

How to USE RACIAL TEMPLATES

When you play a member of a non-human race, you must normally take all the traits in its racial template. Unlike the traits in a character template, racial traits are rarely optional. The sum of the point costs of these traits is the race's "racial cost." You must pay this cost to belong to the race. Racial templates express deviations from the human norm; therefore, it costs 0 points to play a human.

Some templates are too expensive for PCs in low-powered campaigns, but the GM may still use them for powerful villains or patrons. The GM might wish to produce weaker versions of such templates for PCs (e.g., a vampire that lacks some of the powers given in legend), but he is also free to reserve such templates for NPCs.

Guidelines for creating racial templates appear in Chapter 15. These are intended for GMs, but the GM might allow players to create their own racial templates in campaigns that feature a vast array of nonhumans - especially supers games, where lone aliens with amazing powers are common. Many *GURPS* books also feature racial templates.

Attribute and Secondary Characteristic Modifiers

Racial templates often have attribute or secondary characteristic modifiers; e.g., ST+2 or HP-3. Apply attribute modifiers to the attributes you purchase for your character. Next, recalculate your secondary characteristics to reflect your modified attributes. Finally, apply secondary characteristic modifiers. There is no added point cost for any of this! You paid for these bonuses or penalties when you paid your racial cost.

If an attribute or secondary characteristic does not appear in the racial template, assume it is unchanged from the human norm.

Example: Sangria spends 10 points to buy ST 11. This gives her HP 11, and she spends another 4 points to get HP 13. She then buys the Vampire template (p. 262). This template includes ST+ST+6, giving Sangria ST 17. This ST improvement raises her HP to 19. Since the template gives HP+4 as well, she

ends up with HP 23! The racial ST and HP bonuses have no extra cost - Sangria paid for these when she purchased her racial template.

Features and Taboo Traits

A "feature" is a note on how the race differs from humanity when that difference does not grant an advantage or a disadvantage. Features cost 0 points. Examples of features include sterility and an ordinary tail.

A "taboo trait" is an attribute level, advantage, disadvantage, or skill that is off-limits to members of the race. This, too, is worth 0 points. Normally, only mundane traits are labeled "taboo," as exotic or supernatural traits require the GMs permission in any case.

Stacking Templates

You can buy both a racial template and a character template, if you have enough points. Use the guidelines given under *Combining Character Templates* (p. 259), but bear in mind that while you can discard elements of character templates, you cannot do the same with racial traits.

You might even be able to stack two racial templates in some situations. For instance, an Elf might also be a Vampire. Keep all compatible traits from both templates. Add traits that come in levels (e.g., if an Elf has ST-1 and a Vampire has ST+6, a Vampire Elf has ST+5). Where two traits conflict (e.g., Acute Vision and Blindness), the GM decides which to keep and which to discard. Adjust the combined template cost appropriately.

SAMPLE RACIAL TEMPLATES

Below are four examples of racial templates.

Dragon

260 points

A winged, fire-breathing "lizard," as smart as a man, and around 20' long excluding its tail. It can be good or evil, but it always lusts for treasure. This is a young dragon, but still a fierce foe for a group of adventurers. It might even be suitable as a PC in a high-powered game. Some dragons are reputed to have other abilities, including Alternate Form (Human) (p. 83), Indomitable

(p. 60), Terror (p. 93), Unaging (p. 95), and Unfazeable (p. 95).

Attribute Modifiers: ST+15 (Size, -20%) [120].

Secondary Characteristic Modifiers: SM+2; Will+3 [15]; Per+3 [15].

Advantages: Burning Attack 4d (Cone, 5 yards, +100%; Limited Use, 3/day, -20%; Reduced Range, x1/5, -20%) [32]; Claws (Talons) [8]; Discriminatory Smell [15]; DR 6 (Can't Wear Armor, -40%) [18]; Enhanced Move 1/2 (Air) [10]; Extra Attack [25]; Extra Legs (Four Legs) [5]; Flight (Winged, -25%) [30]; Longevity [2]; Magery 0 [5]; Night Vision 8 [8]; Striker (Tail; Crushing) [5]; Teeth (Fangs) [2].

Disadvantages: Bad Grip 3 [-15]; Gluttony (12) [-5]; Greed (12) [-15]; Horizontal [-10]; Miserliness (12) [-10].

Dwarf

35 points

Dwarves might be only 2/3 as tall as humans, but they are much longer-lived, with a nose for gold and a flair for all forms of craftsmanship. Dwarves often live in underground halls, and their eyes are adapted to dim light. Many dwarves have Greed or Miserliness, but these are not racial traits.

Attribute Modifiers: HT+1 [10].

Secondary Characteristic Modifiers: SM-1; Will+1 [5].

Advantages: Artificer 1 [10]; Detect Gold (Vague, -50%) [3]; Extended Lifespan 1 [2]; Night Vision 5 [5].

Felinoid

35 points

"Cat people" often appear in science fiction, fantasy, and horror settings. This is a typical felinoid: humanoid, but with a number of catlike features, including a tail. This could also be the "were-form" of a human with the Alternate Form advantage (p. 83).

Attribute Modifiers: ST-1 [-10]; DX+1 [20].

Advantages: Acute Hearing 2 [4]; Acute Taste and Smell 1 [2]; Catfall [10]; Claws (Sharp) [5]; Combat Reflexes [15]; DR 1 [5]; Teeth (Sharp) [1]; Temperature Tolerance 1 [1].

Disadvantages: Impulsiveness (12) [-10]; Sleepy (1/2 of the time) [-8].

Features: Purring Voice; Tail.

Vampire

150 points

This is a "Bram Stoker"-style vampire. It possesses some, but not all, of the powers and weaknesses that fiction ascribes to bloodsucking undead. Notably, horror-movie vampires often have Supernatural Durability *instead* of Unkillable (increases cost by 100 points).

Attribute Modifiers: ST+6 [60].

Secondary Characteristic Modifiers: HP+4 [8]; Per+3 [15].

Advantages: Alternate Forms (Bat, Wolf) [30]; Doesn't Breathe [20]; Dominance [20]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Unliving) [20]; Insubstantiality (Costs Fatigue, 2 FP, -10%) [72]; Night Vision 5 [5]; Speak With Animals (Wolves and bats, -60%) [10]; Unaging [15]; Unkillable 2 (Achilles' Heel: Wood, -50%) [50]; Vampiric Bite [30].

Omitting Racial Traits

If you have a good explanation, the GM may permit you to omit a racial trait. If the missing trait has a positive point value, you have a disadvantage that exactly cancels its cost; e.g., omitting racial Combat Reflexes gives "No Combat Reflexes [-15]." Such disadvantages *do* count against campaign disadvantage limits. If the missing trait has a negative point value, you have an advantage worth just enough to negate it; e.g., omitting racial Paranoia [-10] results in "No Paranoia [10]." You can apply enhancements and limitations to either kind of "replacement trait."

Disadvantages: Dependency (Coffin with soil of homeland; Daily) [-60]; Divine Curse (Cannot enter dwelling for first time unless invited) [-10]; Draining (Human Blood; Illegal) [-10]; Dread (Garlic) [-10]; Dread (Religious Symbols; 5 yards) [-14]; Dread (Running Water) [-20];

Supernatural Features (No Body Heat*, No Reflection, Pallor*) [-16]; Uncontrollable Appetite (12) (Human Blood) [-15]; Unhealing (Partial) [-20]; Weakness (Sunlight; 1d/minute) [-60].

Features: Sterile.

* Except after feeding.

META-TRAITS

A "meta-trait" is a collection of traits that are typical of a particular mental, physical, or supernatural state. In game terms, it functions much like a regular advantage or disadvantage. A meta-trait can be part of a racial template or bought by an individual with exotic abilities. Record a meta-trait *instead* of its components on templates and character sheets.

With GM approval, you may modify elements of a meta-trait, altering its cost; e.g., to be able to carry things when you have Body of Air (see below), reduce the ST penalty and the corresponding HP bonus, and delete No Manipulators.

Elemental Meta-Traits

Variable

Your body is wholly composed of a particular substance. This is an entire category of meta-traits, one for each class of substance ("element").

The main use for these meta-traits is to create "elemental" creatures. Those who can switch into and out of elemental form - a common super-ability - should buy Alternate Form (p. 83) and

take the relevant meta-trait as their alternate racial template.

Body of Air: Your body is made of gas. ST 0 [-100]; +10 HP [20]; Doesn't Breathe [20]; Flight (Lighter Than Air, -10%) [36]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Diffuse) [100]; No Legs (Aerial) [0]; No Manipulators [-50]; Vulnerability (Vacuum and wind-based attacks x2) [-20]; and Taboo Trait (Fixed ST) [0]. 36 points.

Body of Earth: Your body is made of sand or earth. Doesn't Breathe [20]; DR 2 [10]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Diffuse) [100]; Pressure Support 3 [15]; Sealed [15]; Vacuum Support [5]; and Invertebrate [-20]. 175 points.

Body of Fire: Your body is a living flame! If your flames are very hot, increase Burning Attack and DR. ST 0 [-100]; +10 HP [20]; Burning Attack 1d (Always On, -40%; Aura, +80%; Melee Attack, Reach C, -30%) [6]; Doesn't Breathe (Oxygen Combustion, -50%) [10]; DR 10 (Limited: Heat/Fire, -40%) [30]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Diffuse) [100]; No Manipulators [-50]; Weakness

(Water; 1d/minute) [-40]; and Taboo Trait (Fixed ST) [0]. 6 points.

Body of Ice: Your body is made of ice. Doesn't Breathe [20]; DR 3 [15]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Homogenous, No Blood) [45]; Pressure Support 3 [15]; Sealed [15]; Slippery 3 [6]; Terrain Adaptation (Ice) [5]; Vacuum Support [5]; Fragile (Brittle) [-15]; Vulnerability (Heat/fire attacks x2) [-30]; and Weakness (Intense normal heat; 1d/minute; Variable, -40%) [-12]. 99 points.

Body of Metal: Your body is made of metal. Doesn't Breathe [20]; DR 9 [45]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Homogenous, No Blood) [45]; Pressure Support 3 [15]; Sealed [15]; and Vacuum Support [5]. 175 points.

Body of Stone: Your body is made of rock. Doesn't Breathe [20]; DR 5 [25]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Homogenous, No Blood) [45]; Pressure Support 3 [15]; Sealed [15]; Vacuum Support [5]; and Fragile (Brittle) [-15]. 140 points.

Body of Water: Your body is made of liquid. Amphibious [10]; Chameleon 1 [5]; Constriction Attack [15]; Doesn't

Breathe [20]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Diffuse) [100]; Pressure Support 3 [15]; Slippery 5 [10]; Invertebrate [-20]; and Vulnerability (Dehydration attacks x2)[-10]. 175 points.

Machine

25 points

Your body is mostly or completely mechanical, composed of non-living materials such as metal, plastic, and composites - although you might have a few organic parts, such as an outer layer of skin or a brain. Examples include robots, vehicles, and full cyborgs.

This meta-trait includes Immunity to Metabolic Hazards [30], Injury Tolerance (No Blood, Unliving) [25], Unhealing (Total) [-30], and several 0-point features:

- You have an eight-hour energy reserve and need refueling three times a day. You can modify this with appropriate advantages (e.g., Doesn't Eat or Drink, for a reactor that can run for years) or disadvantages (e.g., Increased Consumption, for a "gas-guzzler" engine).

- You neither have nor can spend Fatigue Points; see *Machines and Fatigue* (p. 16).

- Your body does not age. Instead, it wears out, with effects similar to aging.

- Note that your Unhealing disadvantage means that the only way for you to regain lost HP is through repairs with Mechanic or Electronics Repair skill (as appropriate).

- Several traits *not* included above are common among machines, notably the advantages Digital Mind, Doesn't Breathe, Pressure Support, Sealed, and Vacuum Support, and the disadvantages Electrical, Fragile,

Maintenance, Numb, Restricted Diet, and Social Stigma (Valuable Property).

Mentality Meta-Traits

Variable

These traits represent common types of nonhuman intelligence:

AI: A computer mind. Absolute Timing [2]; Digital Mind [5]; Doesn't Sleep [20]; Intuitive Mathematician [5]; Photographic Memory [10]; and Reprogrammable [-10]. 32 points.

Automaton: A mind lacking self-awareness and creativity. This is typical of many hive-creatures, magical constructs, undead, and simple AIs. You *can* combine this with the AI meta-trait. Hidebound [-5]; Incurious (6) [-10]; Low Empathy [-20]; No Sense of Humor [-10]; and Slave Mentality [-40]. -85 points.

Domestic Animal: A farm animal, pet, mount, or a trained wild animal. Cannot Speak [-15]; Hidebound [-5]; Social Stigma (Valuable Property) [-10]; and Taboo Trait (Fixed IQ) [0]. -30 points.

Wild Animal: An ordinary animal found in nature. Bestial [-10]; Cannot Speak [-15]; Hidebound [-5]; and Taboo Trait (Fixed IQ) [0]. -30 points.

Morphology Meta-Traits

Variable

These meta-traits describe some nonhumanoid body configurations that might appear on the racial templates of animals, robots, etc. Feel free to create meta-traits for other body layouts, using these examples as guidelines.

Ground Vehicle: Your body is like a car, tank, etc. Horizontal [-10]; No Legs (Tracked or Wheeled) [-20]; No

Manipulators [-50]; and Numb [-20]. -100 points.

Ichthyoid: You have a fish-like body (a "merman" would just delete No Manipulators). No Legs (Aquatic) [0] and No Manipulators [-50]. -50 points.

Quadruped: You are a four-legged creature with no arms (a "centauroid" would simply take Extra Legs - plus Hooves, if equine). Extra Legs (Four Legs) [5]; Horizontal [-10]; and No Fine Manipulators [-30]. -35 points.

Vermiform. Your body is similar to that of a snake or a worm (a snake-man with a humanoid upper torso would drop No Manipulators). Double-Jointed [15]; No Legs (Slithers) [0]; and No Manipulators [-50]. -35 points.

Spirit

261 points

You are a noncorporeal entity: ghost, being of pure thought, etc. You are invisible and intangible (except to others with this meta-trait!). You can temporarily become visible, or even solid, but this is draining. However, your senses can perceive the material world at all times, and your magical or psionic abilities, if any, can *always* affect the physical world.

Spirit includes Doesn't Breathe [20], Doesn't Eat or Drink [10], Doesn't Sleep [20], Immunity to Metabolic Hazards [30], Insubstantiality (Affect Substantial, +100%; Usually On, -40%) [128], Invisibility (Substantial Only, -10%; Usually On, +5%) [38], and **Unaging** [15].

Many spirit abilities from folklore are not part of this meta-trait; e.g., Injury Tolerance (Homogenous or Diffuse), Magery, and almost any ESP, PK, Telepathy, or Teleportation psi ability (see Chapter 6). Common spirit disadvantages include Compulsive Behavior, Dependency, Divine Curse, Dread, Maintenance, Obsession, and Weakness.

Astral Entity: An astral entity is a spirit that cannot materialize, become visible, or use its supernatural powers in the physical world. Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Doesn't Sleep [20]; Immunity to Metabolic Hazards [30]; Insubstantiality (Always On, -50%) [40]; Invisibility (Substantial Only, -10%) [36]; and Unaging [15]. 171 points.

Chimpanzee

A peaceful plant-eater. A chimp won't fight unless it or its young are threatened.

ST 11; **DX** 12; **IQ** 6; **HT** 12.

Will 10; **Per** 10; **Speed** 6; **Dodge** 9;
Move 7.

SM 0; 140 lbs.

Traits: Arm ST +3; Bad Grip 2; Brachiator; DR 1; Sharp Teeth; Wild Animal.

Skills: Climbing-14.

Gorilla

A great ape.

ST 15; **DX** 12; **IQ** 6; **HT** 12.

Will 10; **Per** 10; **Speed** 6; **Dodge** 9;
Move 7.

SM +1; 400 lbs.

Traits: As chimpanzee.

Skills: Climbing-14.

Bears

When making reaction rolls for bears, remember that grizzly, polar, and cave bears are mostly carnivorous and ill-tempered. Any mother bear with cubs will be aggressive: -3 to reactions!

A bear walking or running on four legs is a two-hex creature. When it stands on its hind legs to fight, it is a one-hex creature.

Black Bear

A small, omnivorous bear.

ST 14; **DX** 11; **IQ** 4; **HT** 13.

Will 12; **Per** 10; **Speed** 6; **Dodge** 9;
Move 7.

SM 0; 300 lbs.

Traits: Blunt Claws; DR 2; Semi-Upright; Sharp Teeth; Temperature Tolerance 2; Wild Animal.

Skills: Brawling-13.

Grizzly Bear

ST 19; **DX** 11; **IQ** 4; **HT** 13.

Will 11; **Per** 10; **Speed** 6; **Dodge** 9;
Move 8.

SM +1; 800 lbs.

Traits and Skills: As black bear; plus Bad Temper (9).

Polar Bear

ST 20; **DX** 11; **IQ** 4; **HT** 13.

Will 11; **Per** 10; **Speed** 6; **Dodge** 9;
Move 7 (Water Move 3).

SM +1; 1,000 lbs.

Traits and Skills: As grizzly bear; plus Swimming-13.

Cave Bear

A prehistoric creature.

ST 23; **DX** 11; **IQ** 4; **HT** 13.

Will 11; **Per** 10; **Speed** 6; **Dodge** 9;
Move 7.

SM +1; 1,400 lbs.

Traits and Skills: As grizzly bear.

Cats

Cats are only domesticated in the sense that they tend to hang around human settlements. It is a very rare trainer who can teach a cat a trick it doesn't feel like learning...

House Cat

A domestic feline, kept as a pet, familiar, or mouser.

ST 4; **DX** 14; **IQ** 4; **HT** 10.

Will 11; **Per** 12; **Speed** 6; **Dodge** 10;
Move 10.

SM -3; 10 lbs.

Traits: Catfall; Combat Reflexes; Domestic Animal; Night Vision 5; Quadruped; Sharp Claws; Sharp Teeth.

Skills: Brawling-16; Jumping-14; Stealth-14.

Lion

A big, lazy cat, found in both plains and jungle. Lions hunt in small groups.

ST 16; **DX** 13; **IQ** 4; **HT** 11.

Will 11; **Per** 12; **Speed** 6; **Dodge** 9;
Move 10.

SM +1 (2 hexes); 500 lbs.

Traits: DR 1; Laziness; Night Vision 5; Quadruped; Sharp Claws; Sharp Teeth; Temperature Tolerance 1; Wild Animal.

Skills: Brawling-15; Running-13.

Tiger

A solitary hunting cat, usually a jungle dweller.

ST 17; **DX** 13; **IQ** 4; **HT** 11.

Will 11; **Per** 12; **Speed** 6; **Dodge** 10;
Move 10.

SM +1 (2 hexes); 500 lbs.

Traits: Combat Reflexes; DR 1; Night Vision 5; Quadruped; Sharp Claws; Sharp Teeth; Temperature Tolerance 1; Wild Animal.

Skills: Brawling-15; Stealth-13; Swimming-13.

Animal and Monster Statistics

Creature statistics in this chapter appear in an abbreviated form.

Attributes: These are racial averages, suitable for a typical encounter. The GM might wish to increase ST for especially large specimens, or decrease it for young or scrawny examples. Find racial attribute modifiers for templates by subtracting 10 from the racial average score; e.g., the ST 14 listed for a black bear means its racial template would have ST+4.

Secondary Characteristics: These, too, are racial averages. They are derived from attributes using the usual formulas – but note that many animals have racial Will, Perception, and Move modifiers. For damage, see *Damage for Animals* (p. 460). Calculate Basic Lift normally, if needed. Assume that HP equal ST and FP equal HT, unless noted otherwise. Dodge is based on Basic Speed, and includes the +1 for Combat Reflexes, if applicable. Size Modifier (SM) and average weight also appear here.

Traits: A summary of the creature's most important meta-traits, advantages, and disadvantages, from the perspective of interacting with humans. Most creatures have other traits, but these only matter when creating a full-fledged racial template.

Skills: The creature's significant skills, at racial average levels. Assume that a creature with the Wild Animal meta-trait will also have Survival skill in its native habitat at a level equal to its Perception.

Individualizing Animals

The GM is not bound by the statistics given to animals, which describe *typical* creatures. Individuals may vary!

Attributes

ST: May vary significantly – perhaps by as much as 20%, for large creatures. High ST is *extremely* valuable for draft animals.

DX: Rarely varies by more than a point either way.

IQ: Realistically, this is fixed, as noted in the Domestic Animal and Wild Animal meta-traits (see *Mentality Meta-Traits*, p. 263). Even a one-point increase in IQ makes a beast a genius of its kind. However, allowing an occasional animal of *any* species to be IQ 6 makes for some interesting pets!

HT: May vary by one or two points in either direction.

Secondary Characteristics

Any change in attributes will affect these scores normally. In addition:

HP: May vary by up to 20% in either direction, especially on a large creature.

Will: May vary by one or two points either way. Strong-willed creatures tend to be ornery but hard to spook – which is desirable for war beasts, less so for pets.

Per: Rarely varies by more than a point either way. High Per is greatly prized in hunting animals!

FP: May vary by up to 20% either way.

Speed and Move: May vary a little bit. Even a one-point increase can grossly inflate the price of a horse or other mount.

Traits

Advantages and Disadvantages: These rarely vary much – but feel free to give an animal mental disadvantages and quirks that reflect its personality. Unique beasts might have other mundane traits; e.g., a horse with Danger Sense or Luck.

Meta-Traits: *Morphology* meta-traits should never change. However, Domestic Animal and Wild Animal are interchangeable for a few species.

Skills

These are unlikely to vary much without training – see *Animal Training* (p. 458).

Cost

Any improvement in an animal's stats will increase its market value. ST and FP are valuable for draft animals, Will for war beasts, Per for hunting animals, Move for mounts, and IQ and skills for *any* trained animal. Likewise, inferior stats will decrease value. In the absence of specific formulas, details are up to the GM. A normally wild animal with Domestic Animal and Mount skill would be worth a small fortune!

Deer

Deer are swift herbivores, frequently hunted for food.

Red Deer

A large deer, common in medieval Europe and still widespread today.

ST 12; DX 13; IQ 3; HT 12.

Will 10; Per 10; Speed 6.25; Dodge 9; Move 9.

SM +1 (2 hexes); 200 lbs.

Traits: Hooves; Impaling Striker (Antlers); Quadruped; Weak Bite; Wild Animal.

Skills: Running-13.

Dogs

Domesticated dogs are used for hunting or as pets (or, if large enough, as draft animals). There are many breeds; statistics can vary greatly. Cost ranges from negligible to \$10,000+. A healthy, *trained* dog – even a mongrel – is always worth at least \$200.

Large Guard Dog

ST 9; DX 11; IQ 4; HT 12.

Will 10; Per 12; Speed 5.75; Dodge 8; Move 10.

SM 0; 90 lbs.

Traits: Chummy; Discriminatory Smell; Domestic Animal; Quadruped; Sharp Teeth.

Skills: Brawling-13; Tracking-13 (bloodhounds have Tracking-15 or better!).

Falcons

These birds of prey are commonly used for sport hunting. A trained falcon – or one disturbed by a stranger – *might* attack a human. A diving falcon can reach Move 70!

Large Falcon

ST 3; DX 14; IQ 3; HT 10.

Will 10; Per 12; Speed 6; Dodge 9; Move 2 (Ground).

SM -4; 5 lbs.

Traits: Acute Vision 3; Domestic (or Wild) Animal; Enhanced Move 1 (Air Speed 24); Flight (Winged; Air Move 12); No Fine Manipulators; Sharp Beak; Sharp Claws.

Skills: Brawling-16.

Sharks

Some sharks are almost docile, feeding primarily on whatever fish happen to swim by at the wrong moment. Those sharks aren't any fun at all.

Tiger Shark

A large, aggressive shark.

ST 19; DX 13; IQ 2; HT 12.

Will 10; Per 12; Speed 6.25; Dodge 10; Move 7 (Water).

SM +2 (4 hexes); 900 lbs.

Traits: Bad Temper (9); Combat Reflexes; Crushing Striker (Snout); Discriminatory Smell; Doesn't Breathe (Gills); Enhanced Move 1 (Water Speed 14; Costs Fatigue 2);

Ichthyoid; Pressure Support 2; Sharp Teeth; Subsonic Hearing; Vibration Sense; Wild Animal.
Skills: Brawling-15; Survival (Open Ocean)-14.

Great White Shark

An apex predator!

ST 38; **DX** 10; **IQ** 2; **HT** 12.
Will 10; **Per** 10; **Speed** 5.5; **Dodge** 9;
Move 7 (Water).
SM +3 (7 hexes); 7,000 lbs.

Traits: As tiger shark, plus Hard to Kill 2.

Skills: Brawling-12; Survival (Open Ocean)-14.

