

7. Creatures

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Creatures & Intelligence

A creature with a randomly determined INT is considered sentient. It is a rational, capable of both logical thought and self-determination. A creature with an INT listed as a single number, rather than a die roll, is not sentient. The INT of a non-sentient creature is considered the equivalent of 10 for the purposes of calculating skill base values. The creature's instincts allow it to use Skills like Perception and Stealth with the same effectiveness as an average human.

Non-sentient creatures usually also lack CHA. To determine CHA for a creature that usually has no use for it, roll 2d6.

Creature Innate Powers

Unless noted otherwise, all innate powers have the Target: Self attribute, and are always on. Some Innate powers like a dragon's fire breath, require activation. This requires a Concentration action, a skill roll, and a Life Point cost. The power description will specify the required Skill and Trait, if any.

The following powers are only available as creature innate abilities. The powers listed as having a Might of * or +* are always accompanied by a numeric score when assigned to a creature. For instance, if a creature Might is 2 points greater than normal, it will have the Heavy Build +2 power.

Strong Build

Might +*

The creature is significantly stronger than its apparent size suggests and gains one point of Might per point of Might of the power. At the Narrator's option, the creature might also gain additional Resolution Points ranging from one to five in a STR-based conflict.

Immunity to Pain

The creature does not suffer any reduction in Strike Rank when wounded in Advanced Combat.

Incorporeal

The creature is a spirit or denizen of another plane of existence, which lacks a true physical form, and has only the INT, WIL and CHA characteristics.

Not all incorporeal creatures can interact with the physical world. Those who can form a translucent body. The body is usually of Size Class M, and has STR and CON equal to the creature's WIL, and DEX equal to its INT. Calculate all other attributes normally once you have determined these three characteristics. Weapons, skills, and other details depend on the creature type. Incorporeal creatures are immune to mundane weapons and can only be damaged by magic or elemental attacks. They have only one location, even when localised damage is in use. In many cases, their attacks ignore armour and Parries, and can only be Dodged or absorbed by magical protections. The few incorporeal creatures who form truly believable bodies lack weapon immunity, and can be destroyed by any kind of damage. They have a fully formed human body, and are subject to localised damage if that rule is in use.

Killing an incorporeal creature just sends it back to its natural plane of existence, from where it may return if bound to the mundane plane.

Regeneration

Might *

A creature with this power regenerates damage to its Toughness at the rate of one point per Might per Round. Lethal Wounds regenerate only in certain circumstances. A maimed or severed limb may still regenerate if the creature has not suffered a Lethal wound in a vital location, or a non-localized Lethal Wound may regenerate if the creature has not been killed instantly by a failed Endurance roll. In Advanced Combat regeneration costs one Life Point per round.

There is a slower form of regeneration that works in Adventure Time, and does not cost Life Points.

Skeletal

A creature with this power has half the Toughness for its Size Class. However, it also gains Immunity to [Bleed, Slash, Impale]. Many Skeletal creatures are also Undead.

Toughness

Might +*

The creature is significantly stronger than its apparent size suggests and gains one point of Toughness per point of Might of the power.

Undead

An Undead creature cannot suffer from Negative Life Points. If it has Life Points, it uses them only to activate powers. An Undead creature is immune to poison and disease, and automatically succeeds in all Endurance rolls. Many Undead creatures are Immune to Pain, but some of the most powerful, like vampires, are not. If present, Immune to Pain must be listed as a separate power.

Creature Descriptions

When not using non-localised damage, the creature's general Toughness is equal to the value provided for the torso. Non-localised armour values are provided under the armour entry, while the values for specific locations are besides the toughness values.

All scores provided for Skills include the listed Traits. The raw Skill score is 30 points lower.

Natural Weapons

Most animals use their claws, teeth, pincers and tails like people use weapons. Natural Weapons have the same statistics as man-made weapons, although some creatures have Natural Weapons with modified attributes. The general values are those given in the table below.

The statistics for Natural Weapons do not vary with the creature's Size class or Strength. The Might of the creature, and the Strike Rank Penalty that its size imposes on smaller opponents, represent the danger posed by the creature's mass.

Natural weapon table

Weapon	Trait	Reach	SR to att/def	Damage	Notes/Effects
Fist	Brawl	-	3/2	1d2	
Kick	Brawl	3	5/-	1d2	+1 Might
Tail (reptile)	Tail	4	8/4	1d4	Bash (effect)
Teeth (humanoid)	Bite	-	5/-	1d3	
Teeth (ferine)	Bite	-	5/-	1d6	Slash (effect)
Beak	Bite	-	5/-	1d8	Slash (auto)

Claw (blunt)	Claw	2	3/-	1d4	Slash (advantage)
Claw (sharp)	Claw	2	3/-	1d4	Slash (effect)
Pincer	Claw	4	4/-	1d4	Crush (auto)
Tentacle	Tentacle	6 to 12	6/-	1d6	Crush (auto), Entangle (effect)

Natural Armour

The hide of an animal provides one point of Armour for each Size Class greater than Medium. The layer of armour has a Coverage of 0+. Heavy fur or feathers may increase this armour by one or two points. Natural Armour is the equivalent of leather armour under all other aspects.

Reptilian scales are thicker, and the above values are usually doubled, with Medium sized reptiles having one single point of armour. You may apply the STR bonus for Might to the armour. The scales are thinner at the joints, thus raising their Coverage to 1+. On a coverage roll of 0, the armour value is halved, rounding down.

Arthropods have carapaces made of chitin, worth 1 point per Size Class of the creature. The plate-like nature of this kind of armour gives it a coverage of 1+. On a coverage roll of 0, the armour value is halved, rounding down.

NATURAL CREATURES

Bear

Characteristic			Attribute		D6/D8	Location	AP/Cov	AP/Cov	Toughness
STR	10	3d6	Size Class	L	1	RH Leg	-/-	2/0+	7
CON	10	3d6	Might	+2	2	LH Leg	-/-	2/0+	7
DEX	10	3d6	Strike Rank	10	3,7,8	Torso	-/-	2/0+	8
INT	5		Encumbrance	-	4	RF Leg	-/-	2/0+	7
WIL	10	3d6	Life Points	20	5	LF Leg	-/-	2/0+	7
CHA	-	2d6	Move	6	6	Head	-/-	2/0+	7

<i>Weapon</i>	<i>SR Att/Def Damage</i>			<i>Parry</i>	<i>Special</i>
Claw	12	3/-	1d4+2d2	-	slash (advantage)
Bite	10	5/-	1d6+2d2	-	slash (effect)

Skills: Agility [Swim] 50%, Close Combat [Bite, Claw] 50%, Perception [Smell, Track] 50%, Stealth [Hide] 50%.

Armour: Fur and hide 2/0+.

Powers: -

Notes: Medium sized opponents are -2 SR when fighting a bear, -4 for a polar bear.

Crocodile

Characteristic	Attribute		D8/D10	Location	AP/Cov	AP/Cov	Toughness
STR 17 5d6	Size Class	L	1	Tail	1/0+	2/2+	9
CON 10 3d6	Might	+3	2	RH Leg	-/-	2/0+	8
DEX 10 3d6	Strike Rank	14	3	LH Leg	-/-	2/0+	8
INT 4	Encumbrance	-	4,9,10	Torso	1/0+	2/2+	11
WIL 10 3d6	Life Points	20	5	RF Leg	-/-	2/0+	8
CHA - 2d6	Move	6	6	RF Leg	-/-	2/0+	8
			7,8	Head	1/0+	2/2+	9

<i>Weapon</i>	<i>SR</i>	<i>At/Def</i>	<i>Damage</i>	<i>Parry</i>	<i>Special</i>
Tail	18	8/4	1d4+3d2	-	crush
Bite	14	5/-	1d6+3d2	-	slash (advantage)

Skills: Agility [Brawn, Swim] 50%, Close Combat [Bite, Tail] 57%, Stealth [Hide, Sneak] 50%.

Armour: Hide 1/0+, Scas 2/1+.

Notes: Medium-sized opponents are -2 SR when in meleé with a large crocodile.

Horse

<i>Characteristic</i>			<i>Attribute</i>		<i>D6/D8</i>	<i>Location</i>	<i>AP/Cov</i>	<i>AP/Cov</i>	<i>Toughness</i>
STR	14	4d6	Size Class	XXL	1	RH Leg	-/-	2/0+	10
CON	10	3d6	Might	+7	2	LH Leg	-/-	2/0+	10
DEX	10	3d6	Strike Rank	12	3,7,8	Torso	-/-	2/0+	12
INT	4		Encumbrance	-	4	RF Leg	-/-	2/0+	10
WIL	10	3d6	Life Points	20	5	LF Leg	-/-	2/0+	10
CHA	-	2d6	Move	12	6	Head	-/-	2/0+	11

<i>Weapon</i>	<i>SR</i>	<i>At/Def</i>	<i>Damage</i>	<i>Parry</i>	<i>Special</i>
Kick	12	3/-	1d4+7d2	-	
Rear & Plunge	12	8/-	2d4+7d2	-	

Skills: Agility [Jump, Running] 50%, Close Combat [Kick, Plunge] 54%.

Armour: Fur and hide 2/0+.

Notes: Medium-sized opponents are -6 SR when in meleé with a horse.

Lion

<i>Characteristic</i>			<i>Attribute</i>		<i>D6/D8</i>	<i>Location</i>	<i>AP/Cov</i>	<i>AP/Cov</i>	<i>Toughness</i>
STR	14	4d6	Size Class	L	1	RH Leg	-/-	1/0+	7
CON	10	3d6	Might	+3	2	LH Leg	-/-	1/0+	7
DEX	14	4d6	Strike Rank	12	3,7,8	Torso	-/-	1/0+	9
INT	5		Encumbrance	-	4	RF Leg	-/-	1/0+	7
WIL	10	3d6	Life Points	20	5	LF Leg	-/-	1/0+	7
CHA	-	2d6	Move	7	6	Head	1/0+	3/5+	8

<i>Weapon</i>	<i>SR</i>	<i>At/Def</i>	<i>Damage</i>	<i>Parry</i>	<i>Special</i>
Claw	14	3/-	1d4+3d2	-	slash (effect)
Bite	12	5/-	1d6+3d2	-	slash (effect)

Skills: Agility [Dodge, Jump] 50%, Close Combat [Bite, Claw] 58%, Perception [Acute Hearing, Smell, Track] 50%, Stealth [Hide, Sneak] 54%, Survival [Savannah] 50%.

Armour: Fur and hide 1/0+.

Powers: Night Sight.

Notes: Medium-sized opponents are -2 SR when in meleé with a big feline of Large size class.

