

# PREDATORS

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**DRAFT VERSION 0.2 : THIS IS A WORK IN PROGRESS**

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## **INTRODUCTION**

Even before the cross-over "*Alien vs. Predator*" and "*Aliens vs. Predator : Requiem*" movies were released, there have been many examples of overlap between the Alien and Predator movie franchises. For example, in *Predator 2*, a Xenomorph "skull" can be clearly seen amongst the Predator's trophies onboard its ship.

So I feel it is only natural to bring them into the Alien Role Playing Game as potential adversaries for players - or perhaps as unlikely allies.

This document is my attempt to do just that. I hope you find it enjoyable.

## **BACKGROUND**

Predators are a sentient, advanced race, who have possessed interstellar capabilities for at least the past three centuries and perhaps much longer. They appear to be large, dreadlocked humanoids with mottled, almost reptilian skin, and a mandible that can distend to reveal razor sharp fangs. Their blood is a luminescent phosphor green.

Predators assign hunting, especially of an enemy that is capable of defending itself, great importance in their culture, so much so that lone Predators make often undertake solo trips to other worlds simply for the honour of hunting other sentient species.

Predators are called the Yautja (yah-OOT-ya) in some related media, but this is not necessarily official.

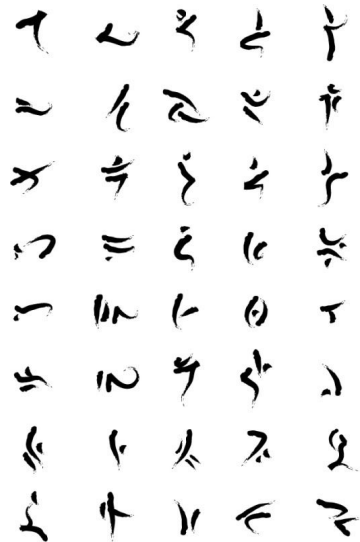
## HOMEWORLD



*Image Credit* : <https://www.avpcentral.com/yautja-prime.png>

**Yautja Prime** is a ringed world in a trinary star system far from human charted space. Little is known about the planet including its exact location, except that is more volcanically active than the Earth, has slightly higher gravity, a compatible atmosphere, and there are radioactive hotspots on the surface. Given the Yautja preference for warm climates, Yautja Prime is thought to be warmer than the Earth on average.

## LANGUAGE



*Image Credit* : Unknown

Predators normally speak in a series of clicks and guttural sounds, but are capable of speaking Human languages. Humans however lack the vocal range to speak their language. Several attempts to construct their "language" have been made both by fans and by professional linguists for the movies. For one example, see [https://avp.fandom.com/wiki/Yautja\\_language](https://avp.fandom.com/wiki/Yautja_language).

## ATTRIBUTES

Predators are larger (approximately 7-8 feet tall - 2.1 to 2.4m) than humans, much stronger as a result, and very agile, able to move through the branches of jungle trees almost as fast as a human can run.

**System :** Once the base 14 points are allocated, Predators gain an additional +3 to Strength and +3 to Agility, to give them a range of 5 to 8 (as the minimum allocation is 2).

**System :** All Predators have Mobility-3 innately. They may be assigned (at the GM's discretion) a Speed rating of 2, as per the Alien attribute of the same name.

## COMMUNICATION

When dealing with Humans, the Predator suffers a -2 penalty to its Empathy score (and vice versa, when Humans deal with a Predator), due to the difficulties in inter-species communications and the misinterpretation of customs and idioms. Any result less than zero is treated as zero.

Predators are known to enjoy mimicry, and often will repeat phrases spoken by their prey. They also do so in order to lure their prey into a trap.

## VISUAL PERCEPTION

Predators see mostly in the infra-red end of the spectrum and thus may suffer penalties when distinguishing between objects at the same temperature. At the same time, they can make out recent foot prints via residual heat.