Snakes

Snakes are among the most common reptiles on Earth; they are found in temperate or warmer climates on six of the seven continents.

Python

A large constrictor. Statistics are for a 15' Indian python, but lengths can reach 30'!

ST 13; **DX** 12; **IQ** 2; **HT** 11.
Will 10; **Per** 10; **Speed** 5.75; **Dodge** 8;
Move 4.
SM 0; 225 lbs.

Traits: Cold-Blooded (50°); Constriction Attack; Vermiform; Wild Animal.

Skills: Stealth-12; Wrestling-13.

Rattlesnake

A common poisonous snake. Even little ones are dangerous; the gigantic diamondback described here (8' long) is *deadly*. Modifiers to HT roll for venom: +1 if venom is immediately sucked out; +2 if antivenin (TL6+) is used.

ST 5; **DX** 13; **IQ** 2; **HT** 11.
Will 10; **Per** 10; **Speed** 6; **Dodge** 9;
Move 4.
SM -1; 15 lbs.

Traits: Cold Blooded (50°); Fangs; Toxic Attack 2d (Cyclic, 1 day, 4 cycles; Follow-Up, Fangs; Resistible, HT-4); Vermiform; Wild Animal.

Skills: Brawling-15; Stealth-13.

Wild Boars

Wild hogs are hunted for food – but they're dangerous game. Boars are *smart*, evil-tempered, and likely to attack even when encountered by accident. They try to knock a man down with a slam and gore him while he's down. Sows are less aggressive and smaller (give them lower ST and weight).

Large Boar

ST 15; **DX** 12; **IQ** 5; **HT** 14.
Will 12; **Per** 12; **Speed** 6.5; **Dodge** 10;
Move 8.
SM +1 (2 hexes); 400 lbs.

Traits: Bad Temper (9); Combat Reflexes; Cutting Striker (Tusks); DR 2; Quadruped; Wild Animal.

Small Boar

A javelina or peccary.

ST 8; **DX** 12; **IQ** 5; **HT** 12.
Will 12; **Per** 12; **Speed** 6; **Dodge** 10;
Move 7.
SM -1; 45 lbs.

Traits: As large boar, but only DR 1.

Wolves

These wild carnivores hunt in packs. They can be domesticated, more or less, but never like a dog.

Timber Wolf

ST 10; **DX** 12; **IQ** 4; **HT** 12.
Will 11; **Per** 14; **Speed** 6; **Dodge** 9;
Move 9.
SM 0; 120 lbs.

Traits: Discriminatory Smell; DR 1; Night Vision 2; Quadruped; Sharp Teeth; Temperature Tolerance 1; Wild Animal.

Skills: Brawling-14; Tracking-14.

PETS AND TRAINED ANIMALS

Ordinary trained animals are properly purchased with cash, *not* advantages bought with points. The GM controls their actions – but the better a beast's training, the more likely it is to do what its owner wishes.

These rules do not apply to *unique* animal companions, such as familiars. For a creature like that, determine its point total as a character, and then see *Allies* (p. 36) to find its point cost as an advantage.

ANIMAL TRAINING

To train an animal, you must know the appropriate specialty of Animal Handling skill (p. 175). The level of training an animal can absorb depends strictly on its IQ:

IQ 2 – Average reptile. It can learn to come when called for food and recognize its master, and not to attack him (usually!).

IQ 3 – Average horse or hawk. It can learn commands appropriate to its work – hunting commands for a hawk, riding or pulling commands for a riding or draft animal, etc. – and general tolerance for all humans or for specific masters (trainer's choice). It knows its name and comes when called (if it feels like it).

IQ 4 – Average dog. As above, plus "fetch," "attack," "find," "sit," etc., as appropriate for the species. It tries to warn its owner of dangers it perceives, and fights – and even dies – for its master.

IQ 5 – Average monkey. As above, but with more complexity. The GM may allow anything he ever saw a trained animal do in the movies...

Find training time by comparing the IQ level of the training to the animal's actual IQ score on the table on p. 459. These times assume the trainer works with the creature for about four hours a day, in a pair of two-hour sessions.

This table gives the time needed to train the animal to the *general* level given above. To teach a specific new trick – if the GM agrees the animal can learn it – allow 14 days for an IQ 5 creature, 30 days for one of IQ 4, or 90 days for an IQ 3 animal.

IQ of Animal	IQ Level of Training				
	2	3	4	5	
2	60 days	Imp.	Imp.	Imp.	
3	30 days	360 days	Imp.	Imp.	
4	7 days	180 days	360 days	Imp.	
5	2 days	90 days	180 days	720 days	

Imp.: Training to this IQ level is impossible.

Value of Trained Animals

Training may affect the value of a domestic animal, as follows:

IQ 2 creatures can learn so little that training doesn't enhance their value.

IQ 3 creatures are of little use unless trained. *Decrease* the value of an IQ 3 domestic animal by 1/3 if it is "unbroken" (that is, untrained). Any young specimen is automatically unbroken and therefore cheaper.

IQ 4 creatures are assumed to be trained to IQ 3 level when bought; if not, decrease price by 1/3, as above. When an IQ 4 creature is fully trained to IQ 4 level, increase its base value by 50%.

IQ 5 creatures follow the IQ 4 rule. In addition, when an IQ 5 creature is fully trained to IQ 5 level, *double* its base value.

If a *domestic* animal (anything with the Domestic Animal meta-trait) has higher IQ than normal for its species, it is worth *much* more when fully trained: multiply by 4 for +1 IQ or by 10 for +2 IQ. For example, an IQ 5 horse is worth 10 times base value.

If a *wild* animal (anything with the Wild Animal meta-trait) is captured and trained, its value goes up markedly – especially if the creature

is intelligent or ferocious. Details are up to the GM. All Animal Handling rolls to train wild beasts are at -5.

Riding and Draft Animals

Below are descriptions of several domestic animals kept for riding and draft purposes. If you are using miniatures, a horse is considered a three-hex figure, with the rider in the middle hex. Donkeys and small mules are two-hex figures. For mounted combat rules, see p. 396.

Cost: The costs listed assume a beast trained to IQ 3 level (see above). Several factors can increase this price:

- Increases in *ST* raise cost by a percentage equal to the *ST* increase. (Very strong specimens might be worth more than this formula would indicate!)

- Increases in *IQ* raise cost as described under *Value of Trained Animals*.

- Increases in *Move* drastically raise a riding animal's value! *Double* cost for +1 Basic Move, and *quadruple* it for +2 Basic Move. Remember to multiply Basic Move for Enhanced Move, if any.

Other changes are up to the GM.

War-Trained Mounts

War-trained riding animals are worth more than other mounts. Before TL4, they are taught to enter battle and fight savagely, even if their rider is unhorsed. A trained warhorse is likely to attack *anyone* other than its owner who approaches it! At TL4+, they are not taught to fight, but to be reliable transportation, *not* afraid of gunfire or screams.

At any TL, it takes a year of war training (after "basic" training to IQ 3 level) to get the mount fit to ride into battle. This doubles its value. The statistics and cost given for the cavalry horse and heavy warhorse under *Riding and Draft Animals* assume a beast with this training.

Up to three more years of training are possible, giving +1 per year on all Riding and Animal Handling rolls in combat, and increasing base value by 50% per year.

Camels

A dry-plains native, the camel can go for four days without drinking. Its stubborn temper gives -4 to Animal Handling rolls.

ST 22; DX 9; IQ 3; HT 12.

Will 11; Per 12; Speed 5.25; Dodge 8; Move 7.

SM +1 (3 hexes); 1,400 lbs.

Traits: Bad Temper (12); Domestic Animal; Enhanced Move 1 (Ground Speed 14); Hooves; Peripheral Vision; Quadruped; Reduced Consumption 3 (Water Only); Stubbornness; Weak Bite.

Skills: Survival (Desert)-12.

Cost: \$1,500.

Donkeys, Horses, and Mules

These animals were domesticated in Europe and Asia before recorded history. They were introduced to the Americas in the late 15th and 16th centuries.

Cavalry Horse

A light warhorse.

ST 22; DX 9; IQ 3; HT 11.

Will 11; Per 12; Speed 5; Dodge 9; Move 8.

SM +1 (3 hexes); 1,400 lbs.

Traits: Combat Reflexes; Domestic Animal; Enhanced Move 1 (Ground Speed 16); Hooves; Peripheral Vision; Quadruped; Weak Bite.

Skills: Brawling-10; Mount-12.

Cost: \$4,000.

Donkey

Sturdy, but too small for an adult to ride.

ST 15; DX 10; IQ 3; HT 11.

Will 11; Per 12; Speed 5.25; Dodge 8; Move 5.

SM +1 (2 hexes); 500 lbs.

Traits: Domestic Animal; Enhanced Move 1/2 (Ground Speed 8); Hooves; Quadruped; Weak Bite.

Cost: \$1,000.

Draft Horse

ST 25; DX 9; IQ 3; HT 12.

Will 10; Per 11; Speed 5.25; Dodge 8; Move 6.

SM +1 (3 hexes); 2,000 lbs.

Traits: Domestic Animal; Enhanced Move 1 (Ground Speed 12); Hooves; Peripheral Vision; Quadruped; Weak Bite.
Cost: \$2,000.

Heavy Warhorse

ST 24; **DX** 9; **IQ** 3; **HT** 12.
Will 11; **Per** 12; **Speed** 5.25; **Dodge** 9;
Move 7.
SM +1 (3 hexes); 1,900 lbs.

Traits: As cavalry horse, but with Bad Temper (12) and Enhanced Move 1 (Ground Speed 14).
Skills: Brawling-12; Mount-13.
Cost: \$5,000.

Large Mule

ST 22; **DX** 10; **IQ** 3; **HT** 12.
Will 12; **Per** 12; **Speed** 5.5; **Dodge** 8;
Move 6.
SM +1 (2 hexes); 1,400 lbs.

Traits: As donkey, but Enhanced Move 1/2 (Ground Speed 9) and sterile.
Cost: \$2,000.

Pony

ST 18; **DX** 10; **IQ** 3; **HT** 11.
Will 11; **Per** 12; **Speed** 5.25; **Dodge** 8;
Move 7.
SM +1 (3 hexes); 800 lbs.

Traits: As draft horse, but Enhanced Move 1 (Ground Speed 14).
Cost: \$1,500.

Racehorse

Some are faster!
ST 20; **DX** 9; **IQ** 3; **HT** 11.
Will 11; **Per** 11; **Speed** 5; **Dodge** 8;
Move 9.
SM +1 (3 hexes); 1,100 lbs.

Traits: As draft horse, but Enhanced Move 1 (Ground Speed 18).
Skills: Mount-12; Running-12.
Cost: \$4,000+.

Saddle Horse

An ordinary riding horse.
ST 21; **DX** 9; **IQ** 3; **HT** 11.
Will 10; **Per** 12; **Speed** 5; **Dodge** 8;
Move 6.
SM +1 (3 hexes); 1,200 lbs.

Traits: As draft horse.
Skills: Mount-11.
Cost: \$1,200.

Small Mule

ST 18; **DX** 10; **IQ** 3; **HT** 12.
Will 12; **Per** 12; **Speed** 5.5; **Dodge** 8;
Move 5.
SM +1 (2 hexes); 800 lbs.

Traits: As donkey, but sterile.
Cost: \$1,000.

Elephants

Often domesticated. Intelligent, loyal, and hardworking.

ST 45; **DX** 12; **IQ** 5; **HT** 12.
Will 10; **Per** 10; **Speed** 4; **Dodge** 7;
Move 4.
SM +3 (10 hexes); 12,000+ lbs.

Traits: Crushing Striker (Tusks); Domestic (or Wild) Animal; DR 4; Enhanced Move 1 (Ground Speed 8); Peripheral Vision; Quadruped (but replace No Fine Manipulators with One Arm); Trunk (Extra-Flexible; Long, +1 SM; Weak, 1/4 ST); Weak Bite.

Cost: \$10,000.

Oxen

Oxen are steers trained to work in the fields. They are hardier and easier to keep than horses.

ST 27; **DX** 8; **IQ** 3; **HT** 12.
Will 12; **Per** 10; **Speed** 5; **Dodge** 8;
Move 4.
SM +2 (3 hexes); 2,500 lbs.

Traits: Domestic Animal; DR 2 (Skull only); Enhanced Move 1 (Ground Speed 8); Impaling Striker (Horns); Neutered; Quadruped; Weak Bite.
Cost: \$1,500.

FANTASY MONSTERS

Damage for Animals

Basic damage for a beast is *thrust* for its ST, found by consulting the *Damage Table* (p. 60). Modify this as follows:

A *bite* does *thrust*-1. Weak Bite, common for large herbivores, gives an extra -2 *per die*. A bite is *crushing* unless the creature has Sharp Teeth (cutting) or Fangs (impaling).

A *claw* does *thrust*-1, like a punch. Blunt Claws give +1 *per die*, and damage is *crushing*. Sharp Claws give no bonus, but inflict *cutting* damage.

A *kick* does *thrust*. Blunt Claws or Hooves give +1 *per die*, and inflict *crushing* damage; Sharp Claws give no bonus, but cause *cutting* damage. The Quadruped meta-trait includes Horizontal (p. 139), which gives -1 *per die* to kicking damage to creatures without Claws. For large herbivores, this cancels out the +1 *per die* for Hooves.

Most other attacks (horns, tusks, etc.) are Strikers (p. 88). These inflict *thrust* damage, at +1 *per die*. Damage type depends on the Striker.

Predators and combat-trained animals often have Brawling at **DX**+2 level or better. This adds +1 *per die* to basic *thrust* damage for *any* of these attacks!

Here are three sample monsters from fantasy. If the GM changed the names and filed off the serial numbers, they could work equally well in a science-fiction background!

Basilisk

This creature resembles a small snake with a hideous face and a crested head. It attacks with a "death gaze": if it meets its victim's eyes, it can kill using the power of its mind.

ST 2; **DX** 12; **IQ** 3; **HT** 12.
Will 10; **Per** 10; **Speed** 6; **Dodge** 9; **Move** 4.
SM -3; 2 lbs.
Traits: DR 1; Toxic Attack 3d (Malediction 1; Psychokinetic; Vision-Based); Vermiform; Wild Animal.

Gryphon

The gryphon is a beautiful creature, with the head, wings, and forefeet of an eagle, and the hindquarters of a lion. It is immune to abilities that affect

only mammals or only birds, as it is neither!

A gryphon can be tamed if captured young, but at -3 to Animal Handling skill. An untamed gryphon in good health might sell for \$5,000; a tame one is priceless, and will not cooperate with anyone except its trainer.

ST 17; DX 12; IQ 5; HT 12.

Will 11; Per 12; Speed 6; Dodge 10; Move 6 (Ground).

SM +1 (2 hexes); 600 lbs.

Traits: Acute Vision 3; Combat Reflexes; DR 2; Enhanced Move 1 (Air Speed 24); Flight (Winged; Air Move 12); Quadruped; Sharp Beak; Sharp Claws; Wild Animal.

Skills: Brawling-14.

Strix

A strix (plural *striges*) is a blood-sucking, birdlike creature about the size of a crow, with a long beak and large eyes. Striges are nocturnal. A strix attacks with its long, barbed beak. If the attack penetrates armor, the strix sucks its victim's blood.

Striges have *excellent* aim, and can even attack through the eyeslits of a helm. Only two striges can strike thus in a second, but a successful hit can also blind the eye!

ST 5; DX 15; IQ 4; HT 11.

Will 10; Per 10; Speed 6.5; Dodge 9; Move 2 (Ground).

SM -1; 18 lbs.

Traits: Bloodlust (9); Flight (Winged; Air Move 12); Night Vision 5; No Fine Manipulators; Vampiric Bite; Wild Animal.

Skills: Brawling-17.

ANIMALS IN COMBAT

To play animals realistically, remember that:

- Most animals fear man and flee rather than attack. Exceptions include a mother defending her young; an insect swarm defending its nest; an old or wounded "man-eater" predator; a creature so stupid it doesn't realize men are dangerous; a creature so powerful men *aren't* dangerous; or a large herbivore (bison, rhino, Triceratops), which might charge anything out of sheer orneriness.

- In a balanced ecology, predators are comparatively rare, prey species common.

Use the combat rules in Chapters 11-13 for animals, just as you would for humans, with special attention to *Multi-Hex Figures* (p. 392) and *Trampling* (p. 404). A few other notes:

Reach: A beast's reach is "C" ("close combat only") unless its description notes otherwise. Most animals initiate combat with a grapple or a slam, followed by an attempt to crush the foe or tear him to pieces in close combat.

Defense: Animals usually defend by dodging. Dodge is Basic Speed + 3, dropping all fractions. Most animals have No Fine Manipulators (included in Ichthyoid, Quadruped, and Vermiform) and, therefore, cannot parry. Those with manipulators (e.g., apes) *can* parry. Unarmed Parry is (DX/2) + 3 or (Brawling/2) + 3. No natural animal can block. Many animals have Combat Reflexes, which adds +1 to defenses.

Swarm Attack Examples

Bats. A "swarm" is about a dozen carnivorous bats. Flies at Move 8. Does 1d cutting damage per turn. Armor protects with its normal DR. Dispersed after losing 8 HP.

Bees. A "swarm" is about 1,000 common bees. Flies at Move 6. Stings for 1 HP of injury per turn unless the victim is *completely* protected. Dispersed after losing 12 HP. Will give up the attack if foe is chased 50 yards from hive. Note that bothering a hive may get *several* such swarms after you!

Rats. A "swarm" is about a dozen rats. It has Move 4. Does 1d cutting damage per turn. Armor protects with its normal DR. Dispersed after losing 6 HP.

Armor: A creature's hide, shell, fur, etc. may give DR, as indicated in its *Traits* entry.

Swarm Attacks

Treat a group of small creatures as a unit when it attacks. This "swarm" fills one hex on a combat map. A swarm attacks the victim(s) in its own hex (if you are not using a combat map, it attacks one person per second), and will not change victims without a good reason.

A swarm attack hits *automatically* – there is no attack or defense roll. Every turn until it is dispersed, it does the listed damage to its victim(s).

Special clothing (a wetsuit or beekeeper's suit, or high-tech airtight armor) may protect against some types of swarm. Against tiny creatures like insects, ordinary clothing gives *complete* immunity for two seconds, while low-tech armor protects for five seconds; then the bugs get in and the

protection becomes worthless! Against larger creatures like rats, armor protects indefinitely with its normal DR.

Special tactics may work on some types of swarms. For instance, one can destroy bees with insecticide or baffle them by leaping into a pond. This is up to the players' cleverness and the GM's common sense.

Attacking a Swarm: Any attack against a swarm hits automatically. The swarm gets no defense roll. (A swarm of hard-to-hit creatures just requires more damage to disperse.) A swarm takes damage as if it were Diffuse – see *Injury to Unliving, Homogenous, and Diffuse Targets* (p. 380). Shields can crush *flying* creatures; a shield does 2 HP per turn, and can attack at the same time as a weapon. *Stomping* does 1 HP per turn to *nonflying* vermin, and can be done while attacking with a weapon.

Animal Languages

Folklore often envisions animals as secretly living human-like lives, and even having languages (p. 64). In some versions, animals actually speak human languages, but only on special occasions or to favored humans. In others, there are animal languages. A human with the advantage *Speak with Animals* can speak all these languages. Other humans can learn them at the same cost as spoken human languages. However, since animal voices are different from human voices, *Mimicry-12* (specialized in animal sounds or bird calls) is a prerequisite for learning the accented form of such languages, and *Mimicry-16* for learning the native form. Animals with *Mimicry-12* or *Mimicry-16* (specialized in speech) can similarly learn human languages in such settings.

In a setting where this is true, animals are not Mute. Whether their IQ is higher, or whether nonsapient beings can use language, depends on the setting, but even sapient animals won't have much technology. GMs could split sapience between tool-using sapience, still based on IQ, and linguistic sapience, based on Perception, giving any reasonably alert animal the ability to speak.

The King of Beasts and the Parliament of Fowls

If animals can speak with each other, they can also tell stories and have laws (such as the *Jungle Law* of Kipling's *The Jungle Books*). They can have organized societies and rulers. European traditions make the lion the king of beasts, while some Native American cultures give a similar role to Grandfather Bear. Medieval literature describes the Parliament of Fowls, which Alan Moore imitated with the Parliament of Trees in the comic *Swamp Thing*.

Some fantastical animal societies live under natural conditions. *Watership Down* offers a well-realized modern example. But other fantasies, such as the *Chronicles of Narnia*, have talking beasts, such as the swashbuckling mouse Reepicheep, who lead much more humanlike lives, with furnishings and tools and weapons. This version usually works best in light fantasy; it also appears in many animated cartoons.

Fantasy can envision entire worlds of civilized animals. Many Native American legends are set in a world where all animals spoke and built houses – which the trickster Coyote disrupted, in some versions, when he made humans. Anthropomorphic or “furry” stories, particularly in comics, also present animal worlds. A noteworthy example is *Usagi Yojimbo*, portraying the occasionally supernatural adventures of a rabbit samurai.

Companion Animals

Faithful and unusually gifted animals accompany many human heroes in fantasy. Sometimes these are actually vessels for spirits. They may have psychic or emotional bonds with their human companions. Even “normal” companion animals are often extraordinarily clever and trainable – represented by raising their IQ one or two points above what the species template provides (see the Superior Horse on p. 106).

Very intelligent animals may speak human languages, at least to their human companions. The animal may even be the more intelligent of the two, as in the fairy tale “Puss in Boots” or C.S. Lewis' *The Horse and His Boy*. Puss in Boots is also an example of an animal that uses human equipment.

IMAGINARY SPECIES

Fantasy novels often contain invented plant and animal species. Some are minor variants on real living things. Others have exotic body plans, such as the six-limbed vertebrate configuration of gryphons (p. B460). Animals can appear as threats, menagerie specimens, valuable game, or potential companions. Fantasy plants may be active, or even carnivorous, like Audrey II in the film *Little Shop of Horrors*.

The following examples of plants and animals, largely drawn from folklore and mythology, might appear in a fantasy setting. Animal statistics appear in the abbreviated “creature statistics” form (see p. B456). Relatively active plants use the same form. Other plants use a briefer form, listing only HT, HP, SM, weight, and qualities that may be important to adventurers.

Bird of Paradise

The legendary bird of paradise, found on remote tropical islands, is an extraordinary creature: not only extremely beautiful, with brilliantly colored feathers, but so pure that it never touches the ground, spending its whole life in flight. Indeed, it has no feet to walk on.

ST 2; DX 14; IQ 4; HT 14.

Will 14; Per 11; Speed 7; Dodge 10; Move 0 (Ground).

SM -4; 5 lbs.

Traits: Acute Vision 1; Appearance (Very Beautiful; Universal); Doesn't Sleep; Flight (Winged; Move 12); Longevity; No Fine Manipulators; Not Bestial; Voice; Wild Animal.

Emblematic Trait: Aerial.

Skills: Aerobatics-14; Singing-16.

Herecine

In European legend, the herecine is a carnivorous plant large enough to feed on humans. It's a large, attractive bush, averaging 6' high and 9' in diameter, with dark red berries on its outer branches and many more on its inner branches. The berries smell delicious and are hard to resist. But any small animal that climbs into the inner branches, any large animal that browses on them, or any human who picks the berries will be grappled and pulled toward the central trunk, where a set of jaws inflict crushing damage (1d+2 per second). Anyone grappled can break free by winning a Quick Contest of ST.

ST 20; DX 12; IQ 0; HT 12.

Will 0; Per 12; Speed 6; Move 0.

SM +1; Weight 300 lbs.

Traits: Affliction (Gluttony; Area Effect, 4 yards; Sense-Based, Smell; Emanation); Appearance (Attractive; Universal); Binding 12 (Melee Attack, Reach 1, 2, Cannot Parry); Blindness; Deafness; Dependency (Animal Flesh, Weekly); Doesn't Breathe; Doesn't Eat or Drink (Requires Water, -50%); DR 3; Fragile (Combustible); Hard to Subdue 4; Injury Tolerance (Homogenous, No Eyes, No Head, No Neck); Mute; Regrowth; Sessile; Temperature Tolerance 5.

Emblematic Trait: Odious Racial Habit (Eating Humans).



Manticore

A ferocious predator native to India, the manticore has the face of a man, with blue eyes; the body of a lion, bright red in color; and a scorpion's tail, from which it fires spines at its prey (1/2D 10, Max 100, Acc 3, RoF 1, Shots N/A, Recoil 1).

ST 19; **DX** 13; **IQ** 5; **HT** 12.

Will 11; **Per** 12; **Speed** 6.25; **Dodge** 10; **Move** 9.

SM +1 (2 hexes); 500 lbs.