Python

<i>Characteristic</i>			<i>Attribute</i>		<i>1d4</i>	<i>Location</i>	<i>AP/Cov</i>	<i>AP/Cov</i>	<i>Toughness</i>
STR	17	5d6	Size Class	L	1	Tail	-/-	1/0+	8
CON	10	3d6	Might	+3	2,3	Torso	-/-	1/0+	9
DEX	10	3d6	Strike Rank	14	4	Head	-/-	1/0+	8

INT	4	Encumbrance	-
WIL	10 3d6	Life Points	20
CHA	- 2d6	Move	4

<i>Weapon</i>	<i>SR</i>	<i>Cost</i>	<i>Damage</i>	<i>Parry</i>	<i>Special</i>
Bite	14	3/-	1d4+3d2	-	
Coils	14	5/-	3d2	-	Entangle (effect)

Skills: Close Combat [Bite, Coils] 50%, Perception [Vision] 50%.

Armour: Scales 1/0+.

Notes: due to the creature's body shape and Combat tactics, Medium-sized opponents suffer no SR Penalty when in melee with a large snake. The snake's skin is less scaly than that of other reptiles.

Wolf

<i>Characteristic</i>	<i>Attribute</i>	<i>D6/D8</i>	<i>Location</i>	<i>AP/Cov</i>	<i>AP/Cov</i>	<i>Toughness</i>
STR	10 3d6	Size Class	S	1	R Leg	-/- 2
CON	10 3d6	Might	-1	2	L Leg	-/- 2
DEX	14 4d6	Strike Rank	12	3,7,8	Torso	-/- 4
INT	5	Encumbrance	-	4	RF Leg	-/- 2
WIL	7 2d6	Life Points	17	5	LF Leg	-/- 2
CHA	- 2d6	Move	6	6	Head	-/- 3

<i>Weapon</i>	<i>SR</i>	<i>Cost</i>	<i>Damage</i>	<i>Parry</i>	<i>Special</i>
Bite	10	3/-	1d6-1d2	-	slash (effect)

Skills: Agility [Dodge] 54%, Close Combat [Bite] 54%, Perception [Smell, Track] 47%, Survival [Steppe or other home environment] 50%.

Notes: wolves are -2 SR when in melee with Medium-sized opponents (already counted in the sample weapon statistics). A wolf bite is unlikely to cause significant wounds to the torso of a Medium or large creature, so the beast usually goes for the throat or an arm when fighting a human.

PREHISTORIC CREATURES

Dinosaur hide is not as tough as the scales of modern saurians. Its AP are just one point higher than those of a mammal of the same Size Class. The coverage for this hide is 0+.

Allosaur

<i>Characteristic</i>	<i>Attribute</i>	<i>D8/D10</i>	<i>Location</i>	<i>AP/Cov</i>	<i>AP/Cov</i>	<i>Toughness</i>
STR	14 4d6	Size Class	XXL	1	Tail	-/- 4/0+ 11
CON	10 3d6	Might	+7	2	RH Leg	-/- 4/0+ 11
DEX	14 4d6	Strike Rank	14	3	LH Leg	-/- 4/0+ 11
INT	4	Encumbrance	-	4,9,10	Torso	-/- 4/0+ 13
WIL	10 3d6	Life Points	20	5	RF Leg	-/- 4/0+ 7
CHA	- 2d6	Move	8	6	RF Leg	-/- 4/0+ 7
				7,8	Head	-/- 4/0+ 11

<i>Weapon</i>	<i>SR</i>	<i>At/Def</i>	<i>Damage</i>	<i>Parry</i>	<i>Special</i>
Bite	14	3/-	1d6+7d2	-	slash (effect)

Skills: Close Combat [Bite] 58%, Perception [Hearing] 50%.

Armour: Hide 4/0+.

Notes: Medium-sized opponents are -6 SR when in meleé with an allosaur; its huge size provides a Bonus to hit it.

Dimetrodon

Characteristic	Attribute		D8/D10	Location	AP/Cov	AP/Cov	Toughness
STR 10 3d6	Size Class	XXL	1	Tail	-/-	3/0+	10
CON 10 3d6	Might	+6	2	RH Leg	-/-	3/0+	8
DEX 10 3d6	Strike Rank	10	3	LH Leg	-/-	3/0+	8
INT 4	Encumbrance	-	4,9,10	Torso	-/-	3/0+	12
WIL 10 3d6	Life Points	20	5	RF Leg	-/-	3/0+	8
CHA - 2d6	Move	9	6	RF Leg	-/-	3/0+	8
			7,8	Head	-/-	3/0+	10

Weapon	SR	Cost	Damage	Parry	Special
Bite	9	2/-	1d6+6d2	-	slash (effect)

Skills: Close Combat [Bite] 50%, Perception [Vision] 50%.

Armour: Scaly Hide 3/0+.

Notes: Medium-sized opponents are -6 SR when in meleé with a dimetrodon. Its huge size provides a Bonus to hit it.

Mammoth

Characteristic	Attribute		D8/D10	Location	AP/Cov	AP/Cov	Toughness
STR 10 3d6	Size Class	XXXL	1	RH Leg	-/-	4/0+	10
CON 10 3d6	Might	+8	2	LH Leg	-/-	4/0+	10
DEX 10 3d6	Strike Rank	10	3,8,9	Torso	-/-	4/0+	14
INT 6	Encumbrance	-	4	RF Leg	-/-	4/0+	10
WIL 10 3d6	Life Points	20	5	LF Leg	-/-	4/0+	10
CHA 7 2d6	Move	9	6,10	Head	-/-	4/0+	12
			7	Trunk	-/-	2/0+	8

Weapon	SR	At/Def	Damage	Parry	Special
Tusk	12	2/-	1d8+8d2	-	impale (effect)
Trunk	14	8/-	1d4+8d2		entangle (effect)
Trample	10	5/-	8d2	-	unparriable, Stun (auto)

Skills: Agility [Brawn] 50%, Close Combat [Trample, Trunk, Tusk] 50%, Perception [Hearing, Vision] 50%., Survival [Taiga or Steppe] 50%.

Armour: Fur and hide 4/1+, Lesser Hide (on the trunk) 2/0+.

Notes: Medium-sized opponents are -8 SR when in meleé with a mammoth. Its huge size provides a Bonus to hit it.

Plesiosaur

Characteristic	Attribute		D8/D10	Location	AP/Cov	AP/Cov	Toughness
STR 10 3d6	Size Class	XL	1	Tail	-/-	2/0+	8
CON 10 3d6	Might	+4	2	RH Paddle	-/-	2/0+	8
DEX 14 4d6	Strike Rank	12	3	LH Paddle	-/-	2/0+	8
INT 4	Encumbrance	-	4,9,10	Torso	-/-	2/0+	10
WIL 10 3d6	Life Points	20	5	RF Paddle	-/-	2/0+	8
CHA 7 2d6	Move	9 swim	6	RF Paddle	-/-	2/0+	8
			7,8	Head	-/-	2/0+	8

<i>Weapon</i>	<i>SR</i>	<i>At/Def</i>	<i>Damage</i>	<i>Parry</i>	<i>Special</i>
Bite	22	5/-	1d6+4d2	-	slash (effect)

Skills: Agility [Dodge, Swim] 54%, Close Combat [Bite] 54%, Stealth [Sneak] 54%.

Armour: Blubber 2/0+

Notes: Medium-sized opponents are -4 SR when in meleé with a plesiosaur.

Pteranodon

Characteristic			Attribute		D10/D10	Location	AP/Cv	AP/Cv	Tough
STR	14	4d6	Size Class	XL	1	Tail	-/-	2/0+	7
CON	10	3d6	Might	+5	2	R Leg	-/-	2/0+	7
DEX	14	4d6	Strike Rank	14	3,4	L Leg	-/-	2/0+	7
INT	4		Encumbrance	-	5	Torso	-/-	2/0+	11
WIL	10	3d6	Life Points	20	6,7	R Wing	-/-	2/0+	7
CHA	7	2d6	Move	6/9 flying	8,9	L Wing	-/-	2/0+	7
					10	Head	-/-	2/0+	9

<i>Weapon</i>	<i>SR</i>	<i>At/Def</i>	<i>Damage</i>	<i>Parry</i>	<i>Special</i>
Bite	18	4/-	1d6+5d2	-	slash (effect)

Skills: Agility [Fly, Dodge] 54%, Close Combat [Bite] 58%, Perception [Acute Vision] 50%.

Armour: Hide2/0+.

Powers: Flight.

Notes: Medium-sized opponents are -4 SR when in meleé with a pteranodon.

Smilodon

Characteristic			Attribute		D6/D8	Location	AP/Cov	AP/Cov	Toughness
STR	14	4d6	Size Class	L	1	RH Leg	-/-	2/0+	7
CON	10	3d6	Might	+3	2	LH Leg	-/-	2/0+	7
DEX	10	4d6	Strike Rank	12	3,7,8	Torso	-/-	2/0+	9
INT	5		Encumbrance	-	4	RF Leg	-/-	2/0+	7
WIL	10	3d6	Life Points	20	5	LF Leg	-/-	2/0+	7
CHA	7	2d6	Move	7	6	Head	-/-	2/0+	8

<i>Weapon</i>	<i>SR</i>	<i>At/Def</i>	<i>Damage</i>	<i>Parry</i>	<i>Special</i>
Claw	14	5/-	1d4+3d2	-	slash (advantage)
Bite	12	3/-	1d6+3d2		impale (effect)

Skills: Agility [Dodge] 50%, Close Combat [Bite, Claw] 54%, Perception [Smell, Track] 50%, Stealth [Hide, Sneak] 50%, Survival [Savannah] 50%.

Armour: Fur and hide 2/0+.

Powers: Night Sight.

Notes: Medium-sized opponents are -2 SR when in meleé with a smilodon. The peculiar shape of its canines allows its bite to impale, but not to slash.

Terror Bird

Characteristic	Attribute		D4/D6	Location	AP/Cov	AP/Cov	Toughness
STR 14 4d6	Size Class	L	1	RH Leg	-/-	2/0+	8

CON	10	3d6	Might	+3	2	LH Leg	-/-	2/0+	8
DEX	14	4d6	Strike Rank	14	3,5,6	Torso	-/-	2/0+	9
INT	4		Encumbrance	-	4	Head	-/-	2/0+	8
WIL	10	3d6	Life Points	20					
CHA	7	2d6	Move	7					

Skills: Agility [Dodge, Running] 54%, Close Combat [Bite] 58%, Perception [Acute Vision] 44%.

<i>Weapon</i>	<i>SR</i>	<i>At/Def</i>	<i>Damage</i>	<i>Parry</i>	<i>Special</i>
Bite	14	5/-	1d8+3d2	-	slash (auto)

Armour: Feathers 2/0+.

Notes: Medium-sized opponents are -2 SR when in melee with a terror bird.