Without their technological advantages, Predators find it hard to see Xenomorphs as the latter do not emit much in the way of infra-red emissions.

When wearing a Bio-mask, these issues are compensated for to some degree, but Predators may still miss details.

For more examples of Predator Vision Modes, see <https://www.avpcentral.com/predator-vision-modes>.

**System :** At the GM's discretion, when the Predator is required to pass some sort of perception task roll, it may be penalised if distinguishing between objects at the same temperature (for example between the mud on a river bank and a human covered in the same mud). Alternatively, it may receive a bonus if objects are not at the same temperature.

## NATURAL WEAPONS

Unlike Humans, Predators have evolved two principal natural weapons - their claws, and their bite. While it is rare for a Predator to resort to either, an unarmed individual might have no choice.

WEAPON	BONUS	DAMAGE	RANGE	COMMENT
Yautja Claw	-	2	Engaged	None
Yautja Bite	+1	1	Engaged	None

## CAREERS

The following table summarises the basic "careers" for Predators most likely to be encountered away from their home world.

CAREER	KEY ATTRIBUTES	KEY SKILLS	CAREER TALENTS	GENERAL TALENTS
<b>The Hunter</b>	AGILITY	Close Combat, Ranged Combat, Survival		All Predators have at least Mobility-3 innately.
<b>The Leader</b>	EMPATHY	Command, Manipulation, Ranged Combat	Mimic Last Act Prey Bond	Suitable Talents include - Fast Reflexes, Hard Hitter, Healer, Killer, Menacing, Merciless, Quick Draw, Stealthy, Tough, Weapon Specialist
<b>The Falconer</b>	WITS	Comtech, Observation, Ranged Combat		
<b>The Tracker</b>	WITS	Observation, Survival, Close Combat		

### Personal Agenda

- The hunt is everything. It is the only thing that motivates you.
- You have a score to settle with a particular Human, a Predator from a different clan, or even possibly a particular Xenomorph.
- You are a collector of trophies which are not directly connected to the hunt. These do not have to be valuable, or even working.

### Signature Item

- Human, Xenomorph or other skull
- Antique Weapon
- Scar, brand or tattoo received for a particular hunt or kill.

## Appearance

- Yellow, mottled skin
- Green, mottled skin
- Darker, mottled skin
- Tattoos
- Scar from Xenomorph Acid acquired during hunt
- Longer "dreadlocks"
- Short or missing "dreadlocks"
- Missing fang(s)
- Trinkets / Pendants

## Gear

- Knife
- Shoulder mounted weapon or Smart Disc
- Wrist Blades
- Wrist Computer
- Invisibility Device
- Bio Mask
- *The Falconer* only - Falcon Drone instead of Shoulder Mounted Weapon
- *The Tracker* only - Hell-hound(s) instead of Shoulder Mounted Weapon

## PREDATOR TALENTS

**Mimic** - You can copy the speech of your Human prey accurately and even sound like them convincingly - but only for a few choice phrases, laughter etc. Can be useful for leading the unwary into a trap.

**Last Act** - Before dying, the Predator can recover consciousness sufficiently to perform one last Slow Action ... such as setting off a bomb ....

**Prey Bond** - The Predator forms a unique bond with its prey, and receives a +2 bonus on all rolls associated with tracking, detecting, and/or otherwise finding the prey up to a kilometre or more away, as a "hunch" or "rough sense of direction".

## INITIATIVE AND ACTIONS

Predators can move faster than humans thanks to a larger stride and greater agility in general.

**System** : Predators may perform one slow action and two fast actions, or three fast actions per round.

**System** : Predators can move between zones as per Humans. However, in Cluttered Zones, they rarely fall down or stumble. They are also adept at climbing trees / jumping to branches, and can get to branches well above 2m as a movement action with ease. In suitably packed forest or

jungle, a Predator can move between trees as fast as a Human can cover the same distance on the ground.

**Alternate System :** As above, but assign the Predator a Speed rating of 2 as per an Alien in addition.

Predators IR vision helps them move in Dark Zones.