Traits: Combat Reflexes; DR 1; Impaling Attack 1d+1 (Tail Darts); Night Vision 2; Odious Racial Habit (Eating Humans); Penetrating Voice; Quadruped; Restricted Diet (Fresh Meat); Sharp Claws; Sharp Teeth; Temperature Tolerance 1; Wild Animal.

Emblematic Trait: Fearlessness +3.

Skills: Brawling-13; Innate Attack (Projectile)-14; Stealth-13.

The Indian wild beast called the manticore has a triple row of teeth in both upper and lower jaw . . . it is as big as a lion and equally hairy, and . . . its feet resemble those of the lion . . . it resembles man in its face and ears . . . its eyes are blue, and its color vermillion . . . its tail is like that of the land-scorpion . . . it has a sting in the tail, and has the faculty of shooting off arrow-wise the spines that are

attached to the tail . . . the sound of its voice is something between the sound of a pan-pipe and that of a trumpet . . . it can run swiftly as a deer, and . . . is a savage man-eater.

— Aristotle, *Historia Animalium*

Mountain Ant

The Greek historian Herodotus wrote of giant ants found in the mountains of the Persian Empire. They were bigger than foxes but smaller than dogs.

Mountain ants burrow in the gold-rich soil of their native land and carry nuggets up to the surface. They resent being disturbed and swarm to attack anyone attempting to take their gold. Typically, two will attack in each hex, one per leg of a standing target, but four can easily strike at a fallen intruder. Their bite inflicts 1d-4 cutting damage.

ST 3; **DX** 10; **IQ** 1; **HT** 10.

Will 10; **Per** 12; **Speed** 5; **Dodge** 8; **Move** 4.

SM -2; 10 lbs.

Traits: 360° Vision (Vulnerable); Combat Reflexes; DR 3; Extra Legs (Six Legs); High Pain Threshold; Horizontal; Lifting ST +2; Nictitating Membrane 1; No Fine Manipulators; Slave Mentality; Striking ST +4; Teeth (Sharp);

Terrain Adaptation (Sand); Tunneling 1 (Only Through Earth); Wild Animal.

Emblematic Trait: Miserliness.

Skills: Prospecting-12.

MAGICAL SPECIES AND MANA ORGANS

Animals and plants in a fantasy setting can have magical powers. Normally these don't involve learning or casting spells; instead, the animal has an instinctive ability to produce certain magical effects.

In a setting with intrinsic magic, this ability comes from the presence of a *mana organ*, as defined in *Natural Magic* (pp. 22-23). A species that has this ability can only use it in an area where mana is available. Mana organs operate while the creature is alive; once it dies, they remain effective for a few uses, but once their store of mana is used it doesn't replace itself.

Magivores use mana to support basic metabolic functions. These creatures have a Dependency on mana. If taken to a no-mana area, they die of magic starvation. A magivore may need mana *as well as* food (for animals) or soil, water, and sunlight (for plants), or it may sustain itself entirely on mana. The second type may have very strange shapes, neither animal nor vegetable, without mouths, roots, or leaves, but with special mana organs that sustain life.

The bodies of living things naturally generate mana. Some magivores may acquire their mana from plants or animals, either by magically draining it, or by eating, drinking, or absorbing mana-rich tissues. Blood is traditionally a mana source, but specialized mana organs are even better, and creatures with such organs may be targets for magical parasites or predators.

Moly

This plant confers protection from hostile magic. According to Homer, Odysseus used it to ward off Circe's spells (p. 23). The plant grows as an inconspicuous herb, with a round black root and a white flower. HT 12; 1 HP; SM -6; 0.5 lb.

Panther

The panther of medieval myth is not a leopard with black fur, but a separate species. Panthers are large cats, as big as a lion, and their fur is pure white. The panther has one special gift: its perfumed breath (1/2D 10, Max 100, Acc 3, RoF 1, Shots N/A, Recoil 1). Anyone exposed to it must roll vs. HT-2 (vs. HT at 1/2D range) or become obsessed with the sweet scent. Anyone so obsessed must immediately make a self-control roll (6 or less) or begin walking toward the panther at Move 1. When the first victim comes within 3 yards, the panther springs and attacks (biting and raking with the hind legs). If it kills the victim, the panther drags him off the trail to devour him.

ST 16; DX 11; IQ 4; HT 13.

Will 10; Per 12; Speed 6; Dodge 10; Move 10.
SM +1 (2 hexes); 400 lbs.

Traits: Affliction 3 (Disadvantage: Obsession, +5%; Cone, 1-yard width, +60%; Smell-Based, +50%; Mana-Sensitive, -10%); Combat Reflexes; DR 1; Extra Attack 1; Night Vision 5; Quadruped; Sharp Claws; Sharp Teeth; Temperature Tolerance 1; Wild Animal.

Emblematic Trait: Charisma.

Skills: Brawling-12; Climbing-12; Innate Attack (Breath)-14; Stealth-15.

Unicorn

The unicorn of medieval legend is a fierce beast native to India. It looks somewhat like a small horse, with a slender body and uncloven hoofs. A single spiral horn a yard long grows out of its forehead. It has white hair

and a beard like a goat. Its voice is a hideous bray. In combat situations it can bite (1d+1 crushing damage), kick (1d+2 crushing damage), or thrust with its horn (1d+3 impaling damage), but usually prefers a running charge with its horn. The horn is also highly magical; powdered horn is a natural universal antidote.

The unicorn's charge uses Lance skill. The basic damage from a charge is $(ST\ 18 \times Move\ 18)/100 = 3.24$, rounded to 3d. Used as an impaling striker, the horn raises this to 3d+3. A unicorn can specifically target the vitals, reducing its effective skill to 10 but multiplying damage by 3.

Plant and Animal Spirits

Each sapient being has its own spirit, but life forms with racial IQ 5 or less do not. Instead, the entire species has one or more spirits. Such spirits behave somewhat like the species of which they are archetypes. In particular, if a species has an emblematic trait, its spirits have that trait also. Plant spirits often stay in one place and thus resemble spirits of place – is a dryad (p. 213) the spirit of oak trees, or of a specific oak, or of the place where an oak tree grows? The ambiguity is less for animal spirits, because, like animals, they move around.

Plant and animal spirits usually take the form of their plant or animal if they materialize. However, a spirit may also take a humanoid form with a few features that resemble the plant or animal. Such beings may even have half-human children. Some tribal peoples believe that all human beings are descended from such animal spirits, or totems, and human clans may cultivate relationships with their totems as allies or advisors. If human beings learn lycanthropy (p. 60), a clan might take on the shape of its totem animal. "Belongs to (animal species) totem" would be a 0-point feature of such a clan.

Animal spirits commonly have a Sense of Duty to the animal species of which they are archetypes. Mobile plant spirits may have this as well. Localized plant spirits often have a Sense of Duty to their local habitats. They may also have a Dependency on a specific plant.

ST 18; DX 13; IQ 4; HT 11.

Will 12; Per 12; Speed 6; Dodge 10; Move 6.

SM +1 (3 hexes); 800 lbs.

Traits: Combat Reflexes; Enhanced Move 1.5 (Ground Speed 18); Hooves; Striker (Impaling; Reach 1; Cannot Attack in Close Combat; Cannot Parry; Limited Arc, Only Straight Ahead); Penetrating Voice; Peripheral Vision; Quadruped; Wild Animal.

Feature: Uses its horn as a lance.

Emblematic Traits: Berserk (6) (Battlelust); Loner (12).

Quirk: Tame when approaching virgin women.

Skills: Brawling-13; Lance-13; Stealth-13.

MONSTERS

Why have a separate section on monsters, instead of simply listing them with other plants and animals?

In folklore and mythology, monsters aren't just unusually intimidating plant or animal species. They aren't species at all. A species is a group of living organisms that can breed with each other, producing more of their own kind. However, monsters don't come from earlier monsters of their own kind, and don't produce offspring

like themselves. Each monster comes into being through some disturbance of nature. In Latin, a *monstrum* was an omen, a sign from the gods that something (usually bad) was about to happen, in the form of an unnatural birth.

GURPS Fantasy reserves the name "monster" for extraordinary creatures – creatures outside the order of nature, and often unique. Like superheroes, they have origins and powers. Truly unique creatures have a special role to

play in fantasy gaming. It's not just that they're big, or dangerous, or magical, or all three. It's that they're unpredictable. No one knows how to fight them. Finding out doesn't mean just looking them up in a convenient reference book – it requires study of disintegrating ancient manuscripts, or magical divination, or observation and risky experiments. Fighting them is a task for heroes.

There are several broadly defined types of true monsters. Most of the following stats are for characters instead of creatures, since they're distinctive individuals that require memorable encounters.

GIANTS

The simplest monsters are unnaturally large forms of familiar animals. Such creatures are not confined to fantasy or mythology; an entire genre of monster movies is devoted to giant animals. Humanlike giants also appear in many myths. Monsters of other sorts may also be unnaturally huge.

"Giant" creatures come in a variety of sizes. Some giants are simply large members of their species. For example, if an average wolf weighs 120 lbs., a giant wolf might weigh 240 lbs. People would call it "the biggest wolf I've ever seen" and find it intimidating. It wouldn't be unnatural or supernatural – but its appearance might be an omen (see *Soothsaying*, p. 150). Such creatures have Gigantism (as defined on p. B20) and typically have ST increased by 25%. See *Lupus Magnus* on p. 231 for an example of this type of giant.

Other giant creatures are clearly unnatural, often many times larger than normal. If the starting point is a mammal, reptile, bird, or fish, the giant form is typically no more than 10 times as big (SM increased by no more than 6). For insects or other small creatures, the multiple may be 100 or more (SM increased by 12 or more). These typical giant monsters of fantasy are big enough to present a serious threat to a human being. Realistically, such creatures could not support their own weight, but in a fantasy setting, they may compare to real animals of similar size; an elephant-sized rat would have the ST and HP of an elephant, for example. (See *Behind the Curtain: How Strong Is a Giant?* on p. 51.)

Some legends describe creatures as large as geographical features, from mountain-sized to continent-sized. The Biblical Leviathan and the world-encircling Midgard Serpent of Norse myth are examples. Human adventurers can't fight such entities with any normal weapons or spells. Their main

protection should be that a creature on this scale isn't likely to notice a single human being, though it might see – and attack or pursue – a large ship or a walled city, requiring desperate measures to escape it or drive it off.

Rukh

520 points

A gigantic bird of prey, large enough to carry an elephant in its talons. Some stories call it "roc." Muslim legend says that Allah created it to rule the air as the behemoth and leviathan rule the land and sea. Men fear the rukh's ferocity, but it actually is not very dangerous to men, who are smaller than its preferred prey.

The rukh's long talons inflict 11d+11 cutting or impaling damage on its prey. Its beak inflicts 11d-1 large piercing damage. Either of its two wings can inflict 11d crushing damage.

ST 100 [400*]; **DX** 14 [80]; **IQ** 4 [-120]; **HT** 14 [40].

Damage 11d/13d; BL 2,000 lbs.; HP 100 [0]; Will 12 [40]; Per 12 [40]; FP 14 [0].

Basic Speed 7.00 [0]; Basic Move 4 [-15]; Dodge 11†.
50' wingspan; 185,000 lbs. (SM +6).

Advantages

Acute Vision 4 [8]; Claws (Long Talons) [11]; Combat Reflexes [15]; DR 2 (Can't Wear Armor, -40%) [6]; DR 4 (Can't Wear Armor, -40%; Legs Only, -20%) [8]; Enhanced Move 1 (Air Speed 28) [20]; Flight (Winged, -25%) [30]; Protected Sense (Vision) [5]; Strikers (Two Wings; Crushing; Weak, -50%) [5]; Teeth (Sharp Beak) [1]; Unaging [15].

Perks: Penetrating Voice. [1]

Disadvantages

Bad Grip 3 [-15]; Berserk (12) [-10]; Foot Manipulators (Two Arms) [-6]; Gluttony (12) [-5]; Restricted Diet (Fresh Meat) [-10]; Wild Animal [-30].

Skills

Brawling-16 (DX+2) [4]; Survival-12 (Per+0) [2].

* -60% for Size.

† +1 from Combat Reflexes.



Behind the Curtain: How Strong Is a Giant?

The size, weight, and physical capabilities of real animals have very complex interrelationships. Bigger animals aren't just larger duplicates of smaller ones; their bodies and limbs are differently proportioned. In a fantasy setting, giants are often the same shape as human beings, but twice or 10 times the scale, and the same for huge beasts. This makes it possible to offer rules of thumb for size, weight, and strength.

To start with, choose a suitable normal-sized creature and a weight multiple. For example, a 15-foot python weighs 225 lbs. A gargantuan sea serpent might weigh 1,000 times as much, 225,000 lbs. or 112.5 tons, heavier than a whale. (In fact, it might swallow small whales whole.)

The HP multiple is the cube root of the weight multiple. The same multiple applies to ST, whether ST and HP are equal or not. The cube root of 1,000 is 10, so the sea serpent has 10 times a python's HP and ST, increasing both from 15 to 150. (For man-shaped and quadrupedal creatures, typical HP and ST equal twice the cube root of weight, rounded down; but more exotic body shapes such as a snake's don't fit this formula.)

Figure damage and BL from ST in the usual way. The sea serpent inflicts damage of 16d/18d and has a BL of 4,500 lbs.

Finally, determine the SM for the creature. A tenfold length increase adds 6 to the SM. If the proportions are unchanged (the usual assumption for giant creatures in fantasy), the multiplier for any linear dimension – height, length, wingspan, or diameter – is the cube root of the weight multiple (that is, it increases in proportion to ST and HP). The sea serpent has a length multiple of 10; based on a 15' python, it's 150' long, longer than most ships in a historical fantasy setting. This is +6 to SM. Since the python has SM 0, the sea serpent has SM +6.

For convenience, use the following table to choose a suitable increase in SM. For weight multipliers that fall between two SMs, use the next higher SM. For weight multipliers greater than 1,000, divide by 1,000, multiply the resulting height multiple times 10, and add 6 to the resulting SM.

Example: An extraordinarily large giant weighs 240 tons or 480,000 lbs., 3,200 times average human weight. Dividing by 1,000 gives 3.2. His height multiple is 1.5×10 or 15, making him roughly 88 feet tall; his SM increase is $1 + 6$ for a total of 7 over the normal human SM of 0, equaling +7.

Weight multiple	Height/length multiple	SM increase
×3.2	×1.5	+1
×10	×2	+2
×32	×3	+3
×100	×5	+4
×320	×7	+5
×1,000	×10	+6

These relationships mean that small creatures can carry heavier loads than large creatures *in proportion to their own size and weight*. A ST 1 pixy, standing about 7" tall, weighs 0.15 lbs. (2 1/2 ounces) and has BL 0.2 lbs.; one pixy can carry another long distances and not feel the burden. A ST 10 man weighs 150 lbs. and has BL 20 lbs.; he can carry another man, for a limited distance and at a reduced speed. A ST 100 giant, standing 55-60' tall, weighs 150,000 lbs. (75 tons) and has BL 2,000 lbs. (1 ton); carrying or lifting another giant is beyond his strength. This is actually biologically realistic, though the actual mathematical relationships are more complicated.

HYBRIDS

A common way to invent a bizarre or unique monster is to combine body parts from two or more species. In some cases, this may produce an abnormal number of heads or limbs.

Hybrids may originate through the crossbreeding of different species, perhaps with a magical or alchemical boost to fertility (see *Magical Elixirs* in **GURPS Magic**). More exotic origins are possible, as in the hatching of the basilisk from an egg laid by a rooster

and brooded by a snake. Or magic may directly create hybrids by fusing constituent animals.

The Chimera

85 points

The chimera appears in ancient Greek myth, described as "a lion in front, a goat in the middle, and a serpent behind." The body overall is that of a lioness, though the hindquarters are scaly. A second head, shaped like a goat's, rises just behind the shoulders, and the tail is shaped like a snake,

with a third head at the end. All three heads breathe fire. Her lion head's bite and her claws each inflict 2d+1 cutting damage in close combat, but her main attack is her fiery breath (1/2D 2, Max 20, Acc 3, RoF 1, Shots N/A, Recoil 1), which each head can use twice per day.

ST 25 [60*+]; **DX** 12 [24*]; **IQ** 4 [-120]; **HT** 12 [20].

Damage 2d+2/5d-1; BL 125 lbs.; HP 25 [0]; Will 10 [30]; Per 12 [40]; FP 12 [0].

Basic Speed 6.00 [0]; Basic Move 6 [0];
Dodge 9.
10' long; 1,950 lbs. (SM +2).

Advantages

360° Vision [25]; Burning Attack 2d (Cone, 5 yards, +100%; Limited Use, 6/day, -10%; Reduced Range, $\times 1/5$, -20%) [17]; Claws (Sharp) [5]; DR 2 [10]; Extra Attack 2 [50]; Extra Head 2 [30]; Reduced Consumption 3 (Cast Iron Stomach, -50%) [3]; Teeth (Sharp) [1]; Temperature Tolerance 1 (Cold) [1].

Perks: Fur. [1]

Disadvantages

Appearance (Horrific; Universal, +25%) [-30]; Bad Temper (6) [-20]; Quadruped [-35]; Restricted Diet (Fresh Meat) [-10]; Social Stigma (Monster) [-15]; Wild Animal [-30].

Skills

Brawling-16 (DX+4) [12]; Innate Attack (Breath)-15 (DX+3) [8]; Survival (Mountains)-14 (Per+2) [8].

* -40% for No Fine Manipulators.

† -20% for Size.

POSSESSED CREATURES

A different sort of hybridization is the magical implantation of a spirit into a physical form. This may be a living creature, a dead body, or an inanimate object. Shamans and sorcerers use such implantations to create familiars, which don't generally count as monsters, except in a dark fantasy campaign. But more potent or inimical spirits may turn their vehicles into something truly unnatural. For a contemporary horror treatment of this theme, see Stephen King's *Pet Sematary*.

The Wendigo

330 points

The wendigo is a malevolent spirit that haunts the evergreen forests of Canada and Minnesota. It was originally described in Native American tribal lore, but taken seriously by many white settlers. Its appearances are associated with winds and snowy weather. It appears in the material world by possessing the body of a mortal in an isolated place – but not a solitary mortal! It inspires its victim with

The Chimera's Pedigree

Greek myths say the chimera was the daughter of Typhon, a giant with a hundred dragonlike heads, and Echidna, half woman and half snake. Their other children were Cerberus, the three-headed watchdog of the underworld; the Hydra, a nine-headed giant snake; and the two-headed dog Orthos. Orthos mated with his mother and she engendered the Nemean Lion, a giant lion with armored skin, and the Sphinx, a winged lioness with a woman's head and a passion for riddles.

Obviously, legendary monsters don't have to breed true. Each new birth can be a different form and species.

the urge to kill and eat his companion(s). If he gives in to the impulse, his body further changes into the physical form of the wendigo and he goes looking for other victims. When killed, the wendigo returns to spirit form.

Possession by the wendigo begins with hearing its voice in the howling of the arctic winds. After eight hours, it engages in a Quick Contest of its IQ+3 vs. the victim's Will. If the victim wins, he is immune, but if he loses, the wendigo begins to take over his mind. This requires a Quick Contest of its IQ vs. the victim's Will (at +2 if the wendigo concentrates for a full minute, or +4 for a full hour). If this attempt succeeds, the wendigo then attempts to condition the victim to kill and eat his human companions. Conditioning requires a Quick Contest of the wendi-

go's IQ-3 vs. the victim's Will. While the conditioning goes on the victim becomes inhumanly strong and acquires several repulsive unnatural features. Successful conditioning lasts 1 day per point of success. If the victim eats human flesh in that time, he transforms into the wendigo's fully manifested physical form.

In its fully manifested form, the wendigo attacks either by clawing (3d crushing damage) or by biting (3d-1 cutting damage).

ST 30 [140*]; **DX** 10 [0]; **IQ** 6 [-80]; **HT** 12 [20].

Damage 3d/5d+2; BL 180 lbs.; HP 30 [0]; Will 8 [10]; Per 12 [30]; FP 12 [0].

Basic Speed 5.50 [0]; Basic Move 5 [0]; Dodge 9†.

15'; 2,700 lbs. (SM +3).



Social Background

TL: 0

CF: American Indian cultures of Canada and the United States [0]; European cultures of Canada and the United States [1].

Languages: Cree (Native/None) [-3].

Advantages

Claws (Blunt) [3]; Combat Reflexes [15]; Discriminatory Smell [15]; Enhanced Move 1 (Ground Move 10) [20]; Fearlessness 4 [8]; Hard to Kill 2 [4]; High Pain Threshold [10]; Mind Control (Symptoms: +10 ST, Unnatural Features: Gaunt, Glowing eyes, Long tongue, Matted hair, Sallow skin, +105%; Conditioning Only, -50%; Only victims of possession, -30%) [63]; Penetrating Voice [1]; Possession (Only in Unkillable Spirit Form, -10%; Sense-Based, Hearing, -20%; Spiritual, -20%; Preparation Required, 8 hours, -30%) [20]; Single-Minded [5]; Teeth (Sharp) [1]; Temperature Tolerance 6 (Cold) [6]; Terrain Adaptation (Snow) [5]; Unaging [15]; Unkillable 3 (Reincarnation, -20%; Trigger: Only manifests physically after new host kills another human and eats his flesh, -12%) [102].

Disadvantages

Appearance (Horrific) [-24]; Bestial [-10]; Cannot Speak [-15]; Gluttony [-5]; Loner (6) [-10]; Odious Personal Habit (Kills and eats human beings) [-15]; Skinny [-5]; Wealth (Dead Broke) [-25].

Skills

Brawling-12 (DX+2) [4]; Stealth-14 (DX+4) [16]; Survival (Woodlands)-14 (Per+2) [8].

* -30% for Size.

† +1 from Combat Reflexes.

UNNATURAL SWARMS

Plants or animals may appear in swarms of unnatural size, defined as *hordes*. A horde takes up multiple hexes. It can attack one person for each hex occupied; effectively it has Extra Attacks. Vision rolls to spot it have a positive SM. To determine this, compute the SM based on its diameter and add 2; a one-hex horde, or swarm, with a diameter of 1 yard, has

SM 0 instead of -2. The SM does not affect combat rolls, as a horde hits automatically.

A horde is harder to disperse than a standard one-hex swarm. Multiply the HP for the swarm by the horde's diameter in yards to find the hits needed to disperse the horde.

A magical spell or baneful spirit can summon swarms or hordes of normally solitary animals. Adventurers might encounter a horde of weasels or ravens, or even of mythical creatures such as basilisks. Fantasy swarms and hordes may also consist of multiple species all acting together, effectively a kind of hybrid. Alfred Hitchcock's film *The Birds* depicts this kind of horde behavior in a modern setting.

The Rats of Hamelin

In the story of the Pied Piper of Hamelin, huge swarms of rats infest a town, until it becomes nearly uninhabitable. The horde of rats has the following traits:

Diameter 550 yards (SM +17).
Move 4. Does 1d cutting damage per turn. Armor protects with its normal DR. HP 3,300 to disperse the swarm.

MAGICAL CREATIONS

As noted in the above, powerful spells create many sorts of monsters. Giants, hybrids, and possessed creatures are sometimes the work of wizards. Various other forms of mana-based magic can bring unique, unnatural creatures into being.

Alternatively, the wizard can himself turn into such a creature. In Norse legend, for example, the dragon Fafnir was originally one of three magically talented brothers. He transformed himself into a dragon to guard a treasure the gods gave in compensation for the death of his brother Ottar, also a shapeshifter.

The Golem

-25 points

The golem was an artificial man brought to life by Jewish ritual magic. There are many Jewish legends about golems, but Rabbi Judah ben Loew made the best-known golem in Prague in 1580. Aided by his two best students, he shaped the clay of the Vltava

River's banks into the form of a man and placed God's secret name, written on a piece of parchment, in his creation's mouth.

The golem was effectively a superhero, from the viewpoint of the Jews of Prague. It spent the days assisting the rabbi in the synagogue, under the name of Joseph, and six nights a week it went out to patrol the ghetto, stopping plots against the Jews. Eventually a band of Christians invaded the ghetto, planning to attack the golem – but it waited inside the gates. It took away their battering ram, and attacked them with it, killing several. This alarmed the rabbi, and when offered a promise of legal protection for the Jews, he removed its activating parchment for the last time.

The golem looks like a slightly large, awkward man, with grayish skin and no hair or beard. It's much stronger than a man of its height and weight.

ST 15 [50]; DX 11 [20]; IQ 8 [-40]; HT 13 [30].

Damage 1d+1/2d+1; BL 45 lbs.; HP 15 [0]; Will 8 [0]; Per 8 [0].

Basic Speed 6.00 [0]; Basic Move 6 [0]; Dodge 9; Parry 9 (Brawling). 5'10"; 160 lbs. (SM 0).

Social Background

TL: 4.

CF: Eastern Europe (0).

Languages: Hebrew (Native) [0].