Velociraptor

Characteristic			Attribute		D6/D8	Location	AP/Cov	AP/Cov	Toughness
STR	10	3d6	Size Class	M	1	RH Leg	-/-	1/0+	5
CON	10	3d6	Might	-	2	LH Leg	-/-	1/0+	5
DEX	17	5d6	Strike Rank	14	3,7,8	Torso	-/-	1/0+	6
INT	4		Encumbrance	-	4	RF Leg	-/-	1/0+	4
WIL	10	3d6	Life Points	20	5	LF Leg	-/-	1/0+	4
CHA	7	2d6	Move	6	6	Head	-/-	1/0+	5

Skills: Agility [Dodge, Jump, Running] 57%, Close Combat [Bite, Claw] 57%, Perception [Acute Vision] 50%, Stealth [Sneak] 57%.

<i>Weapon</i>	<i>SR</i>	<i>At/Def</i>	<i>Damage</i>	<i>Parry</i>	<i>Special</i>
Claw	16	3/-	1d4	-	slash (auto), impale (effect)
Bite	14	5/-	1d6		slash (effect)

Armour: Hide 1/0+.

FANTASY/HORROR CREATURES

Centaur

<i>Characteristic</i>			<i>Attribute</i>		<i>D10/D12</i>	<i>Location</i>	<i>AP/Cov</i>	<i>AP/Cov</i>	<i>Toughness</i>
STR	14	3d6	Size Class	XL	1	RH Leg	-/-	2/0+	9
CON	10	3d6	Might	+1	2	LH Leg	-/-	2/0+	9
DEX	14	4d6	Strike Rank	14	3, 10	Body	-/-	2/0+	11
INT	10	3d6	Encumbrance	-	4	RF Leg	-/-	2/0+	9
WIL	10	3d6	Life Points	24	5	LF Leg	-/-	2/0+	9
CHA	10	3d6	Move	12	6, 11, 12	Torso	-/-	-/-	11
					7	R Arm	-/-	-/-	9
					8	L Arm	-/-	-/-	9
					9	Head	-/-	-/-	10

<i>Weapon</i>	<i>SR</i>	<i>At/Def</i>	<i>Damage</i>	<i>Par/Rng</i>	<i>Special</i>
Spear	22	8/4	1d6+1d2	3	impale (effect)
Shield	16	4/2	1d2+1d2	3	block
Kick	17	5/-	1d4+1d2		
Bow	34	5*/-	1d6+2d2	300 (M)	impale (effect)

Skills: Agility [Dodge, Jump, Running] 54%, Close Combat [Kick, Shield, Spear] 58%, Perception [Hearing, Vision] 50%, Perform [Play Lyre] 50%, Survival [Endurance] 50%.

Armour: Fur and hide on equine body 2/5+, may wear other armour on human body.

Powers: Weak Build -4 (only hand-wield weapons, when not charging); sometimes knows Divine Cantrips.

Notes: The creature's body structure decreases its Might when using weapons with its human arms, except when charging with a spear, in which case its Might goes up by +4. Medium-sized opponents are -4 SR when in meleé with a centaur.

Djinn

There are several types of Djinni, some malignant and some benevolent. The exact powers of Djinnis vary by type, but most can become Invisible at will. Djinni can be dominated by spells, and they can be bound to enchanted items, as in the tale of Al Laddin and the Magic Lamp. Djinni can normally interact with the physical world while retaining an immaterial nature. They fight physically with spectral daggers or scimitars. Djinni are vulnerable to magic and magic weapons when visible.

Characteristic	Attribute	D8/D10	Location	AP/Cov	AP/Cov	Toughness
STR (14)	Size Class	n/a				
CON (14)	Might	n/a				
DEX (10)	Strike Rank	12				
INT 10 3d6	Encumbrance	-				
WIL 14 4d6	Life Points	14				
CHA 10 3d6	Move	6				

Skills: Close Combat [Dodge, Scimitar] 54%, Concentration [Willpower, Spell-like powers] 54%, Perception [Sense Life] 54%.

Weapon	SR	At/Def	Damage	Parry	Special
Scimitar	17	5/-	1d6+1d2		ignore parries and non-magic armour

Powers: Incorporeal, Second Sight. Many have Invisibility as a Might 3 Cantrip, or other suitable Cantrips.

Dragon

The dragon is a creature of immense physical power, yet also skilled in the arcane arts. European Dragons are winged, often malignant, and eager to accumulate treasure at the expense of unlucky adventurers. Their oriental counterparts are wingless, but can still fly by walking on air, and are generally less hostile to humanity.

Characteristic	Attribute		D10/D12	Location	AP/Cov	AP/Cov	Toughness
STR 14 4d6	Size Class	8	1	Tail	8/0+	16/2+	17
CON 21 6d6	Might	+11	2	RH Leg	-/-	16/0+	15
DEX 14 4d6	Strike Rank	14	3	LH Leg	-/-	16/0+	15
INT 21 6d6	Encumbrance	-	4,11,12	Torso	8/0+	16/2+	19
WIL 24 7d6	Life Points	45	5	R Wing	-/-	16/0+	15
CHA 17 5d6	Move	10/18 flying	6	R Wing	-/-	16/0+	15
			7	RF Leg	-/-	16/0+	15
			8	LF Leg	-/-	16/0+	15
			9,10	Head	8/0+	16/2+	17

Weapon	SR	At/Def	Damage	Parry	Special
Bite	14	2/-	1d6+11d2	-	slash (effect)
Claw	16	3/-	1d4+11d2	-	slash (advantage)
Tail	22	16/8	1d4+11d2	8	

Skills: Agility [Fly] 54%, Close Combat [Bite, Claw, Tail] 98%, Communication [1d6 human languages] 88%, Concentration [Project Fire, various Cantrips] 75%, Knowledge [various, particularly for Oriental Dragons] 92%, Perception [Hearing, Insight, Smell, Vision] 75%.

Armour: Skin 8/0+, Scales 16/1+.

Powers: Flight, Breathe Flame (Project Fire, Might 4, Close Range equal to CON in metres, cost 4 Life Points), often knows Cantrips or Arcane Spells.

Notes: Medium-sized opponents are -10 SR when in meleé with a dragon. Its huge size provides a Bonus to hit it.

Dwarf

Characteristic	Attribute		D6/D8	Location	AP/Cv	AP/Cv	Tough
STR 14 4d6	Size Class	S	1	R Leg	2/3+	5/7+	6
CON 14 4d6	Might	+1	2	L Leg	2/3+	5/7+	6
DEX 10 3d6	Strike Rank	12	3,7,8	Torso	-/-	5/0+	7
INT 10 3d6	Encumbrance	5	4	R Arm	2/1+	5/6+	5
WIL 10 3d6	Life Points	24	5	L Arm	2/1+	5/6+	5
CHA 10 3d6	Move	4	6	Head	5/1+	8/4+	6

Weapon	SR	At/Def	Damage	Par/Rng	Special
Hammer	15	6/3	1d3+3d2	3	impale (effect)
Shield	14	4/2	1d2+1d2	4	
Axe	16	8/4	1d6+3d2	4	slash (auto)
Crossbow	30	3/-	1d10+3d2	300 (M)	impale (effect)

Skills: Close Combat [Hammer, Axe, Shield] 54%, Perception [Dark Vision] 50%, Ranged Combat [Crossbow] 50%, Survival [Underground] 54%.

Armour: Short gambeson (2/2+), mail shirt/coif (5/6+), helm (8/9+), encumbrance 5.

Powers: Dark Vision, Strong Build +1, Toughness +2.

Notes: A dwarf is at -2 SR when in meleé with a Medium-sized opponent. Usually has a hammer and one of the other three weapons.

Dwarfs as player characters

Cultural Background for dwarven characters

Background	Traits (and applicable skills)	Starting Money per Status	Sample Motivations
Warrior Clan of the Bombardiers	Craft [any related to gunpowder] Knowledge [Hills of the Bombardiers] Communication [Language: Dwarven] Perception [●Dark Vision] Close Combat [Hammer or Axe]	Rich: 3D6x500 Affluent: 3D6x200 Average: 3D6x100	Despise elves. For the Bombardiers!
Underground Clan of Yado	Craft [any related to mining] Knowledge [Dwarven Halls of Yado] Communication [Language: Dwarven] Perception [●Dark Vision] Close Combat [Hammer or Axe]	Rich: 3D6x500 Affluent: 3D6x200 Average: 3D6x100	Despise surface dwellers. Lust for treasure.

[●] This Trait does not use up a Slot.

Elf

Characteristic	Attribute		D6/D8	Location	AP/Cv	AP/Cv	Tough
STR 10 3d6	Size Class	M	1	R Leg	-/-	1/1+	5
CON 10 3d6	Might	-	2	L Leg	-/-	1/1+	5
DEX 17 5d6	Strike Rank	14	3,7,8	Torso	-/-	1/1+	6
INT 14 2d6	Encumbrance	1	4	R Arm	-/-	1/1+	4
WIL 14 4d6	Life Points	24	5	L Arm	-/-	1/1+	4
CHA 10 3d6	Move	5	6	Head	-/-	1/1+	5

<i>Weapon</i>	<i>SR</i>	<i>At/Def</i>	<i>Damage</i>	<i>Par/Rng</i>	<i>Special</i>
Short Spear	22	8/4	1d6	2	impale (effect), keep distance (auto)
Shield	14	3/2	1d2	3	bash
Bow	37	5/-	1d6+1d2	300 (M)	impale (effect)

Skills: Agility [Dodge] 57%, Close Combat [Spear, Shield] 57%, Craft [First Aid] 61%, Perception [Night Vision, Track] 58%, Ranged Combat [Bow] 64%, Stealth [Hide, Sneak] 61%, Survival [Forest] 54%.

Armour: cloak (1/1+), encumbrance 1.

Powers: Night Vision or Dark Vision.

Notes: the skills provided are relative to a forest-dwelling elf. Other races of elves may exist that have different abilities. The background table includes the background for a race of Dark Elves living underground.

Elves as player characters

Cultural Background for elven characters

Background	Traits (and applicable skills)	Starting Money per Status	Sample Motivations
Forest Clan of Riverglade	Knowledge [Riverglade] Communication [Language: Elfish] Perception [●Night Vision] Ranged Combat [Bow] Survival [Forest]	Rich: 3D6x100 Affluent: 3D6x50 Average: 3D6x25 Poor: 3D6x10	Love Nature. Despise Dwarfs.
Kingdom of Akesh Isles	Knowledge [Folklore or Religion or Arcane] Communication [Language: Elfish] Perception [●Night Vision] Ranged Combat [Bow] Survival [Akesh Archipelago]	Rich: 3D6x200 Affluent: 3D6x100 Average: 3D6x50	Love Knowledge. Loyalty to the King.
Underground City of Aznabul	Knowledge [Religion or Arcane] Communication [Language: Dark Elfish] Perception [●Dark Vision] Close Combat [Dagger] Survival [Underground]	Rich: 3D6x200 Affluent: 3D6x100 Average: 3D6x50	Despise surface elves. Lust for knowledge.