**System :** Providing they can differentiate between different temperatures, Predators suffer no penalties in darkness. If wearing a biomask, the Predator can always see perfectly well in the dark.

Predators larger size restricts them in Cramped Zones. They find it difficult to enter crawl spaces and ducts, for example.

**System :** None - it's up to the GM to decide if the Predator will fit into a crawl space. If they can, then the same penalties apply as for Humans.

Predators may make use of an Invisibility device (a "Cloak") which is not perfect - there is a visible distortion in the shape of the Predator which is just about visible in good lighting and more obvious if the Predator moves.

**System :** If "Cloaked", the Predator always acts first in a round of combat against Humans until the cloaking device is turned off or otherwise rendered ineffective (for example, by covering the Predator in paint or flour or other material, or if the Predator is "backlit" by a bright light source), or if the cloaked Predator is confined to a space where it cannot move far (such as a narrow corridor for example).

**System :** When fighting Xenomorphs, Neomorphs and so on, "Cloaking" has no effect on Initiative as these creatures rely on other senses to detect the cloaked Predator.

**System :** If "Cloaked", the Predator may disengage from combat at any time, without penalty, when fighting Humans. This rule does not apply when fighting Xenomorphs.

## **PUSHING ROLLS**

Predators may push their rolls, just like Humans can.

## **STRESS, PANIC ... AND RAGE**

Predators do not accumulate Stress or suffer from Panic. Instead they accumulate Rage, and may suffer from its effects.

**System :**

Rage is accumulated in much the same way as Stress. However, unlike Stress, Rage is not gained from a coup de grâce, failure to use the Analysis talent, or the revelation that a person is an

Android (Predators often know an Android by sight anyhow, as the body heat is often noticeably different).

The Predator may roll extra dice for Rage in the same manner as Stress.

Predators must make a Rage roll when they roll one or more 1's on Rage dice, if another member of their group displays a Rage effect, or if they are critically injured. Other circumstances are up to the GM.

Use the following table for Rage instead of the Panic table.

RESULT	EFFECT
1-6	<b>KEEP YOUR COOL</b> - You just about keep your head together.
7	<b>PRIMAL SCREAM</b> - You let out an almighty roar of challenge and defiance, which probably reveals your position to the enemy if they were unaware. This removes the effect of a Cloak if the enemy is at Engaged, Short or Medium range.
8-9	<b>MINDLESS VANDAL</b> - You take out your anger on an inanimate object, potentially a useful piece of equipment, and smash it to pieces.
10-11	<b>OLD SCHOOL</b> - You attack the nearest enemy with your bare claws, foregoing the use of weapons.
12-13	<b>BERSERK</b> - As per the Panic table result of the same name. Every Predator who witnesses the Berserk rage must make a Rage roll. Humans make a Panic roll as normal.
14 or more	<b>FRENZY</b> - As per <b>BERSERK</b> , but the Rage does not stop when the first target (or the second, or the third) is Broken. You keep going ... until you can't.

Rage effects can be stopped either by reaching the Broken state, or after a Turn. Unlike Stress, Command rolls will not stop Rage.

Rage can be relieved in much the same manner as Stress.

Rage for Predators does not cause Permanent Mental Trauma.

## **PAIN AND DAMAGE**

Predators can endure very high levels of pain and remain conscious and functional, and are also slightly less vulnerable to the effects of Xenomorph blood, though it can still severely injure them. They can even perform minor surgeries in the field without anaesthetic on themselves if necessary.

**System :** When determining a Predator's starting Health score, add +2 to their Strength to reflect their greater pain tolerance and general toughness.

**System :** Predators wear some advanced armour, which is detailed below.



**System :** Any critical which impedes a Predator solely due to pain such as "Crippling Pain" is ignored. Furthermore, the Predator may make a basic Strength check, and if they pass they can ignore "Can't Use" results such as Can't Use Arm where pain is ruled to be the deciding factor.