Advantages

Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Doesn't Sleep [20]; High Pain Threshold [10]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Homogenous) [40]; Patron (Rabbi Judah ben Loew; 12 or less; Minimal Intervention, -50%) [10]; Single-Minded [5]; Status 1 [5]; Unaging [15]; Unfazeable [15].

Disadvantages

Appearance (Unattractive) [-4]; Automaton [-85]; Cannot Learn [-30]; Disturbing Voice [-10]; Enemies (Christian mobs and fanatics; Hunters; 6 or less) [-15]; Fragile (Unnatural) [-50]; No Sense of Smell/Taste [-5]; Reprogrammable [-10]; Social Stigma (Minority Group: Jewish) [-10]; Unhealing (Total) [-30]; Wealth (Dead Broke) [-25].

Quirks: Observant of Jewish ritual law. [-1]

Features

Neither has nor spends Fatigue Points; Sterile.

Skills

Brawling-12 (DX+1) [2]; Religious Ritual (Jewish)-8 (IQ+0) [4]; Stealth-12 (DX+1) [4].

VICTIMS OF CURSES

Some monsters start out as human beings (or other intelligent beings) but fall under a curse. In many legends, lycanthropy (turning into a wolf or other dangerous animal) originates in this way. The curse strips the accursed person of his humanity. Curses can also create ghosts, corporeal undead, and various other unnatural entities. There may be a way to dispel the curse, but many victims are defiant and unwilling to learn what the curse was meant to teach them.

Lilith

714 points

According to medieval Jewish legend, Lilith was the original cursed monster. She was Adam's first wife, made like him from earth; but she refused to lie beneath him during sexual intercourse, saying that she was

his equal. She called on God's true name and flew out of Eden to the Red Sea. God sent three angels to bring her back, but she refused and was changed into a night demon. Now she flies over the Earth, seducing men who sleep alone and inflicting fatal illnesses on newborn children.

Lilith has feathered wings instead of arms. In flight, she has a 10' wingspan, but on the ground, she keeps her wings folded. She has bright red hair and strongly marked features.

Lilith's two usual attacks both require her to touch her victims. She can use them without becoming visible or tangible. The men she embraces experience physical pleasure. If they fail a roll vs. HT-1, they can only moan with pleasure for 1 minute per point of failure. Offering to renew the pleasure gives her +3 on any Influence roll. She can steal the breath from babies in their first days of life. If they fail a roll against HT-1, they stop breathing for 1 minute per point of failure (see *Suffocation* on p. B436).

ST 10 [0]; **DX** 12 [24*]; **IQ** 12 [40]; **HT** 12 [20].

Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 20 [40]; Per 12 [0]; FP 12 [0]. Basic Speed 6.00 [0]; Basic Move 6 [0]; Dodge 9; Block 9 (Wings). 5'8"; 145 lbs. (SM 0; SM 2 in flight).

Social Background

TL: 3.

CF: Near Eastern [0].

Languages: Hebrew (Native) [0].

Advantages

Affliction 2 (HT-1; Affects Substantial, +40%; Based on Will, +20%; Incapacitation: Ecstasy, +100%; Melee Attack, Reach C, No Parry, -35%; Only on sexually mature men, -30%; Preparation Required, 1 Minute, -20%) [35]; Affliction 2 (HT-1; Affects Substantial, +40%; Incapacitation: Choking, +100%; Melee Attack, Reach C, Cannot Parry, -35%; Only on very young Infants, -50%) [31]; Allies (100 demons; built on 25% of her point value; 12 or less; Summonable, +100%) [48]; Appearance (Very Beautiful) [16]; Charisma 4 [20]; Dark Vision [25]; Detect (Sexual Desire) [10]; Doesn't Sleep [20]; Flight (Winged, -25%) [30]; Immunity to Metabolic Hazards [30]; Indomitable [15]; Insubstantiality (Affects Substantial, +100%) [160]; Invisibility (Switchable, +10%; Only When Insubstantial, -10%; Substantial Only, -10%) [36]; Medium [10]; Patron (Yahweh; 6 or less; Highly Accessible, +50%; Special Abilities, +100%; Unwilling, -50%) [30]; See Invisible (Spirits) [15]; Unaging [15].

Perks: Penetrating Voice. [1]



Disadvantages

Cannot Speak (Mute; Only When Insubstantial, -10%) [-23]; Enemy (Angels of Yahweh; Rivals – seek to drive her away but not harm her; 6 or less) [-7]; Fanaticism (Rebel against Yahweh and Adam) [-15]; Lecherousness (6) [-30]; No Fine Manipulators [-30]; Odious Personal Habit (Steals the spirits of newborn infants) [-15]; Reputation -4 (Seductress and Murderess; among Jews; 10 or less) [-5]; Selfish (6) [-10].

Quirks: Incompetence (Law); Wants to be on top. [-2]

Features

Can use her wings for a Block maneuver using Cloak skill.

Skills

Acrobatics (Aerobatics)-12 (DX+0) [4]; Acting-16 (IQ+4) [16]; Cloak-12 (DX+0) [2]; Dancing-18 (DX+6) [24]; Erotic Art-18 (DX+6) [24]; Fast-Talk-12 (IQ+0) [2]; Hidden Lore (Demon Lore)-12 (IQ+0) [2]; History (Jewish)-12 (IQ+0) [4]; Occultism-12 (IQ+0) [2]; Ritual Magic (Jewish Spirit Magic)-21 (IQ+9) [44]; Sex Appeal-16 (HT+4) [16]; Theology (Jewish)-21 (IQ+9) [40].

* -40% for No Fine Manipulators.

OFFSPRING OF GODS

In many mythologies, the gods occasionally beget monsters. In Norse myth, Loki had three children – the wolf Fenris, the world-encircling snake Jormungandr, and the half-woman/half-corpse Hela. In Greek legend, a variety of monsters were fathered by one or another god. Such beings should be physically formidable and either magically gifted or magic-resistant.

Brontes

670 points

Brontes was one of the original Cyclopes of Greek and Roman myth. He and his brothers were born of Gaea, the goddess of the Earth, at about the time when she was giving birth to the Titans. When Zeus led the younger Greek gods in rebellion against the Titans, the Cyclopes sided

with him and made his thunderbolts, using their great skill in crafts (see *Thunderstones*, p. 28). Brontes looks generally human, but has a single eye in the middle of his forehead, repulsive features, and a squat, bowlegged build.

Brontes attacks with a thunderous roar (1/2D 10, Max 100, Acc 3, RoF 1, Shots N/A, Recoil 1) that sounds in a cone 5 yards wide at its maximum range. Anyone who hears it must roll vs. HT-5, if within 10 yards, or HT-2, if farther away. A victim who fails this roll is unable to hear for 1 minute per point of failure and is stunned until he succeeds on a HT roll with the same modifier (one attempt per second). This attack costs Brontes 10 Fatigue. Usually he follows it up by kicking for 5d crushing damage.

ST 45 [210**]; **DX** 10 [0]; **IQ** 9 [-20]; **HT** 10 [0].

Damage 5d/7d+1; BL 405 lbs.; HP 45 [0]; Will 10 [5]; Per 9 [0]; FP 20 [30].

Basic Speed 5.00 [0]; Basic Move 5 [0]; Dodge 8.
30'; 15,000 lbs. (SM +4).

Social Background

TL: 1.

CF: Eastern Mediterranean [0].

Languages: Homeric Greek (Native/None) [-3].

Advantages

Affliction 6 (HT-5; Affects Insubstantial, +20%; Cone, 5 yard width, +100%; Costs 10 Fatigue, -50%; Disadvantage: Deafness, +20%; Sense-Based: Hearing, +150%; Stunning, +10%) [210]; Allies (Two brothers; built on 100% of his point value; 15 or less) [30]; Artificer 4 [40]; DR 2 [10]; Enhanced Move 1 (Ground Move 10) [20]; Gadgeteer [25]; Hard to Kill 5 [10]; Night Vision 5 [5]; Patron (Zeus; 6 or less; Special Abilities, +100%) [30]; Power Investiture 6 (Gaea) [60]; Reputation (Artificer, Maker of Zeus's Thunderbolts; All Classically Educated People) +4 [10]; Single-Minded [5]; Subsonic Hearing [5].

Perks: Penetrating Voice. [1]

Disadvantages

Appearance (Monstrous; Universal, +25%) [-25]; Bad Temper (6) [-20]; Clueless [-10]; Odious Racial Habit (Coarse and Brutal) [-10]; One Eye

[-15]; Social Stigma (Minority Group) [-10].

Quirks: Bowlegged. [-1]

Skills

Armoury/TL1 (Missile Weapons)-13*† (IQ+4) [4]; Brawling-11† (DX+1) [4]; Innate Attack (Breath)-9‡ (DX-1) [4]; Masonry-14* (IQ+5) [2]; Metallurgy/TL1-12 (IQ+3) [16]; Natural Philosophy-8 (IQ-1) [2]; Prospecting/TL1-12 (IQ+3) [12]; Smith/TL1 (Copper)-13*† (IQ+4) [4]; Theology-8 (IQ-1) [2].

Spells

Enchant-15 [8]; Lightning-15 [4]; Power-15 [4]; Puissance-15 [4]; Shape Air-15 [4]; Shape Earth-15 [4]. All include +6 for Power Investiture.

* +4 from Artificer.

† -1 from One Eye.

‡ -3 from One Eye.

** -40% for Size.

Brontes has two brothers, Steropes and Arges; the three are often together. Represent them as Allies who appear on a 15 or less. They look very much alike and have identical character sheets, except that each of the brothers has a different attack and attack skill.

Steropes attacks by hurling lightning bolts (1/2D 200, Max 2,000, Acc 3, RoF 1, Shots N/A, Recoil 1) that inflict 8d burning damage, stun victims on a failed roll vs. HT-7, and stop their hearts for (20 - HT) minutes on another failed roll vs. HT-7.

Arges' gaze is a blinding flash of light (1/2D 10, Max 100, Acc 3, RoF 1, Shots N/A, Recoil 1). Its effects are the same as Brontes' roar, except that it afflicts those who see it instead of those who hear it, and blinds instead of deafening. Each attack costs 10 Fatigue.

Steropes: Burning Attack 8d (Costs 10 Fatigue, -50%; Increased Range, ×20, +40%; Side Effect: Heart Attack, +350%; Side Effect: Stunning, +50%; Surge, +20%) [204]; Innate Attack (Beam)-10 (DX+0) [8].

Arges: Affliction 6 (HT-5; Affects Insubstantial, +20%; Cone, 3 yard width, Disadvantage: Blindness, +50%; +80%; Sense-Based: Vision, +150%; Costs 10 Fatigue, -50%) [210]; Innate Attack (Gaze)-9 (DX-1) [4].

PRIMORDIAL ENTITIES

Some monsters may have survived from an earlier stage in the history of the cosmos. Greek myth had hundred-handed giants fighting on the side of the Titans; Norse myth had frost giants and fire giants arrayed against gods and men. Primordial entities may simply be huge manlike or beastlike creatures, possibly with odd numbers of heads or limbs. In a world with realistic biological evolution, they may resemble invertebrates of some kind. In a more mythic world, they may be made of raw elemental matter not fully shaped into solid form. Primordial entities are overwhelmingly powerful; only the greatest heroes could survive a battle with one.

Primordial entities may be impossible to destroy permanently; the most the hero can do may be to drive away their local manifestations. The creature the hero battles may be the monster's physical materialization instead of its true self. The true entity may exist on another plane, perhaps as a spirit.

Tiamat

1,200 points

Tiamat isn't just a primordial being from before the dawn of time; she's the first primordial mentioned in any human records. The ancient Babylonian *Enuma Elish* described how the world began as two great deities – Tiamat, the ruler of salt water, and Apsu, the ruler of fresh water. Apsu impregnated Tiamat and she gave birth to younger gods.

Eventually their battles and celebrations made so much noise that their parents were angry, and Apsu resolved to kill them. Tiamat protested, but when the younger gods struck first, she resolved to avenge her husband. Marduk, one of the youngest gods, promised to defeat Tiamat if the other gods would make him their king. They accepted the bargain, and after his victory, Marduk cut Tiamat's body in half, making half into the sky and the other half into the Earth. But every year Tiamat starts to revive, flooding the land, and Marduk must kill her again.

The following description is for a lesser material form of Tiamat, such as adventurers might encounter. It doesn't attempt to portray her full size, as half of the universe, or her indestructible spirit. In this form, Tiamat has a horizontal body with four clawed legs and two wings; her head has four widely spaced eyes and a fanged mouth with a forked tongue.

Tiamat's greatest attack is her ability to summon flood waters from the Earth. The waters fill a 60-yard radius centered upon Tiamat's physical body. Anyone in this area must roll vs. HT-5. A failed roll results in inability to breathe for 1 minute per point of failure (see *Suffocation* on p. B436). She can also bite for 36d-1 cutting damage. Simply seeing her requires a Fright Check at Will-2.

ST 350 [880*†]; **DX** 8 [-24*]; **IQ** 9 [-20]; **HT** 12 [20].

Damage 36d/38d; BL 24,500 lbs.; HP 350 [0]; Will 16 [35]; Per 12 [15]; FP 12 [0].

Basic Speed 5.00 [0]; Basic Move 5 [0]; Dodge 8.

200' long; 6,000,000 lbs. (SM +9).

Social Background

TL: 1.

CF: Ancient Near East [0].

Languages: Akkadian (Native) [0].

Advantages

Affliction 6 (HT-5; Area Effect: 60 yards radius, +300%; Incapacitation: Choking, +100%; Emanation, -20%) [288]; Amphibious [10]; DR 6 (Can't Wear Armor, -40%; Flexible, -20%) [12]; Doesn't Breathe (Gills, -50%) [10]; Enhanced Move (Water Speed 10) [20]; Flight (Cannot Hover, -15%; Winged, -25%) [24]; Nictitating Membrane 3 [3]; Peripheral Vision [15]; Slippery 5 [10]; Teeth (Sharp) [1]; Terror 2 (Always On, -20%) [40]; Unaging [15]; Unkillable 3 (Trigger: Spring rains, -15%) [128]; Very Fit (Only in water, -30%) [11].

Disadvantages

Cold-Blooded [-5]; Enemy (Marduk; Hunter; 12 or less) [-40]; Quadruped [-35]; Social Stigma (Monster) [-15]; Vow (Avenge her Husband's Death) [-10].

Skills

Intimidation-19 (Will+3) [12].

* -40% for No Fine Manipulators.

† -40% for Size.

The Thing cannot be described – there is no language for such abysses of shrieking and immemorial lunacy... A mountain walked or shambled.

– H.P. Lovecraft,
“The Call of Cthulhu”

RACES AND CULTURES

Many fantasy worlds have multiple sapient races. They often look like human beings, aside from being larger or smaller, or having unusual features or coloration. Their main difference is often the location of their homes. But fantasy races may also be much more exotic.

Fantasy races usually have strange cultures as well as strange shapes. While a traditional adventurer might encounter unfamiliar customs in Africa or the Arctic, a fantasy hero often finds such customs among the elves or

dwarves. A fantasy world's human cultures may vary less than in the real world. Nonhuman races may have only one culture per race. In genre fantasy, the cultures of commonly portrayed races often follow familiar patterns: elves are noble and love the natural environment, dwarves are clannish miners and metalworkers, orcs are warlike savages, and so on.

Fantasy races can have more varied cultures. Two bands of elves might be as different as Bedouin Arabs and Australian Aborigines, or English

knights and Japanese samurai. (The fantasy comic book *Elfquest* explored this theme, with several different elvish cultures.) Alternative racial cultures will surprise players who think they already know about fantasy races.

The legends of human cultures outside of Europe and the United States provide one source for GMs looking for variety. Perhaps the beings they describe, which sound like strange variants on dragons or fairies or vampires, really are dragons or fairies or vampires, but with different cultures of their own.

Actually playing a fantasy campaign starts with creating the characters. Fantasy stories and campaigns commonly emphasize adventure, and

a certain mix of skills has become customary in both: combat, stealth, and spellcasting, the specialties of warriors, rogues, and wizards. But

advisory and support specialists such as the healer or the scholar can be useful too, and offer roles for players who want to try something different.

CAMPAIGN STYLES AND POINT VALUES

Fantasy novels include characters at a wide range of power levels, often in the same story. Roleplaying campaigns generally need a narrower range. Too wide a gap leaves the low-point-value characters without much to do. But if a campaign will have a standard point value, what should that point value be?

In low fantasy, and in fantasy based on folklore and fairy tales, point values below 100 often work well. An ordinary man thrown into adventure can be a 50-point character. In higher fantasy, characters built on 100-200 points work better; the added points can represent the Rank, Status, and Wealth of aristocrats, or the skills of veteran adventurers such as the heroes of

sword and sorcery. In a dark fantasy setting, PCs may need the added points just for survival! Still higher point values are possible, but move the campaign to the level of epic, with heroes who can contend with the gods or challenge fate. This chapter assumes that the base for typical characters is 100 or 150 points, with up to 50 or 75 points in disadvantages.

RACIAL TEMPLATES

The following templates define various fantasy races in **GURPS** terms. These designs illustrate the creation of races and offer versions of most fantasy standards, plus a few more unusual types such as devilfish. GMs should feel free to make up additional races to suit the needs of their campaigns.

Not all of these templates are suitable for player characters in every campaign. GMs are free to set character point limits that make some templates prohibitively expensive, to disallow specific templates, or even to forbid PCs of any nonhuman race. Some more powerful templates, such as the djinni and dragon, will be unsuitable in the majority of campaigns. GMs can still use such templates to design NPCs that a group of adventurers may encounter.

Because racial templates are completely rigid, list them on a character sheet as a single trait – for example, “Dwarf [35].” An unusual member of a race, who lacks a typical racial trait, can have its absence listed as an individual trait on his character sheet; for example, a dwarf might have “No Stubbornness [5].”

Centaur

90 points

A centaur is a six-limbed being with the head, arms, and torso of a

man emerging from the shoulders of a horse. An average centaur weighs about 1,200 lbs. and is 3 hexes long. Centaurs attack with a variety of weapons, but can also kick to the rear (doing thrust as crushing damage).

Centaurs are highly mobile, nomadic, and famed for their untamed behavior. They own no more than they can carry, though that can be a substantial weight. Centaur tribes usually trade for a small range of goods: beer or wine, salt, and iron for horseshoes. Many of them have traits such as Berserk and Compulsive Carousing. However, a few centaurs became scholars famed for their wisdom. One such was Chiron, the tutor of several mythical Greek heroes.

Attribute Modifiers: ST+8 (Size Modifier, -10%) [72]; IQ-1 [-20]; HT+2 [20].

Secondary Characteristic Modifiers: SM +1; Per+1 [5].

Advantages: Claws (Hooves) [3]; Enhanced Move 1 (Running) [20]; Extra Legs (Four Legs) [5]; Fearlessness 1 [2].

Disadvantages: Impulsiveness (12) [-10]; Overconfidence (12) [-5].

Quirks: Compulsive carousing; Finds the trappings of domesticated

horses – saddle, harness, stables, etc. – particularly odious. [-2]

Devilfish

70 points

Devilfish are creatures of the oceans, favoring reef environments, though they can leave the water for a short time when necessary. Despite their name, they are neither devils nor fish, but intelligent cephalopods resembling large octopuses. They communicate by skin pattern changes and use those same changes to cast spells (see *Nonhuman Magic*, p. 167). Devilfish technology was spawned from magic; their underwater habitat prevents them from using fire, which they regard as a mysterious and deadly force. They compete constantly for status, often based on skill in magic and rank in magical societies (see *Rank*, p. 130). Unlike other cephalopods, they care for their offspring and pass on knowledge and wealth to them.

Devilfish are more or less globular, averaging 4' in diameter, and weigh about 200 lbs. A devilfish's normal first move in combat is to grapple (at up to +12 if using all his arms); his size gives him a 1-yard reach. Once he has immobilized the foe he will attempt to bite him, inflicting thrust-1 large piercing damage.

From Creature to Character

One source for additional races is animal/creature descriptions, whether from the *Basic Set* (*Animals and Monsters*, p. B455), from this book (p. 46), or from a sourcebook for a particular fantasy world. Abbreviated creature statistics can translate into full racial templates, allowing creation of characters belonging to those races. Racial templates can also be used to define a companion animal that is a PC's Ally (see p. 132, *Ally or Asset?*) or to define the animal form(s) of a shapeshifter (see the selkie and werewolf templates here, for examples).

First, turn the creature's attributes into racial attribute modifiers. An attribute score above 10 turns into a racial attribute bonus; one below 10 turns into a racial attribute penalty. The cost is unchanged; for example, DX 8 costs -40 points, so a racial modifier of -2 to DX costs -40 points.

Now, compute the base values for the secondary characteristics. If the actual secondary characteristics are higher or lower than this, treat the difference as a secondary characteristic modifier, at the usual point cost. Animal species usually have IQ 5 or less, but wild animals usually have Perception 12. For example, a tiger has IQ 4 but Per 12; as a template, this would be IQ -6 [-120] and Per +8 [40].

Sort the list of traits into advantages, disadvantages, perks, and quirks. Assign each its appropriate point value. List meta-traits such as Quadruped with their combined point values, either as advantages or as disadvantages. In a fantasy setting, a creature may have an emblematic trait; include that as a racial advantage or disadvantage. Add any other traits needed to define the species fully.

Any skills included in the creature statistics should also be in the racial template; they are either instinctive or learned in childhood by every normal member of the species. For a wild animal species, include Survival for its native habitat at Per (usually Survival-12).

It's also possible to create an upgraded version of an animal template, to represent either a superior animal or a sapient animal. Remove the Fixed IQ Taboo Trait, raise the racial IQ (typically by 1 point for a superior animal; at least to IQ 6 for a sapient animal), and remove or reduce mental disadvantages. For example, Bestial [-10] can be removed; Hidebound [-5]

can be reduced to Dull [-1], a quirk; for sapient animals, Cannot Speak [-15 or -25] can be removed (a sapient animal's only distinctive trait is usually Dull). When increasing IQ, decrease Per bonuses to give the same final Per score.

Superior Horse

75 points

Gods and legendary heroes often have extraordinarily gifted horses, such as Odin's Sleipnir, Alexander the Great's Bucephalus, and Gandalf's Shadowfax. Such a horse might have the following template.

Attribute Modifiers: ST +12 (No Fine Manipulators, -40%; Size, -10%) [60]; DX -1 [-20]; IQ -5 [-100]; HT +1 [10].

Secondary Characteristic Modifiers: SM +1; Will +6 [30]; Per +7 [35]; Basic Move +5 [25].

Advantages: Claws (Hooves) [3]; Combat Reflexes [15]; Empathy [15]; Enhanced Move 1 (Ground) [20]; Fit [5]; Higher Purpose (Devotion to Rider) [5]; Peripheral Vision [15].

Disadvantages: Cannot Speak [-15]; Quadruped [-35]; Social Stigma (Valuable Property) [-10].

Quirks: Dull. [-1]

Skills: Brawling-10 (DX+1) [2]; Mount-13 (DX+4) [16].

Notes: This template is based on the cavalry horse (see p. B459). IQ is increased by 2 points; HT is increased by 1 point, which gives a Basic Speed of 5.

Will and Per bonuses are reduced to give unchanged final scores of 11 and 12. Increase Basic Move to 10, faster than a typical racehorse, to reflect the legendary capabilities of superior horses. Include advantages Fit, Empathy and Higher Purpose, and the adjustment of Mount skill to DX+4, reflect the horse's extraordinary bond with his rider. Reduce Hidebound to Dull to reflect superior equine intelligence.

The greatest legendary horses might have even higher point values; raising Fit to Very Fit, giving them levels of Hard to Kill, or raising their IQ would be appropriate.

For a race of sapient horses, such as the Houyhnhnms of *Gulliver's Travels*, keep the same physical traits, but raise IQ to 10 or even higher, and remove Cannot Speak, Dull, and Social Stigma. Among the Houyhnhnms, it was human-shaped beings, the Yahoos, who counted as (possibly) valuable property!



Some devilish join the Abyssals, a secretive cult of the deeper oceans, lured by the promise of secret magical power. Abyssals have a Dread of sunlight and cannot come within three yards of the ocean's surface by day.

Attribute Modifiers: ST+1 (Size, -10%) [9]; DX-1 [-20]; IQ+1 [20]; HT+1 [10].

Advantages: Absolute Direction (Only by Day, -20%) [4]; Chameleon 2 [10]; Constriction Attack [15]; Doesn't Breathe (Oxygen Storage When Out of Water; 25x, -50%) [10]; Enhanced Move (Water; x2; Costs Fatigue, 1 FP/minute, -5%) [19]; Extra Arms 6 (Extra-Flexible, +50%; No Wounding, -50%; Modifiers apply to normal arms) [60]; Flexibility [15]; Injury Tolerance (No Neck) [5]; Magery 0 [5]; Night Vision 3 [3]; Sensitive Touch [10]; Teeth (Sharp Beak) [1].