[●] This Trait does not use up a Slot.

Ghost

Those that have passed beyond the veil, but not found peace, remain to haunt the living as ghosts. They seek to do harm to the living, and often will try to possess a victim, to experience the joys of living once again.

<i>Characteristic</i>	<i>Attribute</i>	<i>D8/D10</i>	<i>Location</i>	<i>AP/Cov</i>	<i>AP/Cov</i>	<i>Toughness</i>
STR (14)	Size Class	n/a				
CON (14)	Might	n/a				
DEX (10)	Strike Rank	n/a				
INT 10 3d6	Encumbrance	-				
WIL 14 4d6	Life Points	14				
CHA 10 3d6	Move	6				

Skills: Concentration [Willpower, Spell-like powers] 54%, Perception [Sense Life] 54%.

Powers: Incorporeal; Second Sight; Undead.

Suggested optional powers: Dominate; Illusion; Telekinesis; Telepathy.

Notes: A ghost can only harm a target through magical means or domination. Not all ghosts have the same features. The Narrator can choose from the optional power list. The majority of ghosts are bound to a place, and cannot use their powers if they are far from it.

Giant

Giants are anthropophagus foes in many fantasy tales. Their taste for human flesh is proverbial. The specimen provided here is three size classes bigger than a human, and two bigger than a troll or minotaur. You may use it as a template to construct a giant of any Size Class by giving it +2 Might, +2 Toughness, and +1 armour points per additional Size Class.

<i>Characteristic</i>	<i>Attribute</i>		<i>D6/D8</i>	<i>Location</i>	<i>AP/Cv</i>	<i>AP/Cv</i>	<i>Tough</i>
STR 14 4d6	Size Class	XXL	1	R Leg	3/0+	-/-	11
CON 10 3d6	Might	+7	2	L Leg	3/0+	-/-	11
DEX 10 3d6	Strike Rank	12	3,7,8	Torso	3/0+	-/-	13
INT 7 2d6	Encumbrance	2	4	R Arm	3/0+	-/-	9
WIL 10 3d6	Life Points	20	5	L Arm	3/0+	-/-	9
CHA 7 2d6	Move	6	6	Head	3/0+	-/-	11
<i>Weapon</i>							
<i>SR At/Def</i>		<i>Damage</i>	<i>Parry</i>	<i>Special</i>			
Club		17 14/7	2d6+10d2	8			
Fist		12 3/-	1d2+7d2	-			

Skills: Agility [Brawn] 50%, Close Combat [Fist, Club] 54%, Perception [Smell] 47%.

Armour: Tough skin 3/0+.

Powers: Immunity to mind-affecting powers such as Confusion, Demoralize, Dominate, etc..

Notes: All smaller opponents suffer the appropriate Penalties when in meleé with a giant.

Goblin

<i>Characteristic</i>	<i>Attribute</i>		<i>D6/D8</i>	<i>Location</i>	<i>AP/Cv</i>	<i>AP/Cv</i>	<i>Tough</i>
STR 10 3d6	Size Class	S	1	R Leg	-/-	5/7+	6
CON 10 3d6	Might	-1	2	L Leg	-/-	5/7+	6
DEX 14 4d6	Strike Rank	12	3,7,8	Torso	-/-	5/0+	7
INT 7 2d6	Encumbrance	3	4	R Arm	-/-	5/6+	5
WIL 7 2d6	Life Points	17	5	L Arm	-/-	5/6+	5
CHA 7 2d6	Move	4	6	Head	-/-	8/4+	6
<i>Weapon</i>							
<i>SR At/Def</i>		<i>Damage</i>	<i>Par/Rng</i>	<i>Special</i>			
Spear		20 8/4	1d6	2	impale (effect)		
Dagger		15 3/2	1d3-1d2	1	impale (effect)		
Bow		34 5/-	1d6	150 (M)			

Skills: Agility [Dodge, Take Cover] 54%, Close Combat [Sword, Shield] 54%, Perception [Dark Vision] 44%, Ranged Combat [Bow] 58%, Stealth [Hide, Sneak] 51%, Survival [Underground] 47%.

Armour: rusty mail shirt (5/6+), helm (8/9+), encumbrance 3.

Powers: Dark Vision.

Notes: A goblin is at -2 SR when in meleé with a Medium-sized opponent. Usually has a dagger and one of the other two weapons.

Griffin

<i>Characteristic</i>	<i>Attribute</i>		<i>D8/D10</i>	<i>Location</i>	<i>AP/Cov</i>	<i>AP/Cov</i>	<i>Toughness</i>
STR 14 4d6	Size Class	XL	1	RH Leg	-/-	1/0+	7
CON 10 3d6	Might	+5	2	LH Leg	-/-	1/0+	7
DEX 17 5d6	Strike Rank	16	3,9,10	Torso	-/-	1/0+	9
INT 6	Encumbrance	-	4	R Wing	-/-	3/0+	7

WIL	14	4d6	Life Points	24	5	L Wing	-/-	3/0+	7
CHA	7	2d6	Move	8/15 flying	6	RF Leg	-/-	1/0+	7
					7	LF Leg	-/-	1/0+	7
					8	Head	-/-	3/0+	8

Weapon	SR	Cost	Damage	Parry	Special
Claw	18	3/-	1d4+5d2	-	slash (effect)
Beak	16	5/-	1d8+5d2	-	slash (auto)

Skills: Agility [Dodge, Fly] 57%, Close Combat [Beak, Claw] 61%, Perception [Acute Vision] 50%.

Armour: Fur and hide 1/0+, feathers 3/7+.

Powers: Flight.

Notes: Medium-sized opponents are -4 SR when in meleé with a griffin.

Medusa

These creatures have the upper body of female humans, and the lower body of a giant snake with metallic scales. To top off their gruesome visage, which can turn other living creatures to stone, is a head that has living writhing serpents for hair. Evil and vicious to the extreme, it is fortunate that Medusas are solitary creatures, except in the occasional time that they gather to lord it over other evil creatures.

Characteristic			Attribute		D6/D8	Location	AP/Cv	AP/Cv	Tough
STR	10	3d6	Size Class	M			-/-	-/-	
CON	10	3d6	Might	-	1,2	L Body	1/1+	-/-	6
DEX	10	3d6	Strike Rank	10	3,7,8	Torso	-/-	-/-	6
INT	10	3d6	Encumbrance	-	4	R Arm	-/-	-/-	4
WIL	14	4d6	Life Points	24	5	L Arm	-/-	-/-	4
CHA	14	4d6	Move	3	6	Head	-/-	-/-	5

Weapon	SR	At/Def	Damage	Par/Rng	Special
Bite	10	5/-	1d4	-	Poison, Might equal to CON, Effect: Death
Gaze	10	5/-	-	20 (C)	See notes

Skills: Agility [Dodge] 50%, Close Combat [Bite] 50%, Communication [Deceit, Seduce] 58%, Concentration [Gaze, sometimes Cantrips] 54%, Knowledge [Arcane] 50%, Perception [Dark Vision] 54%.

Powers: Gaze (see notes); some medusas know Divine Cantrips like Damage Boosting, Protection, Shimmer or Neutralise Magic.

Armour: serpentine scales on lower body 1/8+.

Notes: The gaze is the equivalent of an Innate power with the Overcome attribute. It initiates a Parallel Conflict of WIL vs. WIL. On a quick exit the victim is paralysed, on a complete defeat it is turned to stone. The power has the equivalent of 5 points of Might for purposes of dispelling or blocking it.

The Gaze can be used as a reaction against anyone attacking the creature while looking. If the attack roll does not overcome the Medusa's Concentration roll, then the character looked at the creature and not only does the attack miss, but also the Gaze parallel Conflict is initiated. An opponent can choose to attack the creatures with his or her eyes shut, but this bestows a triple Penalty on the attack, and the creature can still Dodge. A victorious Dodge means the attacker has thrown itself on the medusa's biting head serpents, risking a venomous bite. Treat this result as a successful bite attack.

Minotaur

A monster of Greek mythology, the Minotaur is a deadly creature, prone to incredible fits of rage. Some variants of this monster may even be forced into a killer fury against their will. Whether or not a Minotaur is suitable as a player character depends on the game setting.

<i>Characteristic</i>	<i>Attribute</i>		<i>D6/D8</i>	<i>Location</i>	<i>AP/Cv</i>	<i>AP/Cv</i>	<i>Tough</i>
STR 14 4d6	Size Class	L	1	R Leg	1/0+	-/-	9
CON 14 4d6	Might	+3	2	L Leg	1/0+	-/-	9
DEX 7 2d6	Strike Rank	11	3,7,8	Torso	1/0+	-/-	10
INT 10 3d6	Encumbrance	-	4	R Arm	1/0+	-/-	8
WIL 10 3d6	Life Points	24	5	L Arm	1/0+	-/-	8
CHA 10 3d6	Move	6	6	Head	2/0+	-/-	9
<i>Weapon</i>							
Great Axe	SR	At/Def	Damage	Parry	<i>Special</i>		
Head Butt	16	10/5	1d8+5d2	6	Slash (auto)		
	11	3/-	1d4+3d2	-			

Skills: Agility [Brawn] 51%, Close Combat [2H Axe, Brawl] 51%, Concentration [Fanaticism] 50%, Perception [Hearing, Smell, Vision] 50%, Survival [Endurance] 50%.

Armour: Tough skin 1/0+, tougher on head (2/9+); can wear any armour of appropriate size, except on head.

Powers: Most Minotaur warriors know the Fanaticism Cantrip.

Notes: A Medium-sized opponent is at -2 SR when in meleé with a Minotaur. If the creature can strike first, it will try to Overwhelm its foe's parry and chop it down with the automatic Slash effect. If it is forced to close quarters, it will counterattack with head butts in order to push the enemy back.

Mummy

<i>Characteristic</i>	<i>Attribute</i>		<i>D6/D8</i>	<i>Location</i>	<i>AP/Cv</i>	<i>AP/Cv</i>	<i>Tough</i>
STR 17 5d6	Size Class	M	1	R Leg	2/0+	-/-	6
CON 10 4d6	Might	+2	2	L Leg	2/0+	-/-	6
DEX 7 2d6	Strike Rank	12	3,7,8	Torso	2/0+	-/-	7
INT 10 3d6	Encumbrance	-	4	R Arm	2/0+	-/-	5
WIL 10 3d6	Life Points	20	5	L Arm	2/0+	-/-	5
CHA 7 2d6	Move	4	6	Head	2/0+	-/-	6

Skills: Agility [Brawn] 47%, Close Combat [Maul, Brawl, Grapple] 54%, Concentration [Willpower, various Cantrips or Spells], Perception [Hearing, Vision] 50%.