**System :** If a Predator reaches the "Broken" state, the effects take place on the subsequent turn and do not prevent the Predator acting on the turn where they become Broken.

**System :** If exposed to Alien acid, Predators may deduct a single die of damage on initial exposure and an additional die per turn of continuing damage. Humans may use Predator blood as a "salve" to somewhat relieve the effects of the Acid, though a fair amount is needed to achieve the same effects, and Predators in general aren't keen on giving it up ...

## **PREDATOR GEAR**

In general, Predator Equipment is superior to the Human equivalents, but has not advanced much in the last few centuries for unknown reasons, though it is likely that they do not make their own equipment but instead have it made for them by a conquered race. Once a device is "good enough" they do not continue to refine or improve it. Thus Predators encountered in the late 2100s are likely to use similar equipment to that found on Predators in the 1980s.

<b>GEAR</b>	<b>COMMENT</b>
<b>"Falcon" Drone</b>	<i>(To be defined)</i>
<b>Armour</b>	Predator armour only partially covers the body, normally the shoulders and parts of the torso and upper thighs. It is considered very tough, but due to limited coverage is only awarded a rating of 4. It is very light weight and does not count towards encumbrance.
<b>Blue Gel</b>	A bright blue liquid that dissolves Predator blood, Alien resin and nullifies Alien acid. Normally provided in a small vial and used to remove traces of Xenomorph or Predator activity on a primitive world such as Earth.
<b>Helmet / Bio-mask</b>	A bio-mask provides an interface to the Predator's Wrist Computer, extends their field of vision through the visual spectrum and into the ultraviolet, allows recording of video and audio, and also provides some degree of protection against toxic or low pressure atmospheres.
<b>Improvised Spear</b>	A spear fashioned from the tail of an XX121 Alien. As above, but may still have the venom tip (see "Capture for the Hive" on page 309 of Alien) and/or exude Alien Acid Blood. A Queen tail would be as per the Tail Spike attack (page 314 of Alien) but with less force, so the Damage is 4 and no automatic Critical.
<b>Invisibility Device (Cloak)</b>	A small device that conceals the Predator by making them invisible, though with a noticeable blur effect in the shape of the Predator's silhouette. For effects see above ; when the device is damaged, the invisibility field fades along with blue sparks which are quite noticeable.
<b>Knife</b>	As per Alien, page 126, but obviously of Predator origin.
<b>Net</b>	<i>(To be defined)</i>

GEAR	COMMENT
<b>Portable Medical Kit</b>	A cross between a Personal Medkit and a Surgical Kit (see page 135 of Alien) but miniaturised and carried in a belt pouch. Moreover, the Medkit is usable more than once. Note that while sutures and the like will work on Humans, some items are uniquely designed for Predator biology and may even be harmful. Note that Predators don't use much in the way of anaesthetic.
<b>Self Destruct Device</b>	An explosive device as part of a Wrist Computer that causes a large blast. It's not clear if this explosive is carried on the Predator or is a result of the destruction of the Predator ship. Either way, the blast can level a sizeable area (upwards of a kilometre across) and cause widespread damage. No system is provided - anyone caught in the open when the device is detonated is instantly killed. A small mushroom cloud may be produced. If protected by heavy cover, then consider it to be equivalent to a blast of rating 5, with radiological effects like a small nuclear device. Note the explosion also causes an EMP, and may therefore cause unshielded electronic devices to fail permanently. No trace of the Predator or its ship will be found afterwards.
<b>Shoulder Mounted Plasma Weapon</b>	A plasma based firearm mounted on the left shoulder which tracks the Predators field of view and can be fired by a hand control. A characteristic "three dot" laser targeting system may be activated in addition to the fire control. <b>Bonus</b> +2 (+3 if linked with a BioMask), <b>Damage</b> Blast 5, <b>Range</b> Extreme, <b>Weight</b> 2
<b>Shoulder Mounted Plasma Weapon, Rapid Fire Version</b>	As above, but can be fired as a Fast Action with no modifier or penalty. Normally carried by Leaders or elder Predators.
<b>Smart Disc</b>	A thrown, disc shaped weapon that can alter its course in flight and which can uncannily return to the Predator's hand. Spinning blades may extend during flight. <b>Bonus</b> +1 , <b>Damage</b> 2, <b>Range</b> Medium, <b>Weight</b> 0.5
<b>Spear</b>	A spear, also obviously of Predator origin. <b>Bonus</b> +1, <b>Damage</b> 2, <b>Range</b> Short, <b>Weight</b> 1.
<b>Wrist Blade(s)</b>	As per Knife above, but with no weight penalty and fused into a wrist "gauntlet" so cannot be dropped or lost.
<b>Wrist Computer</b>	A comprehensive but small computer system mounted on the wrist/forearm. This provides many of the features of a Computer Terminal, a Portable Pilot uplink, a Samani E-Series watch, a PDT, an IFF, a P-DAT, a SSDD, and a MCD (see Aliens page 132 for more details).