Disadvantages: Cannot Speak (Mute) [-25]; Cold-Blooded (Below 50°) [-5]; Colorblindness [-10]; Deafness [-20]; Innumerate [-5]; Invertebrate [-20]; Selfish (6) [-10]; Semi-Aquatic [0]; Short Lifespan 1 [-10].

Quirks: Dislike of fire. [-1]

Features: Cannot tell shape of objects by touch; Doesn't Breathe (Gills; Breathes Water Only).

Abyssal

0 points

Secondary Characteristic Modifiers: Will +1 [5].

Advantages: Dark Vision [25] replaces Night Vision; Power Investiture 1 [10]; Pressure Support 2 [10].

Disadvantages: Curious (12) [-5]; Disciplines of Faith (Asceticism) [-15]; Dread (Sunlight, 3 yards) [-12]; Fanaticism [-15].

Djinni

247 points

Arabic legends say that Allah made men from earth, but djinn from smokeless fire (see *Spirits in the Material World*, p. 30). The natural form of a djinni is a cloud of vapor, which can be either visible or invisible. Djinn can also materialize in the shape of tall, powerfully built humans (determine height and weight according to the rules for Gigantism, p. B15). When dematerialized they can only speak in peculiar breathy whispers.

Djinn as a race have great magical power and often are mighty sorcerers. This template does not include spells, but nearly all djinn know Food and Illusion spells (pp. 169 and 170). They are proud by nature, but some are obedient Muslims.

Attribute Modifiers: DX+2 [40]; IQ+2 [40]; HT+2 [20].

Secondary Characteristic Modifiers: SM +1; HP+5 (Size, -10%) [9].

Advantages: Alternate Form (Materialized Djinni) [15]; Body of Air [36]; Doesn't Eat or Drink [10]; Invisibility (Carrying Capacity, No Encumbrance, +10%; Normally On, +0%; Switchable, +10%) [48]; Magery 3 [35]; Unaging [15].

Disadvantages: Dread (Solomon's Seal; Occasional) [-10]; Disturbing Voice [-10].

Quirks: Proud. [-1]

Materialized Djinni

200 points

Attribute Modifiers: ST+5 (Size, -10%) [45]; DX+2 [40]; IQ+2 [40]; HT+2 [20].

Secondary Characteristic Modifiers: SM +1.

Advantages: Appearance (Very Handsome/Beautiful) [16]; Magery 3 [35]; Unaging [15].

Disadvantages: Dread (Solomon's Seal; Occasional) [-10]; Gigantism [0].

Quirks: Proud. [-1]

Dragon

300 points

These dragons are a version of the winged, fire-breathing reptiles of European myth. This template represents a large, old dragon, more powerful than the template on p. B261. It is usually a major foe for a team of heroes, though it might be a Patron or even an Ally for a great hero or wizard.

Dragons eat only meat, and it takes a lot of it to sustain their huge bodies and fast metabolisms. A full-grown dragon needs a hunting territory with a radius of 10 to 20 miles. As a result, dragons are fiercely territorial. Each male dragon has his mountaintop domain, from which he watches for gold, rivals, and threats from human adventurers, often drawn by his hoard.

Dragons have a passion for gems and precious metals; the reason is uncertain. It may be a mating ritual, since legends mainly describe male dragons as hoarding. Dragons are incredibly passionate about their wealth and enraged at losing any of it.

All dragons are capable of using magic, and most learn spells. Their intelligence may be a byproduct of their magical natures.

A dragon on this scale weighs 3,000 to 5,000 lbs. and has a 30' wingspan. His claws inflict thrust cutting or impaling damage; his bite causes thrust-1 impaling damage; and his fiery breath does 4d burning damage.

Attribute Modifiers: ST+20 (Size, -40%) [120].

Secondary Characteristic Modifiers: SM +4; Will+3 [15]; Per+3 [15].

Advantages: Burning Attack 4d (Cone, 5 yards, +100%; Limited Use, 6/day, -10%; Reduced Range, x1/5, -20%) [34]; Claws (Long Talons) [11]; Discriminatory Smell [15]; DR 6 (Can't Wear Armor, -40%) [18]; Eidetic Memory [5]; Enhanced Move 1 (Air) [20]; Extra Attack [25]; Extra Legs (Four Legs) [5]; Flight (Winged, -25%) [30]; Hard to Kill 5 [10]; Longevity [2]; Magery 1 [15]; Night Vision 8 [8]; Striker (Tail; Crushing) [5]; Teeth (Fangs) [2].

Disadvantages: Bad Grip 3 [-15]; Gluttony (12) [-5]; Greed (12) [-15]; Horizontal [-10]; Miserliness (12) [-10].

Dwarf

35 points

Dwarves are a race of miners, metalworkers, and craftsmen. They live underground, which is their workplace and protection from enemies. Dwarves are small but strong and enduring, with highly developed combat skills. They may become alchemists or specialize in enchanting, if they are magically gifted, but few dwarves practice other sorts of magic. Many have Magic Resistance.

Dwarves might be only 2/3 as tall as humans, but they are much longer-lived, with a nose for gold and a flair for all forms of craftsmanship. Dwarves often live in underground halls, and their eyes are adapted to dim light. Many dwarves have Miserliness, but this is not a racial trait.

Attribute Modifiers: HT+1 [10].

Secondary Characteristic Modifiers: SM -1; Will+1 [5].

Advantages: Alcohol Tolerance [1]; Artificer 1 [10]; Detect Gold (Vague, -50%) [3]; Extended Lifespan 1 [2]; Lifting ST +2 [6]; Night Vision 5 [5].

Disadvantages: Greed (15) [-7].

Elf

70 points

Elves are the quintessential fantasy race: very similar to humans (and cross-fertile with them, in many settings), but exceptionally beautiful, ageless, and naturally magical. Some descriptions make them superb artists, while others say that they ultimately lack creativity; this version avoids either option, while making them sensitive to the beauty of landscapes and living creatures. Elves normally live in forested areas. They use their magic to enhance the growth and fertility of their forests. Survival rolls in an elven forest are at +1 or better. They find clearing the land repugnant, and since elven leaders have centuries of skill in warfare, elven forests tend to stay forested.

Elves are comparatively slender, relying on speed and agility more than raw strength. Determine their height normally from their ST and add 2".

Attribute Modifiers: ST-1 [-10]; DX+1 [20].

Secondary Characteristic Modifiers: Per+1 [5].

Advantages: Appearance (Attractive) [4]; Magery 0 [5]; Perfect Balance [15]; Telescopic Vision 1 [5]; Unaging [15]; Voice [10].

Racially Learned Skills: Connoisseur (Natural Environments) (A) IQ-1 [1]-9.

Faerie

140 points

Faeries are a naturally magical race. Their bodies are magically created, with little actual substance (see *Insubstantiality*, p. 128). This lets them change their appearance and apparent size freely. Many of them are masters of magic, though their spells cannot create or change anything substantial (see *Nonhuman Magic*, p. 167). Among other things, the touch of iron dispels faerie magic,

and iron weapons are especially deadly to the faeries. Faeries can wear, handle, or even consume illusions. Many of them are skilled in illusion spells and in using Art (Illusion) to shape illusionary objects.

Attribute Modifiers: DX+2 [40].

Secondary Characteristic Modifiers: Per+2 [10]; Will-2 [-10]; Basic Speed +0.5 [10].

Advantages: Appearance (Very Handsome/Beautiful) [16]; Chameleon 5 [25]; Doesn't Eat or Drink [10]; Insubstantiality (Carrying Capacity: No Encumbrance, +10%; Always On, -50%; Illusionary Form, -15%) [36]; Magery 0 (Impermanent, Dispelled by Iron, -20%) [5]; Morph (Cosmetic, -50%) [50]; Unaging [15].

Disadvantages: Dependency (Mana, Constantly) [-25]; Impulsiveness (12) [-10]; Vulnerability (Iron, $\times 3$) [-30].

Quirks: Annoyed when mortals talk about them; Keep their promises. [-2]

Features: Can use illusionary objects as if they were substantial; Felt as ghostly touches by material beings; Must take on winged shape to move vertically.

Variant Races: This version of faeries is only one interpretation! Portraying them as creatures of illusion explains their ability to change size and shape, their lack of need for food, and various other traits. But other versions are certainly possible: material beings, like elves, who always veil themselves in magical illusions, or true spirits who only take on visible form when it suits them.

Ghoul

0 points

Though as mortal as humans, ghouls are often confused with undead beings because they need to feed on the dead. The only food that sustains them properly is human flesh, though it doesn't have to be freshly dead. A ghoul who eats other meat in an emergency must roll vs. HT. On a failure, his HT attribute decreases by 1; on a critical failure, retching incapacitates him (see p. B429). Ghouls can only regain lost HT with medical care, usually from a ghoul physician – physicians of other races seldom study the special dietary needs of ghouls.

Ghouls can pass for human, especially if they conceal their sharp



teeth, but they look slightly unappealing. A ghoul who has recently eaten or handled human remains may cover the unpleasant smell by washing or using perfumes.

A ghoul's bite inflicts thrust-1 cutting damage.

Attribute Modifiers: ST+2 [20].

Advantages: Acute Taste and Smell 2 [4]; Night Vision 5 [5]; Reduced Consumption 4 (Cast-Iron Stomach, -50%) [4]; Silence 1 [5]; Teeth (Sharp Teeth) [1].

Disadvantages: Appearance (Unattractive) [-4]; Restricted Diet (Human Flesh; Substitution, Other Flesh, -50%) [-10]; Secret (Imprisonment or Exile) [-20]; Skinny [-5].

Variant Race: This template represents a ghoul who is passing for human. A ghoul who lives in hiding and sneaks out to feed replaces Secret (Imprisonment or Exile) with Social Stigma (Monster) [-15], raising racial template cost to 5 points.

Halfling

20 points

Short and fond of comfort, halflings seldom leave their farms, but those who do sometimes make surprisingly good adventurers, thanks to natural stealth, superb marksmanship, and resilient health. They're not at their best in a stand-up fight, but make fine skirmishers, with thrown rocks, slings, bows, crossbows, or even muskets. The ability to move noiselessly through grass or underbrush also helps. Halflings seldom seek out a fight. They are fairly egalitarian, with chieftains but no kings. Many cultures expect chieftains to give feasts and hand out presents to the guests.

By choice, halflings live underground, in shabby burrows or elaborate tunnel complexes. The ones who build aboveground are the poor.

An average halfling (ST 5) stands 2'8" to 3' tall and weighs 18 to 29 lbs. (This takes Overweight into account.) Adjust height by 1 to 2" and weight by 2 to 4 lbs. per point of ST above or below 5.

Attribute Modifiers: ST-5 [-50]; DX+1 [20]; HT+2 [20].

Secondary Characteristic Modifiers: SM -2; Will+2 [10].

Cold Iron

Accounts of the faeries often say that they are vulnerable to "cold iron." What that means is widely disputed; some recent sources suggest native iron metal from meteorites or iron worked without heating it.

In older literary works, any iron may count as "cold iron." The word *cold* doesn't define a special type of iron, but describes iron in general, as "red blood" describes blood in general. Rudyard Kipling's poem "Cold Iron" says that cold iron gained its special powers by being used to nail Christ to the cross . . . and the Roman legions weren't using rare meteoric iron for executions. This book's treatment of faeries assumes that all iron hurts faeries and defines iron as Occasional. In a campaign where only some special form of iron is effective, it is Rare.

Advantages: Green Thumb 1 [5]; Hard to Kill 4 [8]; Silence 4 [20].

Disadvantages: Mundane Background [-10]; Overweight [-1].

Quirks: Fond of food and drink; Prefers to live underground. [-2]

Imp

125 points

Imps are the small change of hell, just capable enough to cause mischief and frustration. They tempt their mortal victims into minor sins of anger. This requires a Quick Contest of the imp's Will against the victim's HT. If the imp wins, the target has Bad Temper (12) for one minute per point of success. The imp's roll is at -1 per yard of range.

Imps can't physically manifest on the material plane and thus their actions speak louder than their appearance. To those who can see spirits they appear as very small, repulsive humanoids, about 18 inches tall, like children with unnaturally nasty expressions.

Attribute Modifiers: ST-8 [-80]; IQ-1 [-20].

Secondary Characteristic Modifiers: SM -4; Per+2 [10]; Basic Speed+1 [20].

Advantages: Affliction 1 (Disadvantage: Bad Temper (12), +10%; Malediction, +100%) [21]; Infernal Rank 0 (p. 130) [0]; Magical Spirit [80]; Unmanifested Spirit [149].

Disadvantages: Appearance (Ugly) [-8]; Callous [-5]; Dread (Holy Objects) [-10]; Duty (Tempt or harass mortals; Nonhazardous; 12 or less) [-5]; Enemy (Celestial hierarchy; 6 or less; Rivals) [-10];

Enemy (Immediate infernal superior; 6 or less; Watcher) [-2]; Odious Personal Habit (any) [-5]; Selfish (6) [-10].

Variant Race: Bad Temper is only the most common effect of an imp's attack. Other sorts of imps can inflict other disadvantages, usually mental ones such as Bully (12) or Jealousy, though some imps favor Unluckiness. Some imps simply have the Difficult Speech meta-trait; they can speak, usually whispering to a single victim, at a cost of 1 FP for each brief utterance.

Myrmidon

In ancient Greek myth, the myrmidons were warriors magically created from ants. When humans encountered a sapient insect race, scholars gave it the same name. Myrmidons look like ants, but stand erect on a single pair of legs, using the other two pairs for manipulation. Like ants or termites, they have castes of workers, warriors, and breeders or "queens," plus an extra caste of "priests" who preserve the memory of a nest. Adventurers are likely to encounter only the first two castes; the others remain hidden inside the communal nest.

A myrmidon is the same weight as a human of equal ST. A worker myrmidon's height is also the same; a warrior myrmidon is 25% taller. Warrior myrmidons have sharp, intimidating beaks that inflict thrust-1 large piercing damage. Either workers or warriors can use weapons, but workers are ineffective combatants.

Worker

0 points

Attribute Modifiers: ST+1 [10]; IQ-1 [-20]; HT+1 [10].

Racial Advantages: Discriminatory Taste [10]; DR 2 [10]; Extra Arms 2 [20]; High Pain Threshold [10]; Payload 6 (Liquids Only, -40%) [4]; Peripheral Vision (Vulnerable, -20%) [12]; Social Chameleon [5]; Single-Minded [5].

Disadvantages: Combat Paralysis [-15]; Deafness [-20]; Hidebound [-5]; Mute [-25]; Selfless (6) [-10].

Quirks: Sexless. [-1]

Warrior

100 points

Attribute Modifiers: ST+2 (Size, -10%) [18]; DX+1 [20]; IQ-1 [-20]; HT+3 [30].

Secondary Characteristic Modifiers: SM +1; Per+2 [10].

Racial Advantages: Combat Reflexes [15]; DR 3 [15]; Extra Arms 2 [20]; Extra Attacks 1 [25]; Fearlessness 2 [4]; High Pain Threshold [10]; Payload 2 (Liquids Only, -40%) [1]; Peripheral Vision (Vulnerable, -20%) [12]; Social Chameleon [5]; Single-Minded [5]; Teeth (Sharp Beak) [1].

Disadvantages: Bloodlust (12) [-10]; Deafness [-20]; Hidebound [-5]; Mute [-25]; Selfless (6) [-10].

Quirks: Sexless. [-1]

Orc

-9 points

Orcs are to humans what humans are to elves: short-lived, shortsighted, aggressive, and disliked. All this makes them the natural warrior race of many fantasy worlds. With short generations and intense territoriality, orcs have split into many subspecies. These statistics are for an orc the same weight as a human, but about 2" shorter because of bowleggedness and a squat overall build. Other breeds may be larger or smaller.

Attribute Modifiers: IQ-1 [-20]; HT+1 [10].

Secondary Characteristic Modifiers: Basic Speed+0.75 [15].

Advantages: Acute Taste and Smell 2 [4]; Combat Reflexes [15]; Fearlessness 2 [4]; Fit (Only at Night, -20%) [4]; Infravision [10]; Rapid Healing [5]; Resistant to Disease (+3) [3].

Behind the Curtain: Selkie Design

To illustrate the mechanics of Alternate Form, here are the computations for the point cost of the selkie template. The template cost of the base form is 89 points; subtracting the point cost for Alternate Form, 13 points, leaves 76 points. The point cost of the human form is 80 points, an excess of 4 points. The base cost of Alternate Form is 15 points plus 90% of 4 points, totaling 19 points. A -35% limitation reduces this to 12.35 points, rounding up to 13.

Disadvantages: Appearance (Unattractive) [-4]; Bad Temper (12) [-10]; Callous [-5]; Disturbing Voice [-10]; Impulsiveness (12) [-10]; Sadism (12) [-15]; Unfit (Only by Day, -20%) [-4].

Quirks: Bowlegged. [-1]

Selkie

90 points

A selkie is a seal with the peculiar ability to remove his skin and turn into a man. If a selkie's skin is lost, stolen, or destroyed, he's trapped in his mortal form. Selkies are one of the faerie races and share the common weakness of that kindred for iron. However, their bodies are fully substantial in both forms (in contrast to the Faerie template, p. 108). In human form, they're exceptionally handsome, with graceful movements.

A selkie in seal form can inflict thrust-1 cutting damage with his teeth.

Attribute Modifiers: DX+2 (No Fine Manipulators, -40%) [24]; HT+2 [20].

Secondary Characteristic Modifiers: Per+2 [10].

Advantages: Alternate Form (Human Form; Skinbound, DR 1, Repaired by Healing Rolls, SM -4, Can Be Stolen by Stealth or Trickery, Does Not Work for Thief, Unique, -35%) [15]; DR 1 [5]; Doesn't Breathe (Oxygen Storage x25, -50%) [10]; Enhanced Move 2 (Water; Handling Bonus +5, +25%) [50]; Fur [1]; Nictitating Membrane 1 [1]; Penetrating Voice [1]; Perfect Balance [15]; Pressure Support 1 [5]; Teeth (Sharp Teeth) [1]; Temperature Tolerance 1 (Cold) [1]; Unaging [15].

Disadvantages: Chummy [-5]; Colorblindness [-10]; Horizontal [-10]; Impulsiveness (12) [-10];

No Fine Manipulators [-30]; Semi-Aquatic [0]; Vulnerability (Iron; x2 Damage) [-20].

Quirks: Distractible; Sexually attracted to mortals. [-2]

Skills: Survival (Ocean) (A) Per+1 [4]-13.

Selkie Human Form

80 points

Attribute Modifiers: DX+2 [40]; HT+2 [20].

Advantages: Appearance (Handsome/Beautiful) [12]; Charisma 1 [5]; Perfect Balance [15]; Unaging [15].

Disadvantages: Impulsiveness (12) [-10]; Vulnerability (Iron; x2 Damage) [-20].

Quirks: Sea-aspected moods. [-1]

Skills: Acrobatics (A) DX [2]-12*; Sex Appeal (A) HT+4 [2]-16†.

* +1 from Perfect Balance.

† +4 from Appearance.

Troll

This version of the troll is based on folklore; for an alternate version, see **GURPS Bestiary**. Male and female trolls have different templates. Female trolls have almost always studied magic and are often skilled enchanters; male trolls rely on strength. Both sexes are larger than most other humanoid races, though not as large as giants. Their greatest weakness is turning to stone in sunlight. Trolls are incapable of learning to read but have retentive memories and a large body of oral tradition.

Male trolls average 900 to 1,400 lbs.; female trolls average 400 to 600 lbs. Increase or decrease weight by 100 lbs. per point of difference from racial average ST. Both sexes average 8 to 9' tall; the difference is in bulk, not height. Adjust height by 3" per point of difference from racial average ST.

Male Troll

70 points

Attribute Modifiers: ST+10 (Size, -10%) [90]; IQ-2 [-40]; HT+4 [40].

Secondary Characteristic Modifiers: SM +1; Per+2 [10].

Advantages: Acute Hearing 2 [4]; Amphibious [10]; Breath-Holding 2 [4]; Combat Reflexes [15]; DR 4 [20]; Discriminatory Smell [15]; Extended Lifespan 1 [2]; Fearlessness 4 [8]; Photographic Memory (Preparation Required: 1 hour, -50%) [5].

Disadvantages: Appearance (Ugly; Not to Own Kind, -25%) [-6]; Bad Temper (12) [-10]; Disturbing Voice [-10]; Dyslexia [-10]; Gluttony (12) [-5]; Nocturnal (Permanent Paralysis: Turn to Stone, +100%) [-40]; Odious Racial Habit (Eats sapient beings) [-15]; Social Stigma (Monster) [-15].

Quirks: Code of Honor (Carries out spoken agreements); Uncongenial. [-2]

Features: Night Vision 8 (Visually impaired by day).

Female Troll

65 points

Attribute Modifiers: ST+5 (Size, -10%) [45]; IQ-2 [-40]; HT+4 [40].

Secondary Characteristic Modifiers: SM +1; Per+2 [10].

Advantages: Acute Hearing 2 [4]; Amphibious [10]; Breath-Holding 2 [4]; DR 2 [10]; Discriminatory Smell [15]; Extended Lifespan 1 [2]; Fearlessness 4 [8]; Magery 4 [45]; Photographic Memory (Preparation Required: 1 hour, -50%) [5]; Single-Minded [5].

Disadvantages: Appearance (Ugly; Not to Own Kind, -25%) [-6]; Disturbing Voice [-10]; Dyslexia [-10]; Nocturnal (Permanent Paralysis: Turn to Stone, +100%) [-40]; Odious Racial Habit (Eats sapient beings) [-15]; Social Stigma (Monster) [-15].

Quirks: Proud; Uncongenial. [-2]

Features: Night Vision 8 (Visually impaired by day).

Vampire

80 points

This vampire, from Eastern European folklore, differs from the

one on p. B262. It doesn't gain control of those it infects with vampirism. Its Dread is limited to objects actually imbued with divine power, such as a consecrated host, though a symbol of divine power in the hands of anyone with True Faith can intimidate it. It doesn't suffer from Draining, as fantasy vampires often go much longer than a day without feeding. It picks up some additional advantages from the Intact Undead meta-trait as well. This version can recover from injury by immersion in blood (at the GM's option, contact with blood may restore 1 HP) or through Vampiric Bite, which grants the ability to inflict thrust-1 cutting damage by biting.

The basic vampire is mainly a combat monster; for the more mystical powers of vampires, see *Vampire Mage* below.

Attribute Modifiers: ST+9 [90].

Secondary Characteristic Modifiers: HP+6 [12]; Per+2 [10].

Advantages: Acute Taste and Smell 2 [4]; Doesn't Breathe [20]; High

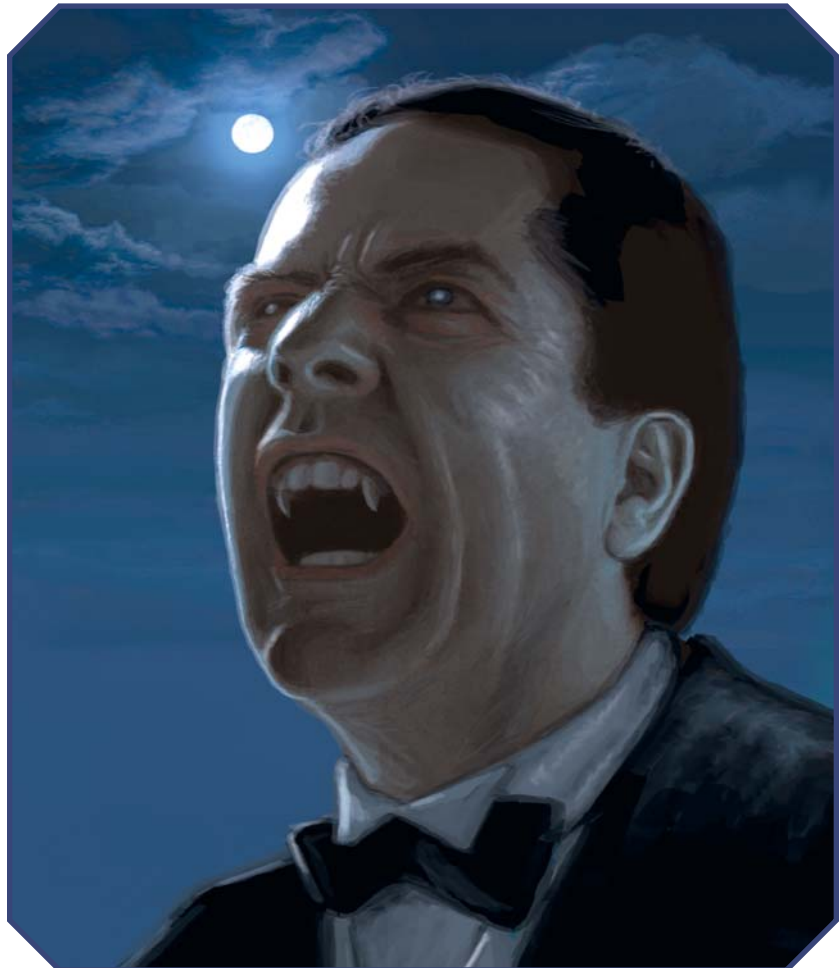
Pain Threshold [10]; Immunity to Metabolic Hazards [30]; Injury Tolerance (No Blood, Unliving) [25]; Night Vision 5 [5]; Temperature Tolerance 10 [10]; Unaging [15]; Unkillable 2 (Vulnerability: Wood, -50%) [50]; Vampiric Bite [30].

Disadvantages: Dependency (Coffin with soil of homeland; Daily) [-60]; Divine Curse (Cannot enter dwelling for first time unless invited) [-10]; Dread (Garlic) [-10]; Dread (Holy objects; 5 yards) [-14]; Dread (Running water) [-20]; Infectious Attack [-5]; Supernatural Features (No Body Heat*, No Reflection, Pallor*) [-16]; Uncontrollable Appetite (12 (Human Blood) [-15]; Weakness (Sunlight; 1d/minute) [-60]; Unhealing (Partial) [-20].

Quirks: Ages temporarily when unfed. [-1]

Features: Can be turned by those with True Faith; Sterile.

* Except after feeding.



Vampire Mage

135 points

Some vampires can learn a special magical discipline (see *Blood Magic*, p. 167) that draws on their peculiar nature when working magic. Access to spells through this discipline is the source of many of the more impressive legendary powers of vampires. Ordinary vampires lack those powers, being mainly very dangerous combatants in a physical fight. A trained vampire mage has the skill of Ritual Magic (Vampiric Blood Magic) and spells based upon it.

Attribute Modifiers: IQ+2 [40].

Advantages: Magery 0 [5]; Speak With Animals (Wolves and bats only, -60%) [10]; Vampire [100].

Features: Magic powered by blood pool rather than FP (see *Blood Magic*, p. 167).

Werewolf

29 points

This is more or less a classic horror movie werewolf: ferocious, nearly indestructible but vulnerable to silver weapons, driven to change under the full moon, and coming back to human form with only vague, troubled memories – the victim may mistake this for Nightmares. A victim's bite transmits this form of lycanthropy, which is why it's treated as a racial template.

In wolf form, a werewolf inflicts thrust-1 cutting damage by biting.

Advantages: Alternate Form (Wolf; Nuisance Effect: Partial Amnesia, -10%; Trigger: Full Moon, -40%) [48].

Disadvantages: Compulsive Behavior (6) (Lycanthropy; Trigger: Full Moon, -40%) [-18].

Quirks: Unnatural Feature (Any one classic mark of lycanthropy). [-1]

Wolf Form

25 points

Attribute Modifiers: DX+2 (No Fine Manipulators, -40%) [24]; IQ-4 [-80]; HT+2 [20].

Secondary Characteristic Modifiers: Will+6 [30]; Per+8 [40]; Basic Move+3 [15].

Advantages: Discriminatory Smell [15]; DR 1 [5]; Fur [1]; Night Vision 2 [2]; Penetrating Voice [1]; Regeneration (Regular) [25]; Teeth

(Sharp Teeth) [1]; Temperature Tolerance 1 [1]; Unkillable 1 [50].

Disadvantages: Bad Temper (12) [-10]; Berserk (12) [-10]; Infectious Attack [-5]; Loner (12) [-5]; Quadruped [-35]; Vulnerability (Silver, x3) [-30]; Wild Animal [-30].

UNDEAD LENSES

In a fantasy setting, the spirits of the dead may continue to watch and influence the world of the living. Given strong enough motivation or compulsion, they may even re-enter it as apparitions or walking corpses. The active dead aren't truly a race; racially, a dead man is still a man and a dead dragon is still a dragon. But

various types of active dead beings have distinctive sets of traits. These are presented here as lenses that can be added to a suitable racial template to represent an undead member of that race.

Ancestral Spirit

125 points

In ancestor worship, the living honor and propitiate their dead kindred, and the dead may retain some power to influence the fates of the living. For the most part, they retain the personal and racial traits they had in life, seldom learning anything new. The following lens defines their change of condition:



Advantages: Honest Face [1]; Unmani-fested Spirit [149].

Disadvantages: Hidebound [-5]; Maintenance (Two people; Weekly) [-10]; Odious Personal Habit (Bossy) [-5]; Sense of Duty (Family) [-5].

Feature: Able to curse disrespectful descendants or bless devoted ones.

Notes: If you do not receive weekly maintenance, a failed HT roll makes your Invisibility (part of your Unmanifested Spirit trait) unreliable; you may be seen, especially by your descendants and especially in moments of crisis. If this doesn't do any good, you can curse them with various afflictions: Nightmares and Unluckiness are common. You can also grant blessings to descendants who please you. This ability has no point cost to *you*. However, any descendant who takes you as an Ally does so with the enhancement "Special Abilities" (+50%). If you grant him benefits such as increased Fatigue or advantages, these have the limitation "Granted by Ancestral Spirit" (-40%). Similarly, if you inflict harm on a descendant, he buys you as an Enemy with the same enhancement, and buys whatever harm you inflict on him as disadvantages with the same limitation.

Ghost

175 points

A ghost is the spirit of a dead person, returned to haunt the living. Ghosts are normally invisible, but can become visible when it serves their purposes. Typical ghosts can do no physical or magical harm, but cause unreasoning terror in witnesses. Ghosts are preoccupied with the circumstances of their deaths or with other unfinished business from their lives and have little interest in anything else.

Secondary Characteristic Modifiers: SM 0; Will +2 [10].

Advantages: Apparition [2]; Difficult Speech [21]; Terror [30]; Unmanifested Spirit [149].

Disadvantages: Flashbacks (Severe) [-10]; Hidebound [-5]; Incurious [-5]; Obsession (9) [-15].

Quirks: Carries signs of his obsession or of the manner of his death; Haunts a specific place. [-2]

Features: Can be exorcised; Can be turned using True Faith.

Lich

105 points

A lich is a powerful wizard or sorcerer who has used potent spells to transform himself into an undead being. The wizard may have deliberately sought death, seeing the undead form as more powerful and less vulnerable, or simply kept the necessary spells in reserve until he was dying from other causes. If his death was at the hands of mortal foes, he may be eager for vengeance against them.

This template does not include Magery, spells, or other areas of knowledge. The wizard needs to have those *before* he becomes a lich! On the other hand, being undead grants unique insights into the nature of death; hence the racial skill modifier.

Attribute Modifiers: ST-1 [-10]; DX+2 [40]; HT+2 [20].

Secondary Characteristic Modifiers: HP+3 [6]; FP+3 [9].

Advantages: Doesn't Sleep [20]; Skeletal Undead [68]; Unfazeable [15].

Disadvantages: Dependency (Mana; common; constantly) [-50]; Fragile (Unnatural, Mitigator: Potion, monthly, -70%) [-15].

Features: Can be turned using True Faith.

Racial Skill Modifiers: +1 to Thanatology [2].

Wight

80 points

Many cultures bury their dead with grave goods, ranging from a small sample of their wealth to a vast hoard. Those especially attached to their goods may return from the dead to guard them or avenge their theft. Most tomb guardians were originally human, but this lens could apply to other races; a dragon, for example, might be unwilling to surrender his hoard even in death.

Skeletal wights are only one option; some wights are mummified instead. That template costs 67 points. The other classic "tomb guardian" undead, the mummy, is fairly similar.

Attribute Modifiers: ST+4 [40]; DX+2 [40]; HT+5 [50].

Advantages: Dark Vision [25]; Fatigue Attack 1d (Hazard: Freezing, +20%; Melee Attack, Reach C, Cannot Parry, -35%) [9]; Indomitable [15]; Magic Resistance 4 [8]; Single-Minded [5]; Skeletal Undead [68].

Disadvantages: Dependency (Grave goods; Daily) [-60]; Disturbing Voice [-10]; Frightens Animals [-10]; Hidebound [-5]; Incurious [-5]; Unhealing (Total) [-30]; Weakness (Sunlight, 1d/5 minutes) [-60].

Feature: Can be turned using True Faith.

Player-Designed Races

In a setting with multiple races, some players will want to define new races for their characters. GMs should approach this idea with caution. Racial design allows more freedom than character design. It does not limit disadvantages and allows the selection of exotic or supernatural advantages and disadvantages. This design gives a GM freedom to describe a race accurately. But this same freedom may allow players to create over-powerful characters.

The simplest way to handle this is to limit race creation to the GM. In a world with only a few intelligent races, this is easily justified. However, a GM may want to create a world where new races crop up regularly. A different approach may be useful in such a setting: allow players to choose freely from the lists of racial and super advantages and disadvantages, but limit any disadvantages to a total of half the standard starting points – in other words, treat them like character disadvantages.

environment, such as desert or jungle, or a continent or country is Common (-10 points). A small physical region, such as an island, mountain, or river, or a political region such as a county or large city, is Occasional (-20 points); as a rule of thumb, any area that can be crossed in a day counts. A single site, such as a specific tree or building, is Rare (-30 points).

Dread

see pp. B132-133

Some vampires, lycanthropes, and other undead suffer the effects of Dread only when a crucifix is actually shown to them; they can't sense a concealed one. A new limitation represents this:

Insensitive. You show the usual response to Dread when you actually seen the object you dread, but you can't sense it if it's hidden under clothing or inside a container. -50%.

Dread with the Insensitive limitation does not depend on the wielder of the object having True Faith.

Sense of Duty

see p. B153

A supernatural being may have a duty, not to a single species or member of a species, but to all the living things in a certain place, or even to the place itself; the dryad of a sacred grove may feel a duty to guard and protect that grove. If this applies to all the life in the area, it's worth -10 points for a small area or -15 for a large one; if it only applies to some species (for example, it might exclude sapient beings), reduce this to -5 and -10.

Social Stigma

see pp. B155-156

Certain creatures, such as rats, roaches, and spiders, have a distinctive kind of social stigma (see *Wugs*, p. 59):

Vermin: You are regarded, not as dangerous, but as creepy and disgusting: -2 on all reaction rolls. People will be reluctant to touch you and will be disturbed if you touch them unexpectedly. No one will object if they try to kill you. -15 points.

Certain monsters, and even some characters, have another distinctive social stigma:

Magical Afflictions

Both in folklore and in fiction, magery and other supernatural talents such as shamanism and prophecy often link to more visible traits – sometimes harmful and sometimes just noticeable. Players may wish to follow this concept in creating characters. Suitable traits for a gifted character include Addiction to a hallucinogen, Chronic Pain (migraines), Epilepsy, Klutz, Nightmares (especially for soothsayers), Voices, Weirdness Magnet, and Distinctive Features (red hair is popular in Celtic-influenced settings). Blindness is traditional for bards. Magically gifted people may also assume the role of the opposite sex, openly (see *Berdaches*, p. 57) or in secret, or prefer same-sex relationships. Whether this is a disadvantage depends on the attitudes held by their cultures.

Dead: You were once a human being or a member of another sapient race. Now your life has ended. Either you're visibly not living, or your death is on record and can be verified if anyone checks your identity. You have no legal right to own property; your heirs can take possession of your worldly goods. If you attempt social interaction with the living, they react to you at -4; those who encounter you unexpectedly must make Fright Checks. -20 points.

NEW META-TRAITS

The following combinations of existing advantages and disadvantages can be useful in creating fantasy races or characters, in addition to those listed on pp. B262-263. They are listed on character sheets as single advantages or disadvantages, to save space.

Corporeal Undead Traits

The corporeal undead are the material remains of the dead, reanimated by some means, usually supernatural. Most corporeal undead have either Unhealing (Partial) or Unhealing (Total); choose one for the racial template. Enhanced ST and HP are also common racial traits, and many corporeal undead have Disturbing Voice or are Mute. Several meta-traits are possible, depending on the condition of the body:

Intact Undead: The dead person recently died and has not decayed significantly. Doesn't Breathe [20]; High Pain Threshold [10]; Immunity to Metabolic Hazards [30]; Injury Tolerance (No Blood, Unliving) [25];

Temperature Tolerance 10 [10]; Unaging [15]. Supernatural Features (No Body Heat, Pallor) [-15]. Features: Sterile. Some intact corpses have the Feature "Will become a rotting corpse," but others are mystically preserved. 95 points.

Rotting Undead: The dead person's body had time to decay before revival, or (in some versions) decayed after revival. Doesn't Breathe [20]; Doesn't Eat or Drink [10]; High Pain Threshold [10]; Immunity to Metabolic Hazards [30]; Injury Tolerance (No Blood, Unliving) [25]; Temperature Tolerance 10 [10]; Unaging [15]. Appearance (Monstrous; Universal, +25%) [-25]; Bad Smell [-10]; No Sense of Smell/Taste [-5]; Sexless [-1]; Social Stigma (Dead) [-20]. Features: Sterile, Will become a skeleton. 59 points.

Skeletal Undead: The dead person's flesh has mostly or entirely rotted away; only the bones and teeth remain, held together by scraps of dried tendons or unseen magic. He's light and fast-moving, but somewhat breakable. Basic Speed+1 [20]; Doesn't Breathe [20]; Doesn't Eat or Drink [10]; DR 2 [10]; High Pain Threshold [10]; Immunity to Metabolic Hazards [30]; Injury Tolerance (No Blood, No Brain, No Eyes, No Vitals, Unliving) [40]; Temperature Tolerance 10 [10]; Unaging [15]; Vacuum Support [5]. Appearance (Monstrous; Universal, +25%) [-25]; Fragile (Brittle) [-15]; No Sense of Smell/Taste [-5]; Skinny [-5]; Social Stigma (Dead) [-20]; Vulnerability (Crushing Attacks, x2) [-30]; Cannot Float [-1]; Sexless [-1]. Features: Skull has only 2 total DR, Sterile. 68 points.

Mummified Undead: Whether by artificial preservation or exposure to a dry natural environment, the dead person dried out instead of rotting. The resulting dried tissues catch fire easily, the major vulnerability of this type of corporeal undead. Doesn't Breathe [20]; Doesn't Eat or Drink [10]; High Pain Threshold [10]; Immunity to Metabolic Hazards [30]; Injury Tolerance (No Blood, No Brains, No Vitals, Unliving) [35]; Temperature Tolerance 10 [10]; Unaging [15]. Appearance (Monstrous; Universal, +25%) [-25]; Fragile (Combustible) [-5]; Social Stigma (Dead) [-20]. Features: Sterile. 80 points.

Spirit Traits

In a fantasy setting, spirits may be nearly everywhere. Every living thing, or even every stream and boulder, may have its own spirit; every spell may require the aid of a spirit. But most spirits are completely imperceptible, except to other spirits and specially gifted mortals. A spirit of this kind would have the following meta-trait:

Unmanifested Spirit: You are a completely immaterial entity. You can perceive the physical world, but you can't affect it in any way, and you're undetectable to normal physical senses. Your continued existence does not depend on anything physical, and you are immune to physical harm. Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Doesn't Sleep [20]; Immunity to Metabolic Hazards [30]; Insubstantiality (Always On, -50%) [40]; Invisibility (Substantial Only, -10%) [36]; Unaging [15]; and Mute (Substantial Only, -10%) [-22]. 149 points.

Note: This meta-trait is nearly the same as Astral Entity (p. B263), except that the spirit also cannot speak to material beings.

To create a spirit that *can* interact with the material world in various ways, take Unmanifested Spirit and one or more additional meta-traits from the following sets.

Speech

To create a spirit that can talk to mortals, take one of the following meta-traits:

Every living thing, or even every stream and boulder, may have its own spirit; every spell may require the aid of a spirit.

Difficult Speech: You can talk to physical beings while in your spirit form, but it takes a substantial effort: 1 FP/minute of speech. 21 points.

Not Mute: You can talk to physical beings freely while in your spirit form. 22 points.

Note: The Astral Entity meta-trait amounts to Unmanifested Spirit [149] and Not Mute [22].

Visibility

To create a spirit that can show itself to mortals, take one of the following traits:

Apparition: You can become visible, but with great effort; each second of visibility costs 1 FP. Invisibility (Usually On, +5%; Substantial Only, -10%) [38] *replaces* Invisibility (Substantial Only, -10%) [36]. 2 points.

Phantasm: You can become visible when you like, as long as you like. Invisibility (Switchable, +10%; Substantial Only, -10%) [40] *replaces* Invisibility (Substantial Only, -10%) [36]. 4 points.

Materialization

To create a spirit that can have assume a physical body, take one of the following meta-traits:

Materialization: You can form a physical body for yourself, for a limited time. This has two versions. In the (1 FP/second) version, Insubstantiality (Usually On, -40%) [48] *replaces* Insobstantiality (Always On, -50%) [40], Invisibility (Substantial Only, -10%; Only in Spirit Form, -10%) [32] *replaces* Invisibility (Substantial Only, -10%) [36], and Mute (Substantial Only, -10%; Only in Spirit Form, -10%) [-20] *replaces* Mute (Substantial Only, -10%) [-22]. 6 points. In the (1 FP/minute) version, Insobstantiality (Difficult Materialization, -20%) [64] is the replacement for Insobstantiality (Always On, -50%) [40]; the other two replacements are the same. 22 points.

If you have either of these meta-traits, the cost of Difficult Speech

drops to 19 points, and the cost of Not Mute to 20 points. The costs of Apparition and Phantasm stay the same.

Other Abilities

Some spirits have other powers that enable them to affect the physical world: possessing the bodies of mortals, manipulating physical objects, casting spells, or using magical or other powers. A spirit that can temporarily possess a mortal simply has Possession (Spiritual, -20%) [80]. This does not need definition as a meta-trait; it already *is* a single trait. For the other two abilities, use the following meta-traits:

Magical Spirit: You are capable of affecting the physical world through magic, psionics, or spiritual powers. Insobstantiality (Affects Substantial, +100%; Always On, -50%) [120] *replaces* Insobstantiality (Always On, -50%) [40]. 80 points.

Poltergeist: You can move small physical objects around while immaterial. To do this you must also have Magical Spirit. Buy as Telekinesis (Melee Attack, reach C, 1, -20%) [4/level].

SKILLS

Area Knowledge

see pp. B176-177

Characters may have Area Knowledge of one or more magical realms. Boundaries often have only a vague or undefined "extent" in any physical sense, so classify realms by the number of beings inhabiting them. Mount Olympus would be comparable to a city; the Christian Hell would be comparable to a planet – usually the largest "area" a fantasy campaign will contain.

In general, inhabitants of the material world have no Area Knowledge default for magical realms. If the magical realm is "close to" the material world and shares its

deer in their forests as their personal property, and punish poachers severely – but for a hungry peasant, the temptation may be too great.

Wild Boars

Several species of wild boar are common in northern and central Ytarria. Nobles and warriors regard them as challenging sport, and often work to conserve breeding populations.

Wild Cattle

Yrth cattle are mostly domesticated (see p. 229), but some are feral. For a wild bull, use the ox (p. B460), but replace Domestic Animal and Neutered with Wild Animal, Combat Reflexes, and Bad Temper.

Wolves

These efficient, smart, and adaptable pack predators are as widespread on Ytarria as on Earth. While most will avoid humans, some attack with extraordinary savagery and cunning.

Vermin

Yrth has small animals as well as large, and some of them infest human habitations, making a nuisance of themselves. The new world has not enabled humanity to escape from rats or mice, and the same goes for a range of biting insects. The worst are said to be the midges of the coastal Nomad Lands, which are so bad in the summer that the locals dream of the joys of winter.

Other pests native to Earth include the occasional vampire bat in Araterre, and thankfully rare locust swarms in western al-Haz. More exotic problems include the *swamp thrimminy*, a long-tailed amphibian, native to Yrth. It likes cool, damp conditions, and has a talent for getting into and spoiling food stocks.

There is also the *d'baajori*, a tiny climbing pseudo-primate from Gabrook. It likes hot, dry conditions, and breeds rapidly wherever there is enough food and water. D'baajori are normally shy, but in their late spring breeding season, they can form excitable, aggressive swarms. In game terms, a swarm (see p. B461) consists of 30-40 d'baajori, has Move 3 on the ground, and can climb just as fast on most vertical surfaces. It does 1d-1 cutting damage per turn (armor protects with its normal DR), and disperses after losing 7 HP.

FANTASTICAL CREATURES

Some of these exotic animals are native to Yrth, while others are Banestorm victims, and still others are the product of magical accidents or experiments. Indeed, high-mana regions can have bizarre effects on animals, and some of the results can breed true.

BASILISKS

On Yrth, this creature (see p. B460) is found only in the Great Desert and is rare even there. Fortunately, its gaze attack does not work through a mirror. (Attacking a creature only observed in a mirror is at -5.) The basilisk's attack is also ineffective against weasels, which will attack a basilisk on sight. Acquiring a caged weasel and keeping it healthy in the desert can be an interesting challenge, though, to say the least. The basilisk also suffers from Dreads of the crowing of a cockerel and the herb known as rue (both with a 5-yard radius).

Some stories claim that the basilisk is winged; if the GM decides this is true, add Flight (Winged; Air Move 10) to its traits. Its blood is rumored to be highly poisonous; the truth behind this is again up to the GM.

BUSHWOLVES

The bushwolf is a strange beast, common in the badlands of al-Haz and al-Wazif. A marsupial with a rear-facing pouch, it has the head and teeth of a wolf, a long supple tail more like a kangaroo's, and a tiger-striped body. Bushwolves are about 5-6 feet long, smaller and lighter than a true wolf, and not nearly as quick or coordinated. They have an odd, shambling gait – either a leisurely trot which they can maintain for hours, or an offbeat canter for when they're in a hurry. They can also hop on their back legs for short periods.

Bushwolves feed on small grazing animals and ground birds, wearing down their prey in long, slow chases.

They live in small caves, rock piles, or hollow trees and logs, and hunt singly at night. They appear almost comical until one sees their powerful jaws and wicked teeth. A bushwolf usually kills by crushing its prey's skull. People regard them as more a threat to herds than a menace to humans, but they sometimes attack lone travelers, and can give careless hunters a nasty surprise.

ST 8; DX 10; IQ 3; HT 11.

Will 11; Per 14; Speed 5.25; Dodge 8;

Move 6.

SM +0 (1 hex); 80 lbs.

Traits: Discriminatory Smell; DR 1; Enhanced Move 1/2 (Ground Speed 9; Costs Fatigue 2); Night Vision 2; Quadruped; Sharp Teeth; Striking ST +5 (Bite Only); Temperature Tolerance 1; Wild Animal.

Skills: Brawling-12; Tracking-12.

CAUSTIGUSES

The caustigus is one of Yrth's strangest creatures. Although sapient, it is vicious, bestial, and solitary. It is only known to live in the Acid Swamps of Solfor, in the southern Orclands. It is immune to their burning acid (see *The Acid Swamps*, box). It has a distorted humanoid head, no neck, and four long arms with large, clawed hands. Some caustiguses have learned to speak English or Orcish – no one knows from whom – but they normally regard intruders purely as prey.

Caustiguses lurk in the acid swamps with only their heads above the surface. When they see a victim, they reach out and grab it. Their arms each have a 2-hex reach, and it can use them all at once. This attack counts as a grapple (despite the distance). The turn after getting a grip, it will try to drag its prey into the acid. Roll a quick contest of ST, with the caustigus getting +2 if it is grabbing its victim with three arms, or +4 for four. If it wins, the victim is pulled one hex toward it. Anyone dragged into the swamp will take acid damage.

A caustigus is hard to injure permanently. Damage to its arms (or to the body or legs, although these are usually underwater) regenerates at 1 HP per turn for each arm, unless the arm is completely severed. (This takes 8 HP of cutting or fire damage.) Its head is relatively vulnerable, and cannot regenerate damage. Furthermore, its sensitive eyes are adapted to the dim swamp, and it hates bright light. It takes a -1 penalty to attack rolls and DX rolls for each torch within 6 hexes. A Flash or Fireball spell will make a caustigus flee immediately. In fact, a caustigus will never willingly fight to the death. The moment it feels its life is in danger, it releases any prey and disappears beneath the surface of the swamp.

ST 14; **DX** 14; **IQ** 10; **HT** 13.

Will 10; **Per** 12; **Speed** 6.75; **Dodge** 9;
Move 6.

SM +0 (1 hex); 200 lbs.

Traits: Amphibious; Bestial; Blunt Claws; Breath-Holding 5; Callous; DR 2; DR +5 (Limited, Corrosion); Extra Arms 2; Extra Attack 3; Loner; Long Arms (+2 SM);

The Acid Swamps

The “water” in these dark swamps is a thick, soupy acid. Use the rules on p. B61 and p. B428, but this acid is fairly weak; it does only 1d-4 corrosion damage on a splash, 1d-2 per second on immersion, or 2d+1 if swallowed. Also, it does not affect earth, most types of stone, glass, and a few organic materials, including the weird swampland vegetation and the skins of both caustiguses and reptile men.

In fact, such skins could be fashioned into a container for the liquid, though reptile men might have their own opinions of that idea. Reptile men still take damage if they *swallow* swamp-acid; caustiguses seem unaffected, but they do have regenerative abilities.

Nictitating Membrane 5; Perk: Totally immune to swamp-acid effects; Pressure Support 1; Regeneration (Extreme, Not Head, Only 1 HP/second for each body part).

Skills: Stealth-15; Survival (Swamp) -14.

DEMONS

Demons are possibly the only race or species known on Yrth that is *by definition* evil. They match the description given in *GURPS Magic*, which is to say they conform to no set rules for their shape, powers, or game statistics. Almost all demons who make it to Yrth are deliberately summoned, or arrive thanks to magic gone awry. They come from some other realm which, if not actually Hell, is

apparently similar. Their plane of origin is unaffected by Yrth's “quantum Sargasso” nature (p. 26); a roll to summon or banish a demon takes no penalty. Presumably traveling to that place is also relatively easy for non-demons, though not appealing.

Most religions in Ytarria, particularly mainstream Christianity and Islam, regard demons as pure evil. Doing anything with them except killing them is a sin. Consorting with them is also usually stupid; demons only want to spread suffering and are only too happy to bring more of their kind here.

GIANT SPIDERS

The giant spider of Yrth is a creature of the Great Forest and the Blackwoods. It's very uncommon, and



many people regard it as a legend to frighten children. In fact, it has the ability to hibernate in a deep torpor for years in well-hidden lairs, so sightings are extremely rare. It's an ugly creature, with a bloated, 6' long body and eight hairy, 4' long legs.

When disturbed by intruders or roused by hunger, it uses the hunting tactics of the trapdoor spider, lurking in deep shadows or recesses and leaping out onto victims. It can track prey by faint vibrations in its environment, as well as by sight. It typically grapples, bites to inject its paralyzing venom, and then drags its prey back to its nest to feed at leisure. It may pursue fleeing opponents but will rarely leave the dark caverns or deep woods where its abilities serve it best.

ST 17; DX 15; IQ 2; HT 13.
Will 10; Per 13; Speed 7; Dodge 10;
Move 7.
 SM +0 (1 hex); 250 lbs.

Traits: Affliction 4 (Paralysis; Extended Duration x100; Follow-Up, Fangs); Bad Grip 2; Cold-Blooded (50°); DR 2; Extra Legs (8 total, uses 2 as arms when grappling); Fangs; Injury Tolerance (No Neck); Night Vision 9; No Fine Manipulators; Peripheral Vision; Semi-Upright; Vibration Sense; Wild Animal.

Skills: Climbing-14; Stealth-17; Wrestling-15.

GRYPHONS

On Yrth, the gryphon (p. B460) is a fairly common predator, found in all forested and mountainous areas, especially the Fence of God, the Great Forest, and the Emperor's Forest in Megalos. Its feathers are used by wizards in enchantments. It can be trained using Animal Handling (Raptor Hybrids) or Animal Handling (Feline Hybrids); see p. 224. The -3 penalty to Animal Handling mentioned for working with gryphons in the **Basic Set** is the default for these from non-hybrid versions of the skill. Any failure on a roll to control a gryphon can be very dangerous; the sharp claws and powerful beak may be turned on the handler.

Bestial but Intelligent

A few "creatures" listed here, such as the caustigus (and to a lesser extent the pegasus and unicorn), have IQ ratings exceeding those of normal animals, or even approaching human levels. However, that doesn't mean that they are necessarily "intelligent" by human standards. In **GURPS** terms, they have the Bestial disadvantage (p. B124), and should be played exactly as that is defined.

Such creatures do not make very interesting characters, even as NPCs, but they can make terrifying *monsters*. They have the cunning to set or escape moderately complex traps, and to defer instinctive gratification if they can get a better result by waiting. They may also have a grasp of other beings' desires and motivations, but they are unlikely to *care* much about them. This understanding just lets them threaten, cajole, and manipulate. They might be "reasoned" or "bargained" with, and are capable of loyalty of an animalistic sort, but they probably lack any sense of "honor" – not because they are necessarily evil, but simply because honor is a matter of social propriety.

GMs should remember that such creatures are fundamentally alien. They should disturb PCs who try to deal with them as anything beyond opponents, and they are too tricky and self-willed to tame. That said, they can understand good consequences as well as bad, and an adventurer who goes to the trouble of building and maintaining a working relationship with, say, a pegasus mount, can acquire a formidable ally.

HARPIES

Harpies appear to be half woman, half bird. In fact, there's nothing human about them at all – they aren't sapient, don't use tools, and don't speak. Though they have no hands, their feet sport large claws. They're usually encountered in groups of five or more, active day or night. They are most commonly found in the badlands of al-Haz and al-Wazif or in mountainous areas of the Great Forest and the Emperor's Forest.

Harpies take a bizarre, compulsive delight in befouling food and drink; the stench they leave sends most other beings reeling, and the food will be completely inedible. Otherwise, they act much like aggressive predatory animals, with neither a fear of humans nor any great interest in human prey. They will rarely harm anyone not in their way, but will viciously attack anyone who is. People wounded by a harpy's claws must roll for infection (p. B444); treat this as a wound with infected matter in it.

Harpies usually attack with their claws from above (often striking for opponents' heads). They are less

effective fighters on the ground; their Dodge falls to 6.

ST 12; DX 13; IQ 5; HT 13.
Will 10; Per 12; Speed 6.5; Dodge 10;
Move 3.
 SM +0 (1 hex); 150 lbs.

Traits: Bad Temper (9); Combat Reflexes; DR 1; Enhanced Move 1/2 (Air Speed 19); Flight (Winged; Air Move 13); No Fine Manipulators; Sharp Claws; Wild Animal.

Skills: Bowling-15.

HELLSHARKS

Hellsharks may be the most ferocious creatures in Yrth's oceans. Fast, with rows of sharp teeth in huge, gaping jaws that can swallow a man whole, they devour anything and everything that comes their way. They fear nothing – not even the great kraken of the deep. They've been known to go after boats, and are a particular problem near milkfish farms.

ST 60; DX 13; IQ 2; HT 12.
Will 10; Per 10; Speed 6.25; Dodge
10; Move 10 (Water).
 SM +6 (20 hexes); 22,000 lbs.

Traits: Bad Temper (12); Cold-Blooded (50°); Combat Reflexes; Crushing Striker (Snout); Discriminatory Smell; Doesn't Breathe (Gills); DR 1; Ichthyoid; Pressure Support 2; Sharp Teeth; Subsonic Hearing; Vibration Sense; Wild Animal.

Skills: Brawling-14; Survival (Open Ocean)-14.

HIPPOGRIFFS

A hippogriff has the hindquarters of a horse and the forequarters of a gryphon – in other words, the head and wings of an eagle, with the chest and forelegs of a lion. Due to its horse-like build, the hippogriff is fast on the ground as well as in the air. Like the gryphon, it is *immune* to abilities that affect only mammals or only birds. It is magical, and enchanters value its feathers for use in spells and elixirs.

Hippogriffs are exceedingly rare everywhere except the northern Whitehood Mountains; even there, they are not common! A young one is worth \$20,000 or more to a trainer; a wild adult at least \$10,000. Their horse-like nature means they can be tamed, but this requires the skills Animal Handling (Raptor Hybrids) or

Animal Handling (Equine Hybrids), usually defaulting from another specialization; see p. 224. However, hippogriffs rarely breed in captivity, and a critical failure on a roll to control one is often very dangerous. They can attack by kicking with their rear-leg hooves, raking with their front-leg claws, or biting with their beaks, and will do so if angered or panicked.

ST 18; **DX** 12; **IQ** 3; **HT** 12.

Will 11; **Per** 12; **Speed** 6; **Dodge** 10; **Move** 6.

SM +1 (3 hexes); 650 lbs.

Animal PCs

Some animals might be used as PCs in more whimsical Yrth-based games – or at least, as useful Allies. Templates for some plausible candidates, the Great Eagle, Noble Horse, and Wise Owl, are on p. 194. Other species could be used in the right sort of game. Any creature might be rendered intelligent by a magical accident or a divine blessing – or it might just *happen*, as it does in fairy tales.

Each species might be given a racial template by the GM, or the appropriate advantages and disadvantages could be selected on an individual basis – but note that even an exceptionally intelligent, house-trained, adaptable animal will probably have more points from disadvantages than human PCs will be permitted.

Traits: Acute Vision 2; Combat Reflexes; DR 1; Enhanced Move 1/2 (Air Speed 18); Enhanced Move 1 (Ground Speed 12); Flight (Winged; Air Move 12); Hooves (Hind Feet Only); Quadruped; Sharp Beak; Sharp Claws (Front Feet Only); Wild Animal.

Skills: Brawling-13.

HYDRAS

A hydra is a very rare quasi-reptilian creature with many heads, occasionally found in the coastal marshlands of Cardiel. Blatantly magical and given to attacking humans on sight, hydras are regarded as evil menaces. Fortunately, they mostly remain hidden in remote lairs. Their life cycle and habits are unknown; they may actually be produced by some bizarre supernatural effect. If one ventures near inhabited lands, someone will eventually have to hunt it down, but people rightly regard this as a heroic task.

The hydra's body can take a great deal of damage, but that's not what makes it formidable. If one of a hydra's heads is destroyed, *two* more will grow in its place, unless the attacker immediately applies fire to the wound. Whenever a hydra takes enough damage to a head or neck to render a normal creature dead, that head shrivels and falls off. In three turns, two new heads begin to grow in its place; after seven more turns, they reach full size and can attack. At any time before these 10 seconds are up, 6 HP (total, not per new head) of fire damage will permanently cauterize



the wound and wither both the new heads. The hydra has a form of the Supernatural Durability advantage; it dies when all its heads are destroyed and cauterized, or it is reduced to -10×HP by wounds to the body. In the latter case, the heads may continue writhing and lashing out for several minutes or even hours.

A hydra may have one or many heads when first encountered (roll 3d-2 for random determination); up to three can attack into any front or side hex simultaneously.

ST 18; DX 12; IQ 2; HT 13.
Will 13; Per 12; Speed 6.25; Dodge 3;
Move 6.
 SM +1 (3 hexes); 700 lbs.

Traits: Bad Temper (9); DR 3; Extra Attack 2; Extra Head (special variant – see notes); Fangs; Night Vision 2; Quadruped; Regeneration (heads only, special variant – see notes); Regrowth (heads only, special variant – see notes); Supernatural Durability; Wild Animal.

KRAKENS

Krakens are *huge* deep-sea squid. They continue to grow throughout their lives and thus vary considerably in size – anywhere from a mere 30 yards long to over 100. Their bodies are streamlined, with width being only 1/6 of total length. The details given here are for a *fairly* large kraken; a small specimen might be 50,000 lbs. and SM +7, with ST 40, while a real nightmare of the deep might weigh hundreds of tons, with SM +11 or higher and ST in the hundreds. HP are always twice ST.

A kraken attacking a ship will typically grab victims off the decks with its tentacles (treat as a grapple) and carry them to its beak while performing a constriction attack. Note that two of the tentacles have more reach than the other eight. When attacking something out of the water, a tentacle can reach one-third of its total length in height. The tentacles get no Dodge roll unless the kraken's body is lying on the surface of the water – it must be able to see well to defend.

If a victim seems too heavy for one tentacle to lift, the kraken will grapple



with a second one. Tentacles can move victims or objects at a rate of one yard per second. Alternatively, a kraken may just grab an entire small vessel and try to drag it under. Each tentacle can take damage up to 20% of the kraken's total hit points before being disabled.

Krakens are regarded as mysterious as well as terrifying by most races on Yrth. While they rarely surface, and attack humans even less often, their behavior is unpredictable, as their life cycles and habits are largely unknown. There are even tales of such monsters drawn close to land by some weird or magical impulse.

ST 80; DX 13; IQ 2; HT 12.
HP 160; Will 11; Per 12; Speed 6.25;
Dodge 9; Move 6 (Water).
 SM +9 (70 hexes); 500,000 lbs.

Traits: Ambidexterity; Cold-Blooded (50°); Constriction Attack; Doesn't Breathe (Gills); DR 3; Enhanced Move 1/2 (Water Speed 9); Extra Arms 8 (all arms are Extra-Flexible and Weak, 1/4 body ST; two are Long, +2 SM); Extra Attack 1; Injury Tolerance (No Neck, No Vitals); Night Vision 5; No Legs (Aquatic); Pressure Support 2; Sharp Beak; Subsonic Hearing; Wild Animal.

Skills: Survival (Open Ocean)-14.

NIGHTSTALKERS

Nightstalkers are giant, bear-like animals of incredible ferocity, inhabiting wooded areas of Megalos and Caithness. As the name implies, they are nocturnal; a nightstalker suffers

the full effect of Bad Sight (Farsighted) in full sunlight, and a reduced effect (-1 to attack rolls) even if encountered in a darkened den by day. However, day or night, most nightstalkers will charge on sight, clawing, hugging, and biting. A nightstalker usually ambles along on all fours, but can stand on its back legs in combat.

Nightstalkers hunt large forest herbivores, but relish human meat. They cannot climb well, but will knock down quite large trees to get at climbing prey.

ST 25; DX 12; IQ 4; HT 13.
Will 12; Per 11; Speed 6.25; Dodge 9;
Move 7.
 SM +2 (4 hexes); 2,000 lbs.

Traits: Bad Sight (Farsighted; Only in bright light); Bad Temper (9); Blunt Claws; DR 2; Night Vision 8; Semi-Upright; Sharp Teeth; Temperature Tolerance 2; Wild Animal.

Skills: Brawling-14.

PALADINS

Paladins are strange, turtle-like grazing mammals, covered in tough bony plates, articulated over the head and tail, with a solid dome covering the top of the main body. Their stomachs and bellies are relatively soft. Their tails are long, supple, and protected by durable plates, and end in balls of thorny spikes. They can strike to the sides or rear with surprising accuracy. Paladins inhabit southern areas of Ytarria, and are common on the plains of al-Haz.

Paladins are small-brained and very slow, but so well-protected that little bothers them. When trouble threatens, they generally continue ambling forward, swinging their tails back and forth, then swivel around to strike if the problem refuses to go away. Even the most ferocious predators can be dissuaded by this tactic, especially if there are several paladins.

ST 15; DX 12; IQ 2; HT 11.

Will 10; Per 10; Speed 3; Dodge 6; Move 3.

SM +1 (2 hexes); 500 lbs.

Traits: DR 1; DR +3 (head and tail only); DR +5 (upper body only); Peripheral Vision; Quadruped; Large Piercing Striker (Tail; Cannot Parry); Weak Bite; Wild Animal.

PEGASI

Pegasi are shy winged horses living in isolated valleys in the northern Whitehood and Bronze Mountains. They rarely attack; if threatened, they simply fly away. Their flight powers are partly magical, and as with other such creatures, their feathers are valuable to enchanters.

Pegasi are startlingly smart and extremely difficult to capture. They are impossible to tame or train in the normal way (such as with the Animal Handling skill), having intelligence comparable to the great apes and rather skittish, cautious natures. A gentle and respectful approach, perhaps combined with appropriate magic, may sometimes win a hero a wondrous mount, but a riding

pegasus always has a mind of its own, and can never be taken for granted.

ST 20; DX 14; IQ 6; HT 12.

Will 11; Per 13; Speed 6.5; Dodge 9; Move 7.

SM +1 (3 hexes); 1,100 lbs.

Traits: Enhanced Move 1/2 (Air Speed 19); Enhanced Move 1 (Ground Speed 14); Flight (Winged; Air Move 13); Hooves; Peripheral Vision; Quadruped; Shyness (Severe); Weak Bite; Wild Animal.

REEKS

Found in caverns, deep woods, and jungles, reeks look like decaying lumps of brown jelly. They feed by covering and dissolving organic matter, living or dead. Although blind, reeks hate sunlight, and are active only when it isn't too bright. They locate prey by scent and vibration. They are usually solitary.

Reeks are hermaphroditic, and unaffected by ordinary animal control spells, being a form of unicellular life. They vary considerably in size, from 20 lbs. up to at least 60, or possibly much more; the details here are for an average specimen. For larger or smaller individuals, set ST equal to 1/10 weight, and HP to 1/3 weight. (Very large specimens might have a positive Size.)

Travelers can easily mistake a reek for a patch of muddy dirt, and reeks take full advantage of this. Their Camouflage skill represents their ability to "hide in plain sight." Humans or animals often become aware of a reek in their path by stepping in it. Anyone touching or touched by a reek

becomes partly engulfed by its viscous body (its Binding ability) and is attacked by its acidic digestive secretions (its Innate Attack). Hence, victims find themselves stuck to the reek and taking 1 point of corrosive damage per turn, which eats through any DR at a rate of 1 point per 5 turns.

Most reeks cannot climb and are slow "ambush predators." They are fairly easy to destroy or evade once detected (though they have to be chopped apart or burned completely), and hence rely on concealment and surprise. Those reeks that *can* climb (add Climbing-12) use trees or cave walls as platforms from which to drop on visitors.

While reeks are usually assumed to have all the sapience of mud, they sometimes display a degree of what might be cunning or even an utterly alien intelligence. Some rare specimens have magical abilities powered by "mana" stored in their nuclei. These can cast one or two spells at level 15, and store up to 15 energy points for this purpose, recharging expended points at 1 per hour. It's generally assumed that they absorb such powers from digested magical beings or items.

ST 4; DX 5; IQ 2; HT 13.

HP 13; Will 8; Per 13; Speed 3.5; Dodge 6; Move 1.

SM 0; 40 lbs.

Traits: Binding 10 (Always On; Aura; Melee Attack, Reach C; One-Shot; Unbreakable); Blindness; Cold-Blooded (50°); Corrosion Attack 1 point (Always On; Aura; Melee Attack, Reach C); Discriminatory Smell; Doesn't Breathe (Oxygen Absorption); Doesn't Sleep; Dread (Bright Sunlight or Equivalent, 1 yard); Hard of Hearing; High Pain Threshold; Horizontal; Injury Tolerance (Homogenous, No Blood, Eyes, Head, or Neck); Invertebrate; No Fine Manipulators; No Legs (Slithers); Universal Digestion; Vibration Sense (Air); Wild Animal.

Skills: Brawling-10; Camouflage-12.

STRIDERS

A huge, flightless bird, much of its 10 feet in its legs and neck, the strider has bristling hair-like feathers

Animal Handling and "Hybrids"

Creatures such as gryphons and hippogriffs can be trained using specializations of the Animal Handling skill, but nobody on Yrth currently teaches the correct skills for either of these beasts. Any attempts to train them are thus made at default from other specializations.

The versions which a would-be trainer might learn are Animal Handling (Raptor Hybrids), which defaults to Animal Handling (Raptors) at -3, Animal Handling (Feline Hybrids) which defaults to Animal Handling (Felines) at -3, or Animal Handling (Equine Hybrids), which defaults to Animal Handling (Equines) at -3. All other defaults for any of these three skills are at -6. See the notes for each animal for which specializations apply.

covering its elliptical body, though its serpentine neck and flat wedge-shaped head are bare. Though their favorite tactic is to run away, striders are *extremely* fast, and dangerous when cornered. Their heavy claws can kick out in a 2-hex radius – tales are told of striders disemboweling mounted knights – and their beaks are sharp and pointed, with the strong necks granting formidable striking power.

Striders are omnivores; in their native desert lands they use their beaks to dig up succulent tubers and small rodents. They can live in better country, but thrive in the wild only in the badlands of al-Haz and al-Wazif and the dry plains of Cardiel. They can be domesticated, but always remain stupid, skittish and dangerous. The applicable skill is Animal Handling (Giant Flightless Birds), which defaults to or from any other specialization at -6. Any failure by 4 or more on a roll against this skill means that the creature attacks its handler. Only magical control allows striders to be ridden.

The egg of a strider is over a foot in diameter and contains several gallons of fluid.

ST 20; DX 15; IQ 3; HT 11.
Will 10; Per 12; Speed 8; Dodge 11;
Move 9.
 SM +1; 1,000 lbs.

Traits: Enhanced Move 1 (Ground Speed 18); Long Legs and Neck (+1 SM); No Fine Manipulators; Peripheral Vision; Sharp Beak; Sharp Claws; Wild Animal.

TREETIPPERS

Treetippers are hulking, unwieldy animals with long shaggy fur, four short, strong limbs ending in long, curved, blunt claws, and heavy tails which they use for balance. Heavy bone structures make them robust. They are slow-moving eaters of plants, insects and carrion – anything they can get their rake-like claws into. Their most common eating technique is to squat on their haunches next to a tree and use their forepaws to drag branches down into their mouths.

Treetippers have only their size, claws, and toughness to protect them.



They also occasionally bite if annoyed. They've become rare in Ytarria as the great forest vanished and human populations increased, and are now found only in the northern woodlands. They were once quite common in Caithness, where they were hunted with bows for food and sport.

ST 27; DX 10; IQ 3; HT 11.
HP 34; Will 10; Per 12; Speed 5.25;
Dodge 8; Move 4.
 SM +1 (4 hexes); 2,500 lbs.

Traits: Blunt Claws; DR 3; Semi-Upright; Temperature Tolerance 2; Wild Animal.

UNICORNS

The unicorn resembles a slender horse with a goat's beard and a sharp, twisted, yard-long, pure white horn growing out of its forehead. It is a solitary, reclusive creature – most people will never see one, and no human has ever seen two together. It isn't sapient, and cannot speak any human language. Nor is it actually magical, except for its horn, although its speed and vitality can easily seem supernatural. The only known habitat for unicorns in Ytarria is the Great Forest.

Legends say that, in combat, the unicorn is the fiercest animal in nature, and no sound is more horrible than its braying. Most tales say that it can be killed but never captured, and that it can never be tamed. Some say that it has a weakness for female virgins, and will put its head on a virgin's lap and allow itself to be stroked until

it falls asleep. At this point it may be captured, but capturing one will not win its friendship.

The unicorn's horn, or "alicorn," is reputed to have many magical abilities, including neutralizing any poison on contact. Alicorns are very rare and valuable; a genuine example would be worth at least \$100,000. However, the unicorn is beloved of elves and sacred to various pagan cults who regard it is a symbol and emissary of the gods. Anyone known to be hunting this creature will find *himself* being hunted, by some very capable opponents, and anyone selling a "fresh" horn may have difficulty enjoying the profits. Most cults don't bother pursuing anyone with an old alicorn, most of which are fakes anyway. But they regard the topic as in rather bad taste, and a few may decide to discourage the trade. Cultists may seek out unicorns as a ritual act; merely sighting the creature is, for them, a mystical experience. Whether unicorns *are*, in fact, agents of a deity's will is left to GMs to determine.

Unicorns have uncanny senses and are very stealthy. If they detect anyone approaching, they usually steal away before they are even seen. If cornered, they will, as the legends suggest, fight viciously, though they will likely take the first opportunity to flee if the battle goes against them. A unicorn fights primarily with its horn, with which it can even parry, although it can also kick and bite like a horse.

ST 20; DX 15; IQ 5; HT 14.
Will 13; Per 18; Speed 9; Dodge 12;
Move 9.
SM +1 (3 hexes); 1,000 lbs.

Traits: Enhanced Move 1 (Ground Speed 18); Hooves; Quadruped; Impaling Striker (Long, +1 SM); Weak Bite; Wild Animal.

Skills: Brawling-18; Stealth-18.

WYVERNS

A wyvern is a dragon-like beast with two legs, wings, a serpentine body, and a long, barbed, poison-tipped tail. Like dragons, wyverns are fierce predators and fly well. However, they aren't sapient and have no breath weapon; they're also slow on the

ground. They are solitary diurnal creatures which seldom come close to civilized lands. Those that do are quickly hunted down. They are common in forested mountain areas, however, especially the Firuz region of al-Haz.

A wyvern will usually strike with its tail from above, then land to grapple and carry off its prey. The tail does relatively limited damage, making wyverns less effective against well-armored opponents. However, they have the tactical sense to *slam* tough foes to take them out of the fight for a while. Note that wyvern venom causes both HP loss (half of which can be avoided with a HT-5 roll) and DX reduction (also resisted with a HT-5 roll).

ST 19; DX 13; IQ 5; HT 12.
Will 10; Per 12; Speed 6.25; Dodge 9;
Move 3.
SM +3 (10 hexes); 950 lbs.

Traits: Affliction 6 (-4 DX Penalty; Extended Duration $\times 1,000$; Follow-Up, Striker); DR 3; Enhanced Move 1/2 (Air Speed 18); Flight (Winged; Air Move 12); No Fine Manipulators; Sharp Claws; Sharp Teeth; Impaling Striker (Tail; Weak); Toxic Attack 1d (Follow-Up, Striker; Resistible, HT-5); Wild Animal.

Skills: Brawling-15.

DRAGONS

Huge, intelligent, and impossibly long-lived, dragons are fire-breathing creatures of terrible beauty. They are, by all available accounts, native to Yrth . . . at least, there are no reliable reports of a time before the dragons. Given their blatantly magical nature, they may well have been the product, accidental or deliberate, of some ancient age of high magic. If the dragons themselves know, they aren't telling.

Dragons have two sexes, but distinguishing a male from a female is an exercise for the scholarly or the foolhardy. Dragons mate infrequently, sometimes impelled by erratic instinct but oftener in pursuit of political alliance; their clutches number up to a dozen eggs. A newly hatched dragon, about the size of a man, is fully mobile, self-sufficient, and fluent in its racial language. Some dragons never make it out of the shell; wyrm eggs are powerfully magical, and insanely brave adventurers sometimes steal them for sale to mages.

A newly hatched dragon sets out to find its own territory. Most hatchlings perish at the hands of humans, dwarves, monsters, or other dragons, but the smartest and luckiest survive.

Dragons grow, age, and ripen in wisdom as long as they live. They never weaken or fall to senility; they are said to be immortal, succumbing

only to violence. Exceptionally magical creatures, they learn spells from each other, and occasionally from powerful wizards of other races. The potential rewards of such arrangements can persuade dragons to traffic with lesser beings, and humans to risk dealing with creatures that could swallow them in two bites. Dragons also learn by research and experiments, in which case they may employ or enslave humanoid servitors to take care of tedious details or simply to provide hands. An adult dragon may know dozens of spells, but they often focus on high skill rather than acquiring a wide range. While they can use words and gestures of their claws and tails to cast spells, some prefer to learn them to skill 20 or better, so that they can cast them subtly, without overt rituals.

Except for Magery itself, their powers are not affected by low or high mana, but they suffer horrendously in no-mana areas, quickly sickening and eventually dying. However, many *prefer* low-mana areas because wizards are less likely to attack them there. Dragons are thus most often found in the Ring Islands, the Great Forest, and the northern parts of the Whitehood Mountains. They tend to live in mountainous areas but will take up residence anywhere that interests them. Some are rumored to be able to take

other forms and live among the more social races (see pp. 145, 153). Whether they do so for political reasons, personal preferences, or simply sport is usually unknown.

Dragons could never be common. It takes a large territory to feed one; a full-grown dragon can eat two cows a week and will prey on elephants for variety. Even a hatchling eats as much as a man. They can reduce their needs by deliberately placing themselves in a kind of extended torpor, but most feel unsafe doing this for long: enemies might take advantage. Most nurse a fondness for treasure, but this can take the form of violent greed, refined connoisseurship, or miserly paranoia. A few eventually rise above such seemingly crass instincts.

Dragons are intelligent enough to understand the long-term limits on their food supply, territorial enough to dislike having other dragons nearby, and far too proud to adopt ideas such as agriculture. Those who live too close together inevitably fight, usually sooner rather than later . . . but "sooner" for dragons may be a long time in human terms, as rivals watch for advantage and negotiate with other neighbors. Dragons are quite willing to gang up on each other, but the negotiations . . . who gets first pick of the target's hoard, who gets how much of his lands . . . can take decades. This

partly explains the relative lack of truly ancient dragons – the youngsters eventually mob them.

Still, dragons do have a society. Every dragon past hatchling age knows every other dragon, at least by reputation, and at times they meet peacefully . . . to plot, to share knowledge, or just to have the company of a near-equal.

Dragons rob men of land and cattle, dwarves of caves and gold, elves of forest and game. Most of the sentient races thus regard them as enemies. Even in ancient times, the dragon population was kept low by territorial squabbles and the occasional elven or dwarven hero seeking revenge. Since the Banestorm, dragons have gradually been exterminated in populated regions. No young dragon can hope to survive long in human lands; only a mature wyrm dropping in unexpectedly is likely to overcome the local warriors. Such a monster may even settle down and grow fat, pillaging at night or demanding tribute.

Most dragons are intelligent enough *not* to pursue this strategy, since champions eventually come to do battle. If nineteen die fiery deaths, still the twentieth appears. Or, worse, a human army with magical support will lay siege to its lair. Sooner or later, the dragon must return to the wilderness, find new lands to terrorize – or die. Scholars estimate that around 500 dragons live on Yrth, but given the complexities of dragon society, the ease which which they can fly great distances, and the fact that many may be hibernating in secluded lairs, no one can be at all certain.

Dealing with Dragons

Not all dragons are hostile marauders; some are willing to talk. People take some convincing that such dragons are sincere, but it happens. Motivations vary from dragon to dragon: some care only for food and treasure, while others see the benefits of bargaining and cooperation – or at least, of employing humanoid agents. Although a human army is one of the few things a dragon really fears, they can sometimes be persuaded to participate in wars. Legends even speak of great heroes who *rode* dragons into battle. Dragons' oaths, not lightly given, can almost always be trusted;

they *are* proud creatures, and a reputation for unreliability makes things difficult over the centuries.

The best way to approach a dragon is to be very polite and offer treasure. Food is welcome, but only a young or very hungry dragon will be mollified by that alone. Threats are likely to be met with anger and violence.

Incidentally, dwarves are the one race which trusts dragons less than humanity does. Reptile men, on the other hand, regard them with respect, which is returned in full; in addition to its Reputation, reptile men ignore a dragon's Social Stigma.

For more information on using dragons in games, see **GURPS Dragons**.



TEMPLATES

Because every dragon should be treated as a distinct individual with unique abilities and interests, the species is presented here as a set of racial templates, each covering a size and age range. Note that all values are guidelines, not hard rules; a dragon may be large or small, fat or thin, clever or stupid for its age.

The Dragon Meta-Trait

All Yrth dragons have the following features: Perception +2 [10]; Crushing Striker (Tail; Long, +1 SM; Cannot Parry) [8]; Dependency (Mana, Very Common, Constantly) [-25]; Extra Legs (Four Legs) [5]; Flight (Winged, -25%) [30]; Horizontal [-10]; Loner (15) [-2]; Magery 3 [35]; No Fine Manipulators [-30]; Reputation ("cave-horror, worst of gold-thieves"; -2 among dwarves) [-5]; Reputation ("noblest of the scaled ones"; +1 among reptile men) [1]; Social Stigma (Monster) [-15]; Unaging [15]. *17 points.*

All dragons also have claws, teeth, armor, and (usually) flaming breath,

and most have other features in common, but these details vary with age.

Hatchling

29 points

An infant dragon, perhaps fresh out of the egg, is around 6'-7' long, and weighs 150-200 lbs.

Attribute Modifiers: ST +3 (No Fine Manipulators, -40%; [18]; DX -1 [-20]; HT +2 [20].

Secondary Characteristic Modifiers: Basic Speed -1 [-20].

Advantages: Dragon [17]; Burning Attack 1d (Costs Fatigue, 2 FP, -10%; Jet, +0%; Reduced Range, 1/5, -20%) [4]; DR 1 (Can't Wear Armor, -40%) [3]; Nictitating Membrane 1 [1]; Sharp Claws [5]; Sharp Teeth [1].

Young Dragon

133 points

This is a dragon of about 20 years old, which has survived the perilous hatchling phase and is probably establishing a lair. It is a 4-hex creature weighing 500-800 lbs.

Attribute Modifiers: ST +8 (No Fine Manipulators, -40%; Size, -10%) [40]; DX +1 (No Fine Manipulators, -40%) [12]; IQ +1 [20]; HT +3 [30].

Secondary Characteristic Modifiers: SM +1; FP +2 [6]; Basic Speed -1 [-20].

Advantages: Dragon [17]; Burning Attack 1d (Costs Fatigue, 2 FP, -10%; Jet, +0%; Reduced Range, 1/2, -10%) [4]; DR 2 (Can't Wear Armor, -40%) [6]; Metabolism Control 2 [10]; Nictitating Membrane 2 [2]; Sharp Claws [5]; Sharp Teeth [1].

Adolescent Dragon

234 points

This specimen is perhaps a century old, probably established both in its lair and in draconic society. It is a 7-hex creature weighing 800-1,500 lbs.

Attribute Modifiers: ST +13 (No Fine Manipulators, -40%; Size, -20%) [52]; DX +2 (No Fine Manipulators, -40%) [24]; IQ +2 [40]; HT +3 [30].

Secondary Characteristic Modifiers: SM +2; FP +5 [15].

Advantages: Dragon [17]; Burning Attack 2d (Breath; Costs 2 Fatigue; Jet; Range 5) [8]; DR 3 (Can't Wear Armor, -40%) [9]; Metabolism Control 6 [30]; Nictitating Membrane 3 [3]; Sharp Claws [5]; Sharp Teeth [1].

Adult Dragon

338 points

This is a dragon after several centuries, a 10-hex monster weighing 1,500-2,500 lbs., with little to fear except draconic rivals or very powerful heroes.

Attribute Modifiers: ST +16 (No Fine Manipulators, -40%; Size, -30%) [48]; DX +3 (No Fine Manipulators, -40%) [36]; IQ +4 [80]; HT +4 [40].

Secondary Characteristic Modifiers: SM +3; FP +10 [30].

Advantages: Dragon [17]; Burning Attack 3d (Breath; Costs 2 Fatigue; Jet) [14]; DR 6 (Can't Wear Armor, -40%) [18]; Fangs [2]; Metabolism Control 8 [40]; Nictitating Membrane 5 [5]; Talons [8].

Monstrous Dragon

444 points

This represents a truly legendary firedrake, quite likely more than a thousand years old – and probably a little strange. It has grown to 14+ hexes in size and 3,000+ lbs.

Attribute Modifiers: ST +22 (No Fine Manipulators, -40%; Size, -40%) [44]; DX +4 (No Fine Manipulators, -40%) [48]; IQ +6 [120]; HT +5 [50].

Secondary Characteristic Modifiers: SM +4; FP +20 [60].

Advantages: Dragon [17]; Burning Attack 4d (Breath; Costs 2 Fatigue; Jet) [18]; DR 7 (Can't Wear Armor, -40%) [21]; Fangs [2]; Long Talons [11]; Metabolism Control 9 [45]; Nictitating Membrane 6 [6]; Reputation ("Embodiment of the Infinite"; +1 among elves) [2].

Legends speak of even greater dragons than this, millennia old, with almost unlimited power. If such creatures exist on Yrth, they rarely choose

to act, preferring to sit, watch, and think unimaginable thoughts.

Dragons in Combat

Dragons fight *intelligently*, though some may succumb to atavistic battle-fury. They use claws, teeth, strength, and any applicable spells as well as breath weapons; older dragons make more use of flame, as they not only have better range, but can spare more fatigue. Anyone attacking a dragon from behind is likely to become the target of a tail swipe; dragons will often aim low, to sweep an opponent's legs – or horse – out from under him, buying the dragon time to deal with any foes to the front.

VARIANT DRAGONS

In addition to draconic monsters such as wyverns (p. 226), there are occasional reports of dragon-like monsters on Yrth which do not fit the standard pattern. These may be magical mutants, or Banestorm victims from some other world. A few seem to be simply "deficient" dragons; for example, some seem to be born without the ability to breathe flame, but survive to adulthood anyway, thanks to raw strength, cunning, or magic. It is said that some dragons pursue unusual magical paths which radically affect their physique, giving them an exotic appearance and strange powers.

Most "variant dragons" lack wings and flame; some have the Constriction Attack advantage, or possess either powerful venomous bites (a Toxic Attack with Follow-Up) or the ability to spit venom (a Corrosive or Toxic Attack with Jet and often Contact Agent). A few are amphibious; some even prefer life underwater.

Dragons as PCs

Dragons are intelligent and adaptable, which theoretically makes them usable as PCs. However, they're also large, powerful, and regarded with extreme concern by most other species, which limits their usefulness in many types of campaign. Even a low-point hatchling has little chance of surviving in contact with humanity (or goblins, or orcs, or dwarves, or dark elves) . . . and the humanoid races are everywhere now.

Draconic characters will probably be most comfortable in traditional "sword and sorcery" wilderness adventures, in which hardened fighters of all shapes and sizes battle monsters and bandits in search of treasure and glory, or "all-dragon" games dealing with relationships and politics within dragon society. If the GM has suggested such a campaign, it's generally unfair to force players to try to get along in human civilization very often or for very long, but the occasional scenario in which such dragons are forced to deal with the limitations of their form and nature can be amusing. See **GURPS Dragons** for a great deal more information, and p. 145 for an example of a dragon character hiding in human society.

DOMESTIC ANIMALS

As whole villages were carried through the Banestorm, Yrth humans naturally breed many familiar animals. Some native species have also been domesticated. Few other intelligent beings on Yrth share the human

interest in domestic animals (one of humanity's major advantages), and those who do have mostly borrowed both human techniques and human-domesticated species. See p. B459-460 for details of several species.

CAMELS

The Arab-descended tribes of southern Ytarria still know the value of the camel in desert environments – and still curse whenever they have to

Small Elemental

This basic elemental is summoned by casting Summon Elemental at the minimum energy cost of 4. More energy put into the spell summons a more powerful elemental. Usually, this simply means a larger elemental; 1 point of energy is equal to 1 additional point of ST, 5 HP, or 2 points of DR. However, the GM may choose to build a more exotic elemental, adding unusual traits to the following template, or working one up from scratch.

Small Air Elemental

40 points

Attribute Modifiers: ST-4 [-40]; DX-1 [-20]; IQ-2 [-40]; HT-3 [-30].

Secondary Characteristic Modifiers: SM -1; HP+2 [4].

Advantages: Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Doesn't Sleep [20]; Flight (Lighter Than Air, -10%) [36]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Diffuse) [100].

Disadvantages: No Fine Manipulators [-30]; No Legs (Aerial) [0]; Vulnerability (Vacuum and wind-based attacks ×2) [-20].

Small Earth Elemental

40 points

Attribute Modifiers: ST+1 [10]; DX-2 [-40]; IQ-4 [-80].

Secondary Characteristic Modifiers: SM -1.

Advantages: Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Doesn't Sleep [20]; DR 2 [10]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Homogenous)

Small Fire Elemental

40 points

Attribute Modifiers: ST-2 [-20]; DX-1 [-20]; IQ-2 [-40]; HT-3 [-30].

Secondary Characteristic Modifiers: SM -1; HP+2 [4].

Advantages: Burning Attack 2d (Always On, -40%; Aura, +80%; Melee Attack, Range C, -30%) [11]; Charisma 1 [5]; Doesn't Breathe (Oxygen Combustion, -50%) [10]; Doesn't Eat or Drink [10]; Doesn't Sleep [20]; DR 10 (Limited: Heat/Fire, -40%) [30]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Diffuse) [100].

Disadvantages: No Fine Manipulators [-30]; Weakness (Water, 1d/min.) [-40].

Small Water Elemental

40 points

Attribute Modifiers: ST-3 [-30]; DX-2 [-40]; IQ-3 [-60]; HT-2 [-20].

Secondary Characteristic Modifiers: SM -1.

Advantages: Amphibious [10]; Chameleon 1 [5]; Doesn't Breathe [20]; Doesn't Sleep [20]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Diffuse) [100]; Pressure Support 3 [15]; Slippery 5 [10].

Disadvantages: Invertebrate [-10]; Vulnerability (Dehydration) [-10].

Clay Golem

Clay is the default material for golems; it is easily molded, both physically and supernaturally. Golem enchanters often go on to work

with more difficult materials – stone, plastic, flesh – but if a golem is needed in a hurry, most enchanters return to clay.

Clay Golem

0 points

Attribute Modifiers: ST+5 [50]; DX+1 [20]; IQ-2 [-40]; HT+4 [40].

Advantages: Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Doesn't Sleep [20]; High Pain Threshold [10]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Homogenous, No Blood) [45]; Single-Minded [5]; Unaging [15]; Unfazeable [15]; Vacuum Support [5].

Disadvantages: Automaton [-85]; Cannot Learn [-30]; Disturbing Voice [-10]; No Sense of Smell/Taste [-5]; Reprogrammable [-10]; Social Stigma (Valuable Property) [-10]; Unhealing (Total) [-30]; Unnatural [-50]; Wealth (Dead Broke) [-25].

Features: Neither has nor spends Fatigue Points.

Skills: 10 points of skills appropriate to the golem's intended function [10].

Demon

This type of demon most commonly appears on the mortal plane, a hulking brute with bat-like wings and razor-sharp claws and teeth. Demons are not especially smart, but they are strong, tough, and vicious. Their malicious sense of humor is legendary, and they leave a swath of destruction behind them no matter what task they are set to. Demons vary widely; these stats are merely a convenient average.

Demon

200 points

Attribute Modifiers: ST+7 [70]; DX+2 [40]; HT+4 [40].

Secondary Characteristic Modifiers: HP+8 [16].

Advantages: Claws (Sharp Claws) [5]; DR 5 [25]; Flight (Winged, -25%; +5 yards per second) [40]; Immune to Metabolic Hazards [30]; Immunity to Mind-Affecting Magic [30]; Magery 0 [5]; Night Vision 5 [5]; Striking ST+2 [10]; Teeth (Sharp Teeth) [1].

Disadvantages: Appearance (Monstrous) [-20]; Bloodlust (12) [-10]; Bully (12) [-10]; Callous [-5]; Cannot Harm Innocents Prevents direct harm of truly good or holy folks only, -50% [-5]; Fragile (Unnatural) [-50]; Sadism (12) [-15]; Selfish (12) [-5]; Social Stigma (Monster) [-15].

Features: Affected by True Faith and Pentagram.

Skills: Acting (A) IQ-1 [1]-9; Brawling (E) DX+2 [4]-14; Broadsword (A) DX [2]-12; Fast-Talk (E) IQ+2 [4]-12; Hidden Lore (Demon Lore) (A) IQ-1 [1]-9; Intimidation (E) IQ+2 [4]-12; Stealth (A) DX [2]-12.

Skull-Spirits

A skull-spirit is a ghostly, vaporous form, created from the life force that lingers around a sapient being's skull. Skull-spirits obey the being who evoked them without question. They cannot be reasoned with, but can sometimes be confused.

Skull-Spirit

224 points

Attribute Modifiers: ST-10 [-100]; DX+4 [80].

Secondary Characteristic Modifiers: SM -5; HP +20 [40].

Advantages: Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Doesn't Sleep [20]; Immunity to Metabolic Hazards [30]; Injury Tolerance

(Diffuse) [100]; Toxic Attack 2 pts (Cannot parry, -5%; Irresistible Attack, +300%; Melee Attack, Reach C, -30%) [11]; Unaging [15].

Features: Fixed ST.

Skills: Innate Attack (E) DX+3 [8]-17.

Undead Templates

The following templates demonstrate three possible types of undead created with the Zombie spell. A normal dead body produces a zombie; a corpse rotted away to bones produces a skeleton (indeed, zombies rot away to skeletons over time); and a desiccated cadaver, or a properly embalmed body, becomes a mummy.

Skeleton

-162 points

Attribute Modifiers: ST-1 [-10]; DX+2 [40]; IQ-2 [-40].

Secondary Characteristic Modifiers: Basic Speed+1 [20].

Advantages: Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Doesn't Sleep [20]; DR 2 [10]; High Pain Threshold [10]; Immunity to Metabolic Hazards [30]; Immunity (All mind control) [30]; Indomitable [15]; Injury Tolerance (No Blood, No Brain, No Eyes, No Vitals, Unliving) [40]; Single-Minded [5]; Temperature Tolerance 10 [10]; Unaging [15]; Unfazeable [15]; Vacuum Support [5].

Disadvantages: Appearance (Monstrous; Universal, +25%) [-25]; Automaton [-85]; Cannot Learn [-30]; Dependency (Mana; common, constantly) [-50]; Fragile (Brittle) [-15]; Fragile (Unnatural) [-50]; Mute [-25]; No Sense of Smell/Taste [-5]; Reprogrammable [-10]; Skinny [-5]; Social Stigma (Dead) [-20]; Unhealing (Total) [-30]; Vulnerability

(Crushing Attacks; ×2) [-30]; Wealth (Dead Broke) [-25].

Quirks: Cannot Float; Sexless. [-2]

Features: Affected by Control Zombie, Pentagram, and Turn Zombie; No mental skills; Skull has only 2 total DR.

Zombie

-168 points

Attribute Modifiers: ST+1 [10]; IQ-2 [-40].

Secondary Characteristic Modifiers: HP+4 [8].

Advantages: Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Doesn't Sleep [20]; High Pain Threshold [10]; Immunity to Metabolic Hazards [30]; Immunity (All mind control) [30]; Indomitable [15]; Injury Tolerance (No Blood, Unliving) [25]; Single-Minded [5]; Temperature Tolerance 10 [10]; Unaging [15]; Unfazeable [15].

Disadvantages: Appearance (Monstrous; Universal, +25%) [-25]; Automaton [-85]; Bad Smell [-10]; Cannot Learn [-30]; Dependency (Mana; common, constantly) [-50]; Disturbing Voice [-10]; Fragile (Unnatural) [-50]; No Sense of Smell/Taste [-5]; Reprogrammable [-10]; Social Stigma (Dead) [-20]; Unhealing (Total) [-30]; Wealth (Dead Broke) [-25].

Quirks: Sexless. [-1]

Features: Affected by Control Zombie, Pentagram, and Turn Zombie; No mental skills; Will become a Skeleton.

Mummy

-107 points

Attribute Modifiers: ST+1 [10].

Secondary Characteristic Modifiers: HP+4 [8].

Advantages: Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Doesn't Sleep [20]; High Pain Threshold [10]; Immunity to Metabolic Hazards [30]; Immunity (All mind control) [30]; Indomitable [15]; Injury Tolerance (No Blood, No Brains, No Vitals, Unliving) [35]; Single-Minded [5]; Temperature Tolerance 10 [10]; Unaging [15]; Unfazeable [15].

Disadvantages: Appearance (Monstrous; Universal, +25%) [-25]; Automaton [-85]; Cannot Learn [-30]; Dependency (Mana; common, constantly) [-50]; Disturbing Voice [-10]; Fragile (Combustible) [-5]; Fragile (Unnatural) [-50]; Reprogrammable [-10]; Social Stigma (Dead) [-20]; Unhealing (Total) [-30]; Wealth (Dead Broke) [-25].

Features: Affected by Control Zombie, Pentagram, and Turn Zombie; No mental skills; Sterile.

Wraith

233 points

Attribute Modifiers: ST+5 [50]; HT+5 [50].

Secondary Characteristic Modifiers: HP+5 [10].

Advantages: Doesn't Breathe [20]; DR 4 [20]; Immunity to Metabolic Hazards [30]; Injury Tolerance (No Blood, No Brains, No Vitals, Unliving) [10]; Magery 1 [15]; Night Vision 9 [9]; Supernatural Durability (Spells, Magic Weapons) [150]; Temperature Tolerance 10 [10]; Unaging [15]; Unfazeable [15].

Disadvantages: Appearance (Horrific) [-24]; Bloodlust (12) [-10]; Callous (12) [-5]; Dependency (Wraith item; rare, constantly) [-150]; Disturbing Voice [-10]; Social Stigma (Dead) [-20]; Supernatural Features (No Body Heat, Pallor) [-15]; Unhealing (Can heal with Steal HT) [-20].

Quirks: Loves battle; Sexless. [-2]

Racially Innate Spells: Deathtouch-15 [20]; Steal Health-15 [20]; Ethereal Body-15 [20].

Lich

105 points

Attribute Modifiers: ST-1 [-10]; DX+2 [40]; HT+2 [20].

Secondary Characteristic Modifiers: Basic Speed+1 [20]; HP+3 [6]; FP+3 [9].

Advantages: Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Doesn't Sleep [20]; DR 2 [10]; High Pain Threshold [10]; Immunity to Metabolic Hazards [30]; Injury Tolerance (No Blood, No Brain, No Eyes, No Vitals, Unliving) [40]; Temperature Tolerance 10 [10]; Unaging [15]; Unfazeable [15]; Vacuum Support [5].

Disadvantages: Appearance (Monstrous; Universal, +25%) [-25]; Dependency (Mana; common, constantly) [-50]; Fragile (Brittle) [-15]; Fragile (Unnatural, Mitigated by potion, monthly, -70%) [-15]; No Sense of Smell/Taste [-5]; Skinny [-5]; Social Stigma (Dead) [-20]; Vulnerability (Crushing Attacks; ×2) [-30].

Quirks: Cannot Float; Sexless. [-2]

Features: Affected by Pentagram; Can be turned using True Faith; Skull has only 2 total DR.

Racial Skill Modifiers: +1 to Thanatology [2].