

# Creatures

Each creature or is organized in the same general format, as outlined below.

**Name:** This is what the animal or creature is generally known by. The descriptive text may provide other names.

## Description

**Ferocity:** This is the animal's percentile chance to hit with an attack

|               |               |
|---------------|---------------|
| The animal is | Chance to hit |
| Threatening   | 20+2d10%      |
| Hostile       | 30 +2d10%     |
| Dangerous     | 40+2d10%      |
| Lethal        | 50+3d10%      |

**Instinct:** this is the animals Observation score

**Movement:** This is the creatures speed (the amount of distance it can cover in one round). If the creature has other methods of locomotion, these are given after (or in place of) this value.

## Hit points:

| Animal size | Range  | Example  |
|-------------|--------|----------|
| Small       | 2+d10  | Dog      |
| Medium      | 4+d10  | Lion     |
| Large       | 6+2d10 | Gorilla  |
| Huge        | 8+3d10 | Elephant |

**Damage inflicted:** based on attack type

| Attack    | Damage inflicted                                  |
|-----------|---------------------------------------------------|
| Bash      | 5                                                 |
| Bite      | 3 small animal/ large                             |
| Constrict | 4 each round                                      |
| Gore      | 6                                                 |
| Hug       | 5 each round                                      |
| Ink       | Obscure sight for 1d10 rounds                     |
| Poison    | Muscle save to take half damage 8                 |
| Rend      | 6                                                 |
| Shock     | 7                                                 |
| Spit      | 3                                                 |
| Sting     | 5                                                 |
| Swamp     | Sinks any small craft unless a luck check is made |
| Trample   | 6                                                 |

**Skills:** any abilities the creature or animal might have.

**Level:** the average level this creature is encountered at.

# Sample creature

**Name:** Minotaur

**Description:** A seven feet tall bull-headed human which relies on its animal instincts and innate cunning to battle its foes. They prefer to remain underground and are very territorial about its hunting grounds.

**Ferocity:** 67%

**Instinct:** 59%

**Movement:** 30ft

**Hit points:** 22

**Damage Inflicted:** Gore or by Axe 5pts

Minotaur's prefer to charge into fist fighting range, where their great strength serves them well.

**Skills:** tracking 89%

**Level:** 3rd