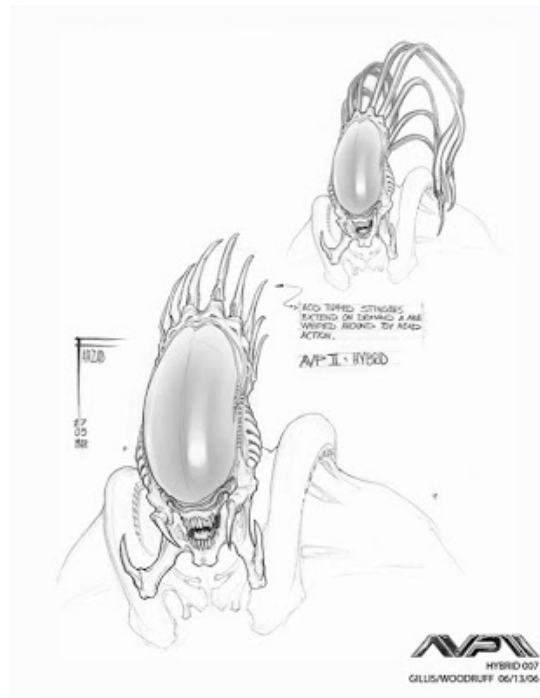
## HELL-HOUNDS

(To be defined)

## "SUPER" PREDATOR

A larger variant of the Predator, "Super" Predators are the same in all respects except that they gain +4 to Strength due to their increased size (up to 10 feet or 3m tall). This larger size hinders their movement however, and they only gain +2 to Agility. They are not natural, being the result of DNA "integration" with the Predator species from the better attributes of their prey.

# PREDALIEN



**Image Credit :** Farzad Varahramyans - <http://alienexplorations.blogspot.com/2003/06/farzad-varahramyans-predaliens.html>

A Xenomorph born from a Predator host is much larger than one born from a human. Effectively a PredAlien is the same as the XXXXX stage of the Xenomorph.

The PredAlien does not have an egg/facehugger cycle - instead it impregnates its victims directly, much like a face hugger, and then things continue from the Chestburster phase.

## SCENARIO IDEAS

### **The Lone Predator (aka "Predator", "Predator 2")**

In this situation, a lone Predator arrives amongst a human population, and begins to hunt. The "classic" Predator situation.

### **The Game Reserve (aka "Predators")**

The characters awaken on an alien - but Earth compatible - world, with no memory of how they got there. They are allowed their equipment and weapons. They are then hunted down, remorselessly.

### **The Xeno Hunt (aka "Alien vs. Predator")**

In this situation, the Predators capture a Xenomorph Queen, and then lure Humans to the site in order to be impregnated by Facehuggers. The resulting Xenomorphs are then used as prey for the Hunt, along with any surviving humans.