

HERO Bestiary™

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Dedication: To Gary Gygax who gave me role-playing
games; to George MacDonald and Steve Peterson who
gave me the rules; to Rob Bell who gave me a chance;
to Ray Greer who treated me like a real human being;
and to Jim, my long time collaborator.

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Printed in U.S.A., First Printing 1992

Produced & Distributed by Iron Crown Enterprises, Inc., the exclusive manufacturer of Hero Games.

STOCK #: 507

ISBN 1-55806-168-1

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INTRODUCