and white skin as well as a set of sharp teeth, Killer Whalefolk are interesting characters to see. They seem fairly savage by features alone.

**Archetypes:** Barbarians, Pirates, Hunters, Sailors, etc.

**Culture:** The pack-mentality and cunning of the Killer Whalefolk make them dangerous enemies and valuable allies. They are surprisingly communal, although usually within their own kind.

• **Natural Weapon:** Killer Whalefolk have strong jaws granting them a bite that deals d6+Str in damage.

• **Aquatic:** These creatures were born to be in the water. They cannot drown, start with a free d6 in the Swimming Skill, and have a Swimming Pace equal to their Swimming Skill.

• **Pack Tactics:** Killer Whalefolk are very used to working together. They gain the Common Bond Edge for free.

• **Dehydration:** The Killer Whalefolk must immerse itself in water one hour out of every 24 or become automatically Fatigued each day until they are Incapacitated; the day after that, they perish.

• **Feared:** These creatures tend to be savage and are feared by most species. They gain the Outsider (Minor) Hindrance.



## Mousefolk

**Appearance:** Small creatures with dark, inquisitive eyes, round ears, quivering whiskers and tails. Mousefolk usually have grey, brown, or white fur.

**Archetypes:** Scouts, messengers, servants, etc.

**Culture:** Small, quick, and brave, Mousefolk are often seen in various lore in a positive light compared to the negative connotations of Ratfolk. While little, they are willing to go into dangerous places and in many settings would probably be respected despite their small frame and timid demeanor.

- **Little:** Mousefolk tend to be on the smaller side. They decrease their size by -1. This reduces their Toughness by -1 as well.
- **Stout Heart:** Mousefolk are fearless and determined little things when they need to be. They gain the Brave Edge for free.
- **Swift:** Mousefolk are very light on their feet. They start with a Pace of 8 and a d8 running die.

## Otterfolk

**Appearance:** Covered in slick brown fur, Otterfolk typically have fine whiskers and a black nose. They are a bit on the smaller side, as well.

**Archetypes:** Entertainers, Pranksters, Explorers, Acrobats, etc.

**Culture:** Otterfolk tend to be affectionate and family-oriented creatures. They are very compassionate and can accomplish quite a bit in a group.

- **Semi-aquatic:** Otterfolk are adept at holding their breath underwater. They

may do so for 15 minutes before taking any Fatigue.

- **Lithe:** Otterfolk are able to move about with grace and ease. They gain a free d6 in the Agility Attribute. This may be increased to a d12+1 through Advances.
- **Natural Swimmers:** Otterfolk can swim remarkably well. They gain a free d6 in the Swimming skill.
- **Small:** Otterfolk tend to be on the small side. Thus they have a -1 penalty to size. This reduces their Toughness by -1.
- **Familial:** Otterfolk tend to be affectionate creatures and stick together through tough circumstances. They gain the Loyal (Minor) Hindrance.

## Owlfolk

**Appearance:** Feathered bodies, wide eyes, small beaks, and a set of arms usually tucked under large wings.

**Archetypes:** Scholars, sages, and wisemen, as well as scientists and librarians. In settings with magic, they make great wizards.

**Culture:** Owlfolk are generally seen as wise and scholarly. The phrase “knowledge is power” is believed fervently by their kind. Regardless of the setting they are found in they seek the truth above all else and are generally fascinated by someone or something considered unusual by their world’s standards. They tend to keep to themselves and are considered to be introverted in many respects.

- **Wise:** Owlfolk are patient creatures who observe their surroundings with a certain separation and sophistication that many other species lack. They start with a d6 in the Spirit Attribute. This also allows Spirit to be increased to a total of d12+1 through Advances.



• **Flight:** Owlfolk can fly equal to a Pace of 6 and have a Climb of 0.

• **Low Light Vision:** Owlfolk can see well in very little light. They ignore penalties for dim or dark lighting.

• **Thirst for Knowledge:** A need to know the truth tends to make Owlfolk a little too willing to jump into danger. They gain the Curious (Major) Hindrance.

• **Solitary:** Owlfolk tend to lead secluded lives. They gain the Outsider (Minor) Hindrance.

## Pigfolk

**Appearance:** Pink-skinned with light, coarse hair peppered across their bodies, Pigfolk have a short snout and floppy ears. Their feet are hooved, as well.

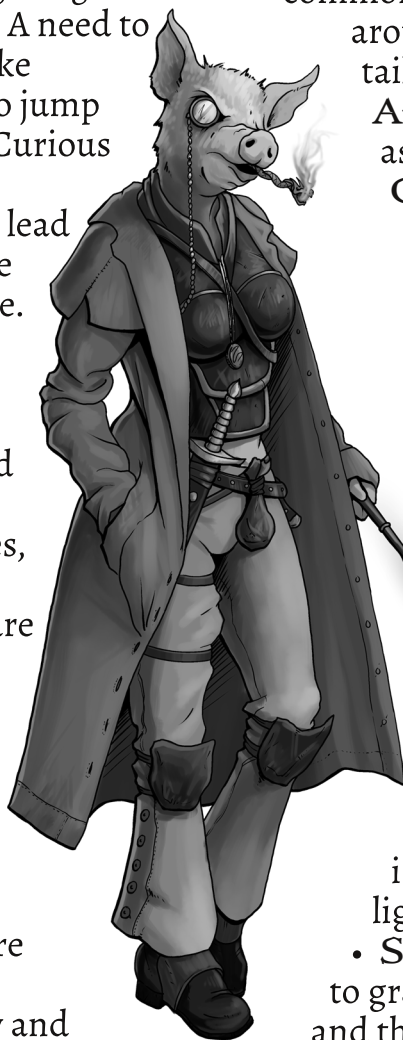
**Archetypes:** Scouts, Warriors, Professional Debators, etc.

**Culture:** Focused creatures that tend to be set in their ways, Pigfolk are a very determined species. They are naturally tough, and this is reflected in both physicality and personality.

• **Scent:** Pigfolk have a fantastic sense of smell. They gain a +2 bonus to Notice rolls made to smell something.

• **Big-Boned:** Pigfolk are sturdy creatures. They gain a free d6 to the Vigor Attribute. This can be increased to a d12+1 through Advances.

• **Pig-Headed:** Pigfolk can be very difficult socially. They gain the Stubborn (Minor) Hindrance.



## Raccoonfolk

**Appearance:** Black and grey fur covers the body of the Raccoonfolk. They commonly feature a “mask” of dark fur around their eyes and a thick, bushy tail.

**Archetypes:** Thieves, spies, assassins, scouts, etc.

**Culture:** Like their ancestor, the raccoon, these creatures skulk in the shadows and can be surprisingly meticulous. They are fairly careful beasts and won't stick their necks out unnecessarily, at least in most situations.

• **Shadowstalker:**

Raccoonfolk are very good at hiding out of sight. They gain a +2 bonus to Stealth rolls.

• **Low Light Vision:**

Raccoonfolk don't need a whole lot of light to see well. They ignore penalties for dim or dark lighting.

• **Sticky Fingers:** Raccoonfolk tend to grab what they can when they can and think about the consequences later. They gain the Scavenger Edge for free.

• **Careful:** Raccoonfolk can be a bit too careful. They gain the Cautious (Minor) Hindrance.

• **Obsessive:** Raccoonfolk are surprisingly clean creatures. They wash their food thoroughly before eating and in general like to keep their hands clean. They gain the Quirk (Always washes food, Minor) Hindrance.

• **Greedy:** Raccoonfolk like shiny things and have a hard time not snatching

something that interests them, whether or not it belongs to them. They gain the Greedy (Minor) Hindrance.

## Rexfolk

**Appearance:** Rexfolk feature longer arms than their ancestor the T-Rex, but still sport a large set of jaws and an intimidating physique. Their scales range in shades of red and brown, and they have a set of beady black eyes.

**Archetypes:** Enforcers, Barbarians, Warriors, etc.

**Culture:** Rexfolk tend to be brutal and savage like the beasts of old, or perhaps just a bit intimidating, if nothing else. Their stature and large mouths can be off-putting to those around them.

- **Powerful Jaws:** Rexfolk have razor-sharp teeth and very wide jaws. They have a bite attack that deals  $d10 + \text{strength}$  damage.
- **Intimidating Presence:** As Rexfolk are feared beasts, they gain a free d6 in the Intimidation Skill.
- **Big:** Rexfolk stand 6 to 7 feet tall. This increases their size by +1 granting them a +1 bonus to Toughness.
- **Simple:** Rexfolk aren't the most intelligent of creatures. This gives them a -1 penalty to all Smarts rolls.
- **Outsider:** Rexfolk are feared for their brutality by many. They gain the Outsider (Minor) Hindrance.

## Sharkfolk

**Appearance:** Grey-skinned creatures with large teeth and pitch black eyes, Sharkfolk are intimidating to look at. A fin protrudes from the back, with gills featured on each of the Sharkfolk's sides.

**Archetypes:** Barbarians, Serial Killers, Bouncers, etc.

**Culture:** Deadly hunters of the deep, Sharkfolk are powerful creatures with an innate bloodlust. They may not be pure evil, but do tend to be natural hunters and killers. Unlike most of the creatures presented, Sharkfolk have deviated very little from their animal counterpart.

- **Aquatic:** These creatures were born to be in the water. They cannot drown, so they start with a free d6 in the Swimming Skill, and have a swimming Pace equal to their Swimming Skill.
- **Jaws of Steel:** Sharkfolk have large jaws with very sharp teeth. This grants them a bite attack that deals  $d8 + \text{Strength}$  damage with AP2.
- **Low Light Vision:** Like the shark, these creatures are capable of seeing in the lightless depths of the ocean. They ignore penalties for dim or dark lighting.
- **Hunger:** Sharkfolk can be pretty savage and have a tendency to kill first and ask questions later. They gain the Bloodthirsty (Major) Hindrance.
- **Dehydration:** The Sharkfolk must immerse themselves in water one hour out of every 24 or become automatically Fatigued each day until they are Incapacitated; the day after that, they perish.



## Snailfolk



**Appearance:** Having long stalks with eyes set on the ends, Snailfolk have large, thick shells on their backs and yellow or grey colored skin.

**Archetypes:** Wisemen, Shamen, DMV workers, etc.

**Culture:** Snailfolk tend to handle each day as it comes. Their laidback nature is an asset in many cases, but can prove difficult in a time crunch.

- **Slow:** Snailfolk are naturally calm and slow creatures. They have a Pace of 4 and a d4 Running die.
- **Patience:** The natural patience of the

Snailfolk make them very wise. They gain a free d6 in the Spirit Attribute. This may be increased to a d12+1 through Advances.

- **Shell:** The hard shell of a Snailfolk can make it quite difficult to hurt them. They gain a +2 bonus to Armor.

## Toadfolk



**Appearance:** Large, warty creatures with dark green or brown skin, Toadfolk usually have large mouths and bulbous eyes.

**Archetypes:** Foodies, large warriors, lazy gamers, etc.

**Culture:** Toadfolk are capable in the water, but may also do quite well in hot or humid weather. As such, they are widespread in most campaign settings. They are generally agreeable creatures that enjoy good company.

- **Leap:** Toadfolk may double normal jumping distances and on a successful Strength roll they may add 1d6" to the distance jumped.
- **Resistant:** Toadfolk gain a +4 bonus to rolls made to resist the effects of hot weather.

- **Semi-aquatic:** Toadfolk are adept at holding their breath underwater. They may do so for 15 minutes before taking any Fatigue.
- **Obese:** Toadfolk tend to be a bit bulbous and clunky. They gain the Obese (Minor) Hindrance.

## Tricerafolk



**Appearance:** Usually baring brown or green scales, these creatures are bulky with a fairly large head. Horns protrude from a rugged face.

**Archetypes:** Bouncers, Construction Workers, Knights, Enforcers, etc.

**Culture:** Bulky, tough creatures, Tricerafolk are formidable, but not necessarily evil. Like their prehistoric ancestors, Tricerafolk aren't bloodthirsty monsters. You can expect steady and simple conversation that is often straight and to the point.

These blunt creatures value honesty and pride very highly.

- **Tough:** Tricerarolk are built to last. They are muscular and thick-skinned beasts. They gain the Brawny Edge for free.
- **Horns:** Tricerafolk can deal deadly damage with the horns on their head. These natural weapons deal d8+Str in damage.
- **Slow of Wit:** Tricerafolk aren't known for their brains. Little things seem to get past them and they aren't very aware of their surroundings at times. They start with a -1 penalty to Smarts rolls.

## Turtlefolk

**Appearance:** Green-skinned creatures with a dark green shell and yellow belly, Turtlefolk have an almost beak-like face.

**Archetypes:** Wisemen, Knights, BMV Workers, blue-collar workers, etc.

**Culture:** Steady is the most common word used to describe a Turtlefolk. These creatures are sturdy and reliable, although not the fastest. While the Kappa is a malevolent spirit in Japanese folklore, the statistics presented here are for more of a traditional turtle-like creature.

- **Tough Shell:** Turtlefolk have very thick shells and chests. They gain a +4 Armor bonus.
- **Slow:** Turtlefolk are patient creatures with a relatively basic speed. They have a Pace of 4 and a d4 Running Die.
- **Semi-Aquatic:** Turtlefolk are adept at holding their breath underwater. They may do so for 15 minutes before taking any Fatigue.