<i>Weapon</i>							
Maul	SR	At/Def	Damage	Parry	<i>Special</i>		
Fist/Grapple	17	10/5	1d6+5d2	6			
	12	3/-	1d2+2d2	-			

Armour: Bandages and parched skin for 2/0+; can wear any armour of appropriate size.

Powers: Immunity to Pain, Undead. Divine Cantrips or Arcane Spells. Gaining blessings is beyond their capabilities.

Notes: Mummies are extremely tough to take down, as they are totally Immune to Pain and incapacitation. You must hack them apart to stop them. In order to limit their lethality, you may want to make them Skeletal.

Orc

<i>Characteristic</i>	<i>Attribute</i>		<i>D6/D8</i>	<i>Location</i>	<i>AP/Cv</i>	<i>AP/Cv</i>	<i>Tough</i>
STR 14 4d6	Size Class	M	1	R Leg	-/-	5/7+	6
CON 10 3d6	Might	+1	2	L Leg	-/-	5/7+	6
DEX 10 3d6	Strike Rank	12	3,7,8	Torso	-/-	5/0+	7
INT 10 3d6	Encumbrance	3	4	R Arm	-/-	5/6+	5
WIL 10 3d6	Life Points	20	5	L Arm	-/-	5/6+	5
CHA 7 2d6	Move	5	6	Head	-/-	8/4+	6

<i>Weapon</i>	<i>SR</i>	<i>At/Def</i>	<i>Damage</i>	<i>Parry</i>	<i>Special</i>
Scimitar	15	6/3	1d6+1d2	3	slash (auto), impale (advantage)
Shield	14	3/2	1d2+1d2	3	
Bow	30	5/-	1d6+1d2	-	impale (effect)

Skills: Agility [Brawn] 50%, Close Combat [Sword, Shield] 54%, Perception [Night Vision] 44%, Ranged Combat [Bow] 58%, Stealth [Hide, Sneak] 51%, Survival [Mountains, Steppe or Underground] 47%.

Armour: rusty mail shirt (5/6+), helm (8/9+).

Powers: Night Vision.

Orcs as player characters

Cultural Background for orcish characters

Background	Traits (and applicable skills)	Starting Money per Status	Sample Motivations
Mountain Clan of Moonpeak	Knowledge [Moonpeak] Communication [Language: Orcish] Perception [●Night Vision] Ranged Combat [Bow] or Close Combat [Scimitar] Survival [Mountains]	Rich: 3D6x100 Affluent: 3D6x50 Average: 3D6x25 Poor: 3D6x10	Love carnage. Despise Elfs.
Underground Clan of Abyssus	Knowledge [Abyssus] Communication [Language: Orcish] Perception [●Night Vision] Close Combat [Scimitar] Survival [Underground]	Rich: 3D6x200 Affluent: 3D6x100 Average: 3D6x50 Poor: 3D6x20	Despise surface creatures. Lust for treasure.

[●] This Trait does not use up a Slot.

Skeleton

Skeletons have a score of 0 for CON, INT, POW and CHA, as they have no intelligence, will or personalities of their own. Attempts to control a skeleton's mind, or influence its personality will automatically fail.

Characteristic			Attribute		D6/D8	Location	AP/Cv	AP/Cv	Tough
STR	10	3d6	Size Class	M	1	R Leg	-/-	5/6+	2
CON	-	-	Might	-	2	L Leg	-/-	5/6+	2
DEX	10	3d6	Strike Rank	10	3,7,8	Torso	-/-	5/1+	3
INT	-	-	Encumbrance	n/a	4	R Arm	-/-	5/3+	1
WIL	-	-	Life Points	n/a	5	L Arm	-/-	5/3+	1
CHA	-	-	Move	5	6	Head	-/-	8/6+	2

<i>Weapon</i>	<i>SR</i>	<i>At/Def</i>	<i>Damage</i>	<i>Parry</i>	<i>Special</i>
Axe	13	6/3	1d6+1d2	2	slash
Shield	12	3/2	1d2	3	

Skills: Close Combat [Axe, Shield] 50%.

Armour: Mail hauberk (5/3+) and helm (8/9+).

Powers: Immunity to Pain/Impale/Slash/Stun, Skeletal, Undead.

Succubus

An Incubus or Succubus is an evil demonic creature formed from the psychic remnants of a particularly heinous sexual crime, like incest or rape. The entity can change sex at will, and the term Incubus refers to the creature in male form, while the name Succubus refers to the feminine form. Although disembodied in its natural form, a Succubus must resort to physical damage to vanquish an opponent, and is vulnerable to magic weapons when it manifests. If the Incubus is destroyed in Combat, it cannot reform its body until it has drawn strength from a new sexual crime.

An Incubus or Succubus can seduce a member of the opposite sex by winning a Conflict of CHA, backed by its Seduction trait, against its victim's WIL, backed by Willpower. If the Incubus wins, the victim will surrender to its lust and lose the memory of what happened, believing that the encounter was just a pleasant erotic dream. For every subsequent night in which this happens, a male victim loses 1 point of CON permanently. When CON reaches zero, the victim dies. A female will not lose CON, but she will eventually give birth to a child that is tainted with a demonic heritage.

<i>Characteristic</i>	<i>Attribute</i>		<i>D6/D8</i>	<i>Location</i>	<i>AP/Cv</i>	<i>AP/Cv</i>	<i>Tough</i>
STR	-	Size Class	M	1	R Leg	-/-	7
CON	-	Might	+1	2	L Leg	-/-	7
DEX	-	Strike Rank	14	3,7,8	Torso	-/-	8
INT	14 4d6	Encumbrance	-	4	R Arm	-/-	6
WIL	14 4d6	Life Points	28	5	L Arm	-/-	6
CHA	24 7d6	Move	5	6	Head	-/-	7

<i>Weapon</i>	<i>SR</i>	<i>At/Def</i>	<i>Damage</i>	<i>Par/Rng</i>	<i>Special</i>
Claw	16	3/-	1d4+1d2	-	slash (effect)
Bite	14	5/-	1d4+1d2		

Skills: Agility [Dodge] 58%, Close Combat [Brawl, Claw] 58%, Communication [Deceit, Insight, Language: Local, Seduce] 98%, Concentration [Willpower, Arcane Spells and Traits] 68%, Knowledge [Arcane, Literacy: Local] 54%, Perception [Dark Vision] 58%.

Powers: Incorporeal. Often knows Arcane spells like Dominate Human, Enhance Charisma and Protection.

Note: The creature can grow talon-like nails to fight in meleé, although this will nullify any seduction attempt against victims who witness the process.

Troll

<i>Characteristic</i>	<i>Attribute</i>		<i>D6/D8</i>	<i>Location</i>	<i>AP/Cv</i>	<i>AP/Cv</i>	<i>Tough</i>
STR	14 4d6	Size Class	L	1	R Leg	1/0+	8
CON	10 3d6	Might	+3	2	L Leg	1/0+	8
DEX	10 3d6	Strike Rank	12	3,7,8	Torso	1/0+	9
INT	7 2d6	Encumbrance	2	4	R Arm	1/0+	7
WIL	10 3d6	Life Points	20	5	L Arm	1/0+	7
CHA	7 2d6	Move	6	6	Head	1/0+	8

<i>Weapon</i>	<i>SR</i>	<i>At/Def</i>	<i>Damage</i>	<i>Parry</i>	<i>Special</i>
Maul	19	12/6	2d4+4d2	6	
Claw	12	3/2	1d4+3d2	2	slash (advantage)

Skills: Agility [Brawn] 47%, Close Combat [Claw, Maul] 54%, Perception [Dark Vision] 47%, Stealth [Hide] 50%, Survival [Underground] 47%.

Armour: Tough skin 1/0+, furs 4/9+.

Powers: Dark Vision.

Notes: A Medium-sized opponent is at -2 SR when in meleé with a troll.

Vampire

Dark overlords of the Undead, Vampires feed off the blood and life-force of the living. They appear as normal humans, but their pallid complexion and over large canines give them away. Vampires are either solitary hunters, or form societies where weaker members of the brood must bring victims to the more powerful leaders.

<i>Characteristic</i>	<i>Attribute</i>			<i>D6/D8</i>	<i>Location</i>	<i>AP/Cv</i>	<i>AP/Cv</i>	<i>Tough</i>
STR 17 5d6	Size Class	M		1	R Leg	-/-	-/-	9
CON 10 3d6	Might	+2		2	L Leg	-/-	-/-	9
DEX 10 3d6	Strike Rank	16		3,7,8	Torso	-/-	-/-	10
INT 14 4d6	Encumbrance	-		4	R Arm	-/-	-/-	8
WIL 14 4d6	Life Points	35*		5	L Arm	-/-	-/-	8
CHA 10 3d6	Move	5		6	Head	-/-	-/-	9
<i>Weapon</i>								
	<i>SR</i>	<i>At/Def</i>	<i>Damage</i>	<i>Par/Rng</i>	<i>Special</i>			
Bite	16	5/-	1d4+2d2		Life Point damage, drains LP			
Other weapon	16+	varies	varies	varies	Anything the creature used in life			

Skills: Agility [Dodge, Fly] 50%, Close Combat [Bite, various weapons and Stunts] 61%, Communication [Deceit, Insight] 54%, Concentration [Willpower, Arcane spells and Traits] 58%, Knowledge [Arcane] 58%, Perception [Acute Hearing, Dark Vision] 58%, Stealth [Hide, Sneak] 54%.

Powers: Strong Build +1, Toughness +2, Undead, Mesmerise (as Dominate Human, Might is 1, counts as evil magic), Slow Regeneration (see notes), Shapeshift to Bat. Some vampires know Arcane magic.

Armour: Anything the creature was buried with.

Notes: Most vampires, having being not alive for centuries, have much higher skills. Add +10 to +50 to all skills if the vampire has not just been raised.

Bite damage that penetrates armour affects the victim's Life Points, and gives the drained LP to the vampire. This is the only way the creature can regain LP. However, as Undead, the Vampire does not lose LP for fatigue or wounds, only for using its powers and spells. Presenting the holy symbol of a benevolent deity allows a Concentration action to match an appropriate skill versus the Vampire Willpower. If successful, the vampire cannot attack that character for that round. On an advantage roll, the vampire also loses 1d6 Life Points.

A vampire does not regenerate LP, so its Life level must be determined according to the events that come before any confrontation. If you are using Basic Combat, the vampire still has a huge advantage due to his or her high CON. However, it may suffer from a Bloodthirsty consequence due to having not fed for some days.

In Adventure time, a vampire heals from Major or Lethal wounds at a rate of 1 point per location per turn. A vampire cannot regenerate damage in sunlight, or damage taken when exposed to the rays of the sun. If an unconscious vampire is staked while regenerating, it is destroyed. If the vampire takes wounds that could render him unconscious, he will shapeshift to a bat with a single Concentration action and flee to regenerate. It is impossible to hit the vampire while he is in bat shape with any physical attack; the creature is too small and nimble.

Werewolf

<i>Characteristic</i>	<i>Attribute</i>			<i>D6/D8</i>	<i>Location</i>	<i>AP/Cv</i>	<i>AP/Cv</i>	<i>Tough</i>
STR 17 5d6	Size Class	M		1	R Leg	-/-	-/-	6
CON 10 3d6	Might	+1		2	L Leg	-/-	-/-	6
DEX 14 4d6	Strike Rank	14		3,7,8	Torso	-/-	-/-	7
INT 10 3d6	Encumbrance	-		4	R Arm	-/-	-/-	5
WIL 10 3d6	Life Points	20		5	L Arm	-/-	-/-	5
CHA 10 3d6	Move	6		6	Head	-/-	-/-	6
<i>Weapon</i>								
	<i>SR</i>	<i>At/Def</i>	<i>Damage</i>	<i>Parry</i>	<i>Special</i>			
Bite	10	3/-	1d6+1d2	-	slash (effect)			
Claw	12	3/2	1d4+1d2	2	slash (advantage)			

Skills: Agility [Dodge] 54%, Close Combat [Bite, Claw] 54%, Perception [Smell, Track] 42.

Powers: Immunity to [non-magical, non-silver weapons]; Shapechange to [Wolf, Werewolf].

Notes: The characteristics provided are for the werewolf in wolf form. When in human form, the creature has normal statistics. Some specimens can turn into creatures indistinguishable from normal wolves apart from the invulnerability. Use the body shape and size of the normal wolf in this case (-1 Might, -2 Toughness, no claws).

Wraith

A wraith is the Undead psychic remains of a mortal being who died violently, or suffered extreme anger in death. It seeks vengeance and hates all life. Although disembodied in its natural form, a Wraith must resort to physical damage to vanquish an opponent, and is vulnerable to magic weapons when it manifests. If the entity is destroyed in Combat, it will not return to the mundane plane for several days or week. Eventually its anger against life will bring it back to the place where it died.

Characteristic	Attribute	D8/D10	Location	AP/Cov	AP/Cov	Toughness
STR (14)	Size Class	M				
CON (14)	Might	+1				
DEX (14)	Strike Rank	12				
INT 10 3d6	Encumbrance	-				
WIL 14 4d6	Life Points	28				
CHA 10 3d6	Move	6				

Weapon	SR	At/Def	Damage	Parry	Special
Claw	17	3/-	1d6+1d2		Ignores Parries and non-magic armour

Skills: Close Combat [Dodge, Claw] 54%, Concentration [Willpower, Arcane Spells and Traits] 54%, Perception [Sense Life] 54%.

Powers: Dark Sight, Incorporeal, Second Sight. Many know evil Arcane magic.

Wurm

Characteristic	Attribute		D3/D4	Location	AP/Cv	AP/Cv	Tough
STR 14 4d6	Size Class	XXXL	1	Tail	4/0+	8/2+	12
CON 14 4d6	Might	+9	2,4	Torso	4/0+	8/2+	16
DEX 10 3d6	Strike Rank	12	3	Head	4/0+	8/2+	14
INT 6	Encumbrance	-					
WIL 10 3d6	Life Points	24					
CHA - 2d6	Move	7					

Weapon	SR	At/Def	Damage	Parry	Special
Bite	12	5/-	1d6+9d2	-	slash (advantage), poison (if granted as power)
Coils	12	8/-	9d2		entangle (effect), stun (auto)

Skills: Close Combat [Bite, Coils] 54%, Perception [Vision] 46%, Ranged Combat [Projection] 50%, Survival [Swamp] 50%.

Armour: Skin 4/0+, Scales 8/2+.

Powers: choose one or more of the following: Poison (Might equal to CON, death), Project [Acid or Lightning] (Might 4, Range equal to CON (C), cost 4 Life Points).

Notes: due to its body shape, Medium opponents suffer only a -4 to their SR when facing a Wurm, but get a Bonus to hit it.

Wyvern

This slender green reptile is a sample of dragonkin, with no forelegs and animal intelligence. Small when compared to actual dragons, of course, as it is as big as a horse.

Characteristic			Attribute		D8/D10	Location	AP/Cv	AP/Cv	Tough
STR	14	4d6	Size Class	XXL	1	R Leg	-/-	6/0+	12
CON	14	4d6	Might	+7	2	L Leg	-/-	6/0+	12
DEX	14	4d6	Strike Rank	14	3,4	Torso	3/0+	6/2+	14
INT	7		Encumbrance	-	5	Tail	3/0+	6/2+	10
WIL	10	3d6	Life Points	24	6,9	R Wing	-/-	6/0+	10
CHA	7	2d6	Move	9	7,10	L Wing	-/-	6/0+	10
					8	Head	3/0+	6/2+	12

<i>Weapon</i>	<i>SR</i>	<i>At/Def</i>	<i>Damage</i>	<i>Parry</i>	<i>Special</i>
Bite	14	5/-	1d6+7d2	-	slash (effect)
Sting	22	8/4	1d8+7d2	4	impale (effect), poison

Skills: Agility [Fly] 58%, Close Combat [Bite, Sting] 58%, Perception [Acute Vision] 47%.

Armour: Scales 6/1+, Skin 3/0+.

Powers: Poison (Might equal to CON, death).

Notes: Medium opponents suffer a -6 to their SR when facing a Wyvern. Any Sting that does damage injects poison.

Zombie

Characteristic			Attribute		D6/D8	Location	AP/Cv	AP/Cv	Tough
STR	14	4d6	Size Class	M	1	R Leg	-/-	-/-	6
CON	-	-	Might	+1	2	L Leg	-/-	-/-	6
DEX	3	1d6	Strike Rank	9	3,7,8	Torso	-/-	-/-	7
INT	3	1d6	Encumbrance	-	4	R Arm	-/-	-/-	5
WIL	3	1d6	Life Points	-	5	L Arm	-/-	-/-	5
CHA	3	1d6	Move	4	6	Head	-/-	-/-	6

<i>Weapon</i>	<i>SR</i>	<i>At/Def</i>	<i>Damage</i>	<i>Parry</i>	<i>Special</i>
Bite	9	3/2	1d3+1d2	2	slash (advantage)
Club	12	6/3	1d4+3d2	3	

Skills: Close Combat [Bite, Club] 47%, Perception [Sense Living Being] 36%.

Powers: Immunity to Pain, Undead.

Notes: Usually avoids Parrying. Zombies are tough to take down, as they are totally Immune to Pain and incapacitation. You must hack them apart to stop them. In order to limit their lethality, you may want to make them Skeletal.

PULP CREATURES

Deep One

<i>Characteristic</i>			<i>Attribute</i>		<i>D6/D8</i>	<i>Location</i>	<i>AP/Cv</i>	<i>AP/Cv</i>	<i>Tough</i>
STR 14 4d6			Size Class	M	1	R Leg	-/-	1/1+	6
CON 10 3d6			Might	+1	2	L Leg	-/-	1/1+	6
DEX 10 3d6			Strike Rank	12	3,7,8	Torso	-/-	1/1+	7
INT 10 3d6			Encumbrance	3	4	R Arm	-/-	1/1+	5
WIL 10 3d6			Life Points	20	5	L Arm	-/-	1/1+	5
CHA 7 2d6			Move	5	6	Head	-/-	1/1+	6

<i>Weapon</i>	<i>SR</i>	<i>At/Def</i>	<i>Damage</i>	<i>Parry</i>	<i>Special</i>
Trident	19	7/4	1d6+2d2	4	impale (effect)
Claw	12	3/2	1d2+1d2	-	slash (advantage)

Skills: Agility [Swim] 50%, Close Combat [Claw, Trident] 54%, Perception [Night Vision] 50%. **Armour:** scaly skin 1/1+, any artificial armour.

Powers: Water breath. The creature can survive on the surface, too. Some specimens will know Cantrips from evil cults.

Notes: Tridents are the most common weapons, but they can wield any.

Ghoul

Characteristic	Attribute			D6/D8	Location	AP/Cv	AP/Cv	Tough
STR 10 3d6	Size Class	M		1	R Leg	-/-	-/-	5
CON 10 3d6	Might	-		2	L Leg	-/-	-/-	5
DEX 10 3d6	Strike Rank	10		3,7,8	Torso	-/-	-/-	6
INT 10 3d6	Encumbrance	-		4	R Arm	-/-	-/-	4
WIL 10 3d6	Life Points	20		5	L Arm	-/-	-/-	4
CHA 3 1d6	Move	5		6	Head	-/-	-/-	5
Weapon	SR	At/Def	Damage	Parry	Special			
Claw	10	3/-	1d6	-	slash (advantage)			
Bite	10	5/-	1d6	-	slash (effect), poison (optional)			

Skills: Close Combat [Bite, Claw] 50%, Perception [Dark Vision, Smell Corpse] 50%.

Powers: Undead, (optional) Poison (Might equal to CON, Instant Paralysis).

Notes: Usually avoids Parrying. Does not suffer from Life Point loss because of fatigue or wounds. However, not being able to feed for several nights, ghouls gain Consequences that translate into a Life Point Penalty when they enter Advanced Combat. Feeding on a corpse restores the creature's Life Points to their normal value. Those few ghouls who practice magic may find that this is a severe limitation.

Great Race

The Great Race of Yith inhabited Earth millions of years before man. By swapping their consciousness with a human, they are able to move forward in time, for educational or safety purposes. This process resembles a demonic possession and bestows the creature's superior INT and WIL into the human body and appearance.

Characteristic	Attribute			D8/D10	Location	AP/Cov	AP/Cov	Toughness
STR - -	Size Class	as host						
CON - -	Might	as host						
DEX - -	Strike Rank	as host						
INT 17 5d6	Encumbrance	-						
WIL 17 5d6	Life Points	34						
CHA 7 2d6	Move	-						
Weapon	SR	At/Def	Damage	Parry	Special			
As per host								

Skills: Concentration [Willpower, various Psionics] 64%, Knowledge [Weird Science] 64%, Operate [various devices] 64%.

Powers: Incorporeal; while they need a physical body to inhabit, they can project their consciousness through time and space, escaping destruction. A typical member will have psychic powers from at least one family, usually Telepathy with Dominate as a favoured additional power, and know how to craft scientific gadgets beyond human understanding.

Notes: The Great Race can inhabit the body of any sentient or semi-sentient creature, preferring those with functional manipulating appendages. Simply add their mental attributes and skills to the hosts' physical ones.

Green Martian

These fierce barbarian warriors wander on the plains of Mars, inhabiting cities built by greater civilizations in the past. Their additional limbs can be used for basic manipulation, but not for wielding weapons in Combat, as their “hands” lack the precision of their upper limbs. However, they can use their extra limbs as legs in order to improve their balance when pushed. Like all Martians, they have limited telepathic powers, but never develop them into anything usable for more than commanding their mounts.

<i>Characteristic</i>	<i>Attribute</i>		<i>D8/D10</i>	<i>Location</i>	<i>AP/Cv</i>	<i>AP/Cv</i>	<i>Tough</i>
STR 10 3d6	Size Class	L	1	R Leg	-/-	1/0+	7
CON 10 3d6	Might	+2	2	L Leg	-/-	1/0+	7
DEX 10 3d6	Strike Rank	10	3,9,10	Torso	-/-	1/0+	8
INT 10 3d6	Encumbrance	-	4	R Limb	-/-	1/0+	6
WIL 10 3d6	Life Points	20	5	L Limb	-/-	1/0+	6
CHA 7 2d6	Move	6	6	R Arm	-/-	1/0+	6
			7	L Arm	-/-	1/0+	6
			8	Head	-/-	1/0+	7

<i>Weapon</i>	<i>SR</i>	<i>At/Def</i>	<i>Damage</i>	<i>Par/Rng</i>	<i>Special</i>
Saber	17	7/4	1d8+2d2	4	slash (auto), impale (advantage)
Fist	10	3/2	1d2+2d2	2	
Radium Pistol	30	5/-	2d8	-	impale (effect), energy damage

Skills: Agility [Dodge] 50%, Close Combat [Sword] 54%, Perception [Hearing, Vision] 44%, Ranged Combat [Radium Pistol] 50%, Ride [Thot] 50%, Stealth [Hide, Sneak] 50%, Survival [Desert] 50%.

Armour: Tough skin 1/0+, may wear any armour.

Notes: Automatic Bonus against any attempt to knock them down. A Medium-sized opponent is -2 Strike Rank when fighting a Green Martian.

Mi-go

These entities from outer space have a secret base on the planet Pluto, from where they fly to Earth to exploit its resources and conduct experiments on humans. Although they worship entities that humanity would consider evil, they are amoral and gain no pleasure from torturing living beings. Which does not imply that they would not do so for scientific reasons.

<i>Characteristic</i>	<i>Attribute</i>		<i>D8/D10</i>	<i>Location</i>	<i>AP/Cov</i>	<i>AP/Cov</i>	<i>Toughness</i>
STR 10 3d6	Size Class	M	1	R Leg	-/-	-/-	6
CON 14 4d6	Might	-	2	L Leg	-/-	-/-	6
DEX 10 3d6	Strike Rank	10	3,4,9,10	Torso	-/-	-/-	7
INT 17 5d6	Encumbrance	-	5	R Wing	-/-	-/-	5
WIL 14 4d6	Life Points	28	6	L Wing	-/-	-/-	5
CHA 3 1d6	Move	4/8 flying	7	R Claw	-/-	-/-	5
			8	L Claw	-/-	-/-	5

<i>Weapon</i>	<i>SR</i>	<i>At/Def</i>	<i>Damage</i>	<i>Par/Rng</i>	<i>Special</i>
Claw	10	3/2	1d8+2d2	1	slash (advantage)
Beam weapon	30	5*/-	varies	50 (S)	impale (effect), energy damage

Skills: Agility [Fly, Take Cover] 54%, Close Combat [Claw] 50%, Concentration [Willpower, Telepathy, any Cantrip or Psychic power] 61%, Knowledge [various sciences, Healing] 74%, Operate [various technology, Surgery] 57%, Perception [Vision] 47%, Ranged Combat [Beam weapons] 50%, Survival [Space] 61%.

Armour: none. May wear different types of energy-absorbing devices.

Powers: Flight, Immunity to Slash/Impale. Uses any kind of advanced scientific gadgets, and can know Cantrips.

Morlock

These creatures are the descendants of the “working class” of humanity in the far future. Generations of life as servants of their machinery have turned them into underground beings who fear light and lack the basic Vision Trait. They know how to operate and maintain their technologically advanced machinery, but not how to create new devices. Although never verified, the Time Traveller who discovered the Morlocks in the future suspected that they are cannibals.

<i>Characteristic</i>	<i>Attribute</i>		<i>D6/D8</i>	<i>Location</i>	<i>AP/Cv</i>	<i>AP/Cv</i>	<i>Tough</i>
STR 10 3d6	Size Class	M	1	R Leg	-/-	-/-	5
CON 10 3d6	Might	-	2	L Leg	-/-	-/-	5
DEX 10 3d6	Strike Rank	10	3,7,8	Torso	-/-	-/-	6
INT 10 3d6	Encumbrance	-	4	R Arm	-/-	-/-	4
WIL 10 3d6	Life Points	20	5	L Arm	-/-	-/-	4
CHA 7 2d6	Move	5	6	Head	-/-	-/-	5
<i>Weapon</i>							
<i>SR At/Def</i>		<i>Damage</i>	<i>Parry</i>	<i>Special</i>			
Fist/Grapple		10 3/-	1d2	-			
Club		13 6/3	1d2+2d2	2			

Skills: Close Combat [Fist, Club] 50%, Operate [any machinery] 50%, Perception [Acute Hearing] 50%, Survival [Underground] 50%.

Powers: If equipped with technological gadgets, they usually know how to use them.

Notes: Usually unarmed, they tend to grapple rather than strike. They can see, but their eyes are so sensitive that they lack the basic Vision Trait. Use these stats as template for any race of underlings used as workforce by a technologically advanced culture.

Nightgaunt

Although demonic in aspect, the Night-gaunt is not the most malevolent among the Servitors of the Outer Gods. This entity is used as a messenger, or to run some errand that requires speed and strength. The creature will simply carry it out, without showing any cruelty. Or mercy, for what it is worth.

<i>Characteristic</i>	<i>Attribute</i>		<i>D10/D12</i>	<i>Location</i>	<i>AP/Cov</i>	<i>AP/Cov</i>	<i>Toughness</i>
STR 14 4d6	Size Class	L	1	Tail	1/0+	-/-	7
CON 10 3d6	Might	+3	2	R Leg	1/0+	-/-	8
DEX 14 4d6	Strike Rank	14	3	L Leg	1/0+	-/-	8
INT 10 3d6	Encumbrance	-	4,10	Torso	1/0+	-/-	9
WIL 14 4d6	Life Points	24	5,11	R Wing	1/0+	-/-	7
CHA 3 1d6	Move	6/12 flying	6,12	R Wing	1/0+	-/-	7
			7	R Arm	1/0+	-/-	7
			8	L Arm	1/0+	-/-	7
			9	Head	1/0+	-/-	8
<i>Weapon</i>							
<i>SR At/Def</i>		<i>Damage</i>	<i>Parry</i>	<i>Special</i>			
Claw		14 3/2	1d6+3d2	2	slash (effect)		
Tail		18 4/-	1d4+3d2	-	slash (advantage)		

Skills: Agility [Dodge, Fly] 54%, Close Combat [Claw, Tail] 58%, Concentration [Willpower] 54%, Perception [Night Vision] 54%.

Armour: Tough skin 1/0+.

Powers: Flight.

Notes: Medium-sized opponents are -2 SR when in meleé with a night-gaunt. The creature is strong enough to snatch a human-sized target and carry it away in flight. When flying, the night-gaunt can use the tail as its Opening Move, giving it a range and speed advantage.

Plant Man

This weird creature looks like a vegetable, except for the fact that it feeds on animal body fluids. It is a particularly vicious opponent, knowing neither emotions nor mercy, but only an insatiable desire for mortal blood. It can leap onto a foe to unbalance it with its lower limbs, or even tear it apart with its mighty talons. Its upper, tentacle-like limbs are often mistaken for arms, but they contain the first parts of the creature digestive system, and so they are used to “bite” rather than claw.

<i>Characteristic</i>	<i>Attribute</i>		<i>D8</i>	<i>Location</i>	<i>AP/Cv</i>	<i>AP/Cv</i>	<i>Tough</i>
STR 10 3d6	Size Class	L	1	R Leg	-/-	2/0+	8
CON 14 4d6	Might	+2	2	L Leg	-/-	2/0+	8
DEX 7 2d6	Strike Rank	9	3,8	Torso	-/-	2/0+	9
INT 3	Encumbrance	-	4	Tail	-/-	2/0+	7
WIL 10 3d6	Life Points	24	5	R Arm	-/-	2/0+	7
CHA	Move	9	6	L Arm	-/-	2/0+	7
			7	Head	-/-	2/0+	8

<i>Weapon</i>	<i>SR</i>	<i>At/Def</i>	<i>Damage</i>	<i>Parry</i>	<i>Special</i>
Bite	9	3/-	1d4+2d2	-	slash (advantage)
Leaping kick	9	5/-	1d6+2d2	-	slash (advantage), bash (auto)

Skills: Agility [Leap] 51%, Close Combat [Bite, Kick] 47%, Perception [Smell Blood] 40%.

Armour: Bark-like skin 2/0+.

Powers: Immunity to all mind-affecting powers.

Notes: Medium opponents suffer a -2 to their SR when facing a plant man.

Reptilian

Reptilians inhabited Earth long before history began, and built a lost civilization based on principles unfathomable for the human mind. While usually encountered in the form of ancient artefacts and archaeological findings, there are rumours of some of these beings surviving through the aeons, and still dwelling in lost cities or underground complexes. No one can tell what sort of powers these ancient creatures can wield.

<i>Characteristic</i>	<i>Attribute</i>		<i>D8/D10</i>	<i>Location</i>	<i>AP/Cov</i>	<i>AP/Cov</i>	<i>Toughness</i>
STR 10 3d6	Size Class	M	1	Tail	-/-	1/2+	5
CON 10 3d6	Might	-	2	RH Leg	-/-	1/0+	5
DEX 10 3d6	Strike Rank	10	3	LH Leg	-/-	1/0+	5
INT 14 4d6	Encumbrance	-	4,9,10	Torso	-/-	1/2+	6
WIL 10 3d6	Life Points	20	5	RF Leg	-/-	1/0+	4
CHA 7 2d6	Move	5	6	RF Leg	-/-	1/0+	4
			7,8	Head	-/-	1/2+	5

<i>Weapon</i>	<i>SR</i>	<i>At/Def</i>	<i>Damage</i>	<i>Parry</i>	<i>Special</i>
Spear	18	8/4	1d6	-	impale (effect)
Bite	10	5/-	1d6	-	slash (advantage)

Skills: Agility [Dodge] 50%, Close Combat [Bite, Spear] 50%, Concentration [Willpower, any suitable magic] 54%, Knowledge [Forbidden Lore, Lost Science] 58%, Operate [any device] 54%.

Armour: Scales 1/1+. Can wear any armour or protective device.

Powers: Reptilian science is so advanced that it looks like magic to men. Use Weird Science, Arcane Magic or Divine Cantrips to represent a reptilian’s supernatural capabilities, according to your campaign setting and tone.

Notes: A reptilian can wield any kind of weapon, including technological beam guns, but they have retained a taste for Close Combat weapons from their glorious past. The specimen described here uses a ceremonial spear which is a typical weapon for a reptilian guarding a place where humans are not welcome. Although it provides no extra free action, the creature’s Bite is an effective attack, too.

Tentacled Martian

These creatures inhabit Mars, where they have built an amoral yet technologically advanced civilisation that poses a threat to all neighbouring races. The statistics given here are for the creature as encountered in one of its dwellings, but when in the field it is almost always encased in an invincible tripod-shaped fighting machine.

<i>Characteristic</i>	<i>Attribute</i>		<i>D4</i>	<i>Location</i>	<i>AP/Cv</i>	<i>AP/Cv</i>	<i>Tough</i>
STR 7 2d6	Size Class	L	1	R Tentacles	-/-	-/-	7
CON 14 4d6	Might	+1	2	L Tentacles	-/-	-/-	7
DEX 7 2d6	Strike Rank	7	3,4	Head	-/-	-/-	8
INT 21 6d6	Encumbrance	-					
WIL 17 5d6	Life Points	31					
CHA 7 2d6	Move	2					
<i>Weapon</i>	<i>SR</i>	<i>At/Def</i>	<i>Damage</i>	<i>Range</i>	<i>Special</i>		
Heat Ray	27	3*/-	3d10	500 (L)	impale (effect), energy/radiation damage		

Skills: Concentration [various psionics, Willpower] 68%, Knowledge [various Science branches] 72%, Operate [Tripod Tentacles] 58%, Pilot [Tripod] 58%, Ranged Combat [Heat Ray] 44%.

Powers: can have a wide array of Psi powers, and wield complex and powerful Science gadgets.

Armour: none, but can wear elaborate gadgets that bestow armour-like powers.

White Ape

This creature is midway between the Martian human and the Green Martian. The apes' additional limbs are more functional than the green Martians', providing them with an automatic Dual Wield Stunt even when unarmed. They usually wield crude clubs to kill their enemies.

<i>Characteristic</i>	<i>Attribute</i>		<i>D8/D10</i>	<i>Location</i>	<i>AP/Cv</i>	<i>AP/Cv</i>	<i>Tough</i>
STR 14 4d6	Size Class	L	1	R Leg	-/-	1/0+	8
CON 10 3d6	Might	+3	2	L Leg	-/-	1/0+	8
DEX 10 3d6	Strike Rank	12	3,9,10	Torso	-/-	1/0+	9
INT 6	Encumbrance	-	4	R Limb	-/-	1/0+	7
WIL 10 3d6	Life Points	24	5	L Limb	-/-	1/0+	7
CHA	Move	6	6	R Arm	-/-	1/0+	7
			7	L Arm	-/-	1/0+	7
			8	Head	-/-	1/0+	8
<i>Weapon</i>	<i>SR</i>	<i>At/Def</i>	<i>Damage</i>	<i>Parry</i>	<i>Special</i>		
Club	19	10/5	1d6+5d2	4			
Fist	14	3/2	1d2+3d2	2			
Bite	12	5/-	1d4+3d2	-	slash (effect)		

Skills: Agility [Dodge] 50%, Close Combat [Club, Brawl, *Dual Wield*] 54%, Perception [Hearing, Vision] 46%.

Armour: Tough skin and fur 1/0+.

Notes: The Stunt provides an additional attack or Parry with a fist per round if no limb is disabled. A Medium-sized opponent is -2 Strike Rank when fighting a White Ape.

SPACE OPERA CREATURES

The imaginary galaxy of your Space Opera game will contain many more races, but it would be impossible to provide examples of any possible race you might encounter in a science fiction saga. In order to create more aliens, you may take the creatures in the pulp section as templates for the *physical* appearance of other alien races, but for their culture and technology you will have to resort to your imagination.

Ephestan

These creatures are members of a race older than humanity, who are not necessarily hostile to Earthlings but tend to look down to all other life forms as inferior or in need of guidance. Depending on how you view their morality in your game, they may either wish to help humanity, or have no hesitation in performing gruesome experiments on human beings. The statistics given here are for a physically weak race resembling grey aliens, but you can make Ephestans more humanoid, physically capable and able to defend themselves in Close Combat with Martial Arts.

Characteristic			Attribute		D6/D8	Location	AP/Cov	AP/Cov	Toughness
STR	7	2d6	Size Class	M	1	R Leg	-/-	-/-	3
CON	7	2d6	Might	-1	2	L Leg	-/-	-/-	3
DEX	10	3d6	Strike Rank	9	3,7,8	Torso	-/-	-/-	4
INT	14	4d6	Encumbrance	-	4	R Arm	-/-	-/-	2
WIL	14	4d6	Life Points	21	5	L Arm	-/-	-/-	2
CHA	10	3d6	Move	5	6	Head	-/-	-/-	3
Weapon			SR	At/Def	Damage	Range	Special		
Laser gun			30	5*/-	2d8	50 (S)	impale (effect)		

Skills: Agility [Take Cover] 47%, Communication [Ephestan] 54%, Concentration [any suitable Psi power] 58%, Knowledge [Ephestan. Literacy] 58%, Operate [any electronics] 54%, Ranged Combat [Beam weapon] 50%.

Armour: Can wear any armour or protective device, usually preferring force fields.

Powers: Psychic powers or paranormal senses.

Notes: Will probably use robots or servant creatures in Combat.

Invertebrate

This creature is a member of the race called The Hive in the Character Creation chapter. Use its statistics for any other intelligent arthropod-like creature. These creatures have developed a form of communal intelligence that makes them disregard the individual in favour of the group, and so they rarely bother to defend themselves or to wear any protective device, counting on numbers to overcome the enemy and ignoring casualties. In your campaign, they might have other strengths or weaknesses related to their need to remain in close proximity of other members of their race. Larger individuals devoted to leadership or reproduction may also exist, with common members of the race willing to do anything to protect them.

Characteristic			Attribute		D8/D10	Location	AP/Cov	AP/Cov	Toughness
STR	18	4d6+4	Size Class	M	1	RH Leg	-/-	3/1+	4
CON	10	3d6	Might	+2	2	LH Leg	-/-	3/1+	4
DEX	10	3d6	Strike Rank	14	3	RF Leg	-/-	3/1+	4
INT	10	3d6	Encumbrance	-	4	LF Leg	-/-	3/1+	4
WIL	10	3d6	Life Points	20	5,9,10	Torso	-/-	3/1+	5
CHA	10	3d6	Move	7	6	R Arm	-/-	3/1+	3
					7	L Arm	-/-	3/1+	3
					8	Head	-/-	3/1+	4

<i>Weapon</i>	<i>SR</i>	<i>At/Def</i>	<i>Damage</i>	<i>Range</i>	<i>Special</i>
Bite	14	5/-	1d6	-	
Laser gun	30	5/-	2d8	50 (S)	impale (effect)

Skills: Agility [Climb] 50%, Communication [Telepathic Bond] 50%, Close Combat [Bite] 58%, Concentration [any suitable Psi power] 50%, Knowledge [Hive] 50%, Operate [any device] 50%. Perception [Sense Pheromones] 50%, Ranged Combat [any beam weapon] 50%, Survival [Jungle or Desert] 50%.

Armour: Chitin 3/1+

Powers: Skeletal, racial Psi powers

Notes: Their structure makes them less sensitive than vertebrates to edged weapons, and to beams that can pierce their exoskeleton.

Overlord

These statistics represents a race of high technological beings capable of faster than light space travel and space colonization, but still bound to the brutal heritage of their tribal ancestors. They are loyal to the race and to their appointed rulers, but highly individualistic and prone to internecine struggles for power. They may be ruled either by a central government in the form of a feudal empire, or by a loose alliance of houses governing individual star systems.

<i>Characteristic</i>	<i>Attribute</i>	<i>D6/D8</i>	<i>Location</i>	<i>AP/Cov</i>	<i>AP/Cov</i>	<i>Toughness</i>
STR 14 4d6	Size Class	M	1	R Leg	-/-	7
CON 14 4d6	Might	+1	2	L Leg	-/-	7
DEX 10 3d6	Strike Rank	14	3,7,8	Torso	-/-	8
INT 10 3d6	Encumbrance	-	4	R Arm	-/-	6
WIL 10 3d6	Life Points	20	5	L Arm	-/-	6
CHA 10 3d6	Move	5	6	Head	-/-	7

<i>Weapon</i>	<i>SR</i>	<i>At/Def</i>	<i>Damage</i>	<i>Par/Rng</i>	<i>Special</i>
Ritual blade	21	8/4	1d8+1d2	3	slash (auto)
Fist	14	3/2	1d2+1d2	-	
Laser Rifle	30	3*/-	3d8	500 (L)	impale (effect), burst fire

Skills: Agility [Take Cover] 54%, Close Combat [traditional weapon, Brawl] 54%, Communication [Overlord] 50%, Knowledge [Overlord, Literacy] 58%, Operate [any device] 50%, Ranged Combat [any beam weapon] 50%.

Armour: Can wear any armour or protective device, but sometimes regards it as a sign of weakness.

Powers: Usually none except scientific gadgets.

Notes: An Overlord warrior is master of beam weapons, but honour makes him prefer hand to hand Combat.

Yor Native

These creatures have developed no technology of their own, but their great physical advantages and adaptability to hostile environments have permitted them to spread throughout the galaxy as crew or labour on board the ships of other races. When it comes to unaided planetary survival, no one is superior to them, and if properly trained, they learn how to use technology as quickly as the most advanced races.

<i>Characteristic</i>			<i>Attribute</i>		<i>D6/D8</i>	<i>Location</i>	<i>AP/Cov</i>	<i>AP/Cov</i>	<i>Toughness</i>
STR	18	5d6	Size Class	M	1	R Leg	-/-	2/0+	7
CON	14	4d6	Might	+2	2	L Leg	-/-	2/0+	7
DEX	14	4d6	Strike Rank	16	3,7,8	Torso	-/-	2/0+	8
INT	10	3d6	Encumbrance	-	4	R Arm	-/-	2/0+	6
WIL	10	3d6	Life Points	24	5	L Arm	-/-	2/0+	6
CHA	10	3d6	Move	5	6	Head	-/-	2/0+	7

Skills: Agility [Dodge] 58%, Close Combat [Brawl] 62%, Communication [Yor] 50%, Knowledge [Yor Spiritism, Literacy] 50%, Ranged Attack [Bow] 58%, Survival [Forest or other environment] 54%.

<i>Weapon</i>	<i>SR</i>	<i>At/Def</i>	<i>Damage</i>	<i>Range</i>	<i>Special</i>
Bow	34	5*/-	1d6+3d2	200 (M)	impale (effect)
Fist	16	3/2	1d2+2d2	-	

Armour: Natural fur 2/0+, can wear any armour or protective device.

Powers: Night Vision or other keen, almost supernatural senses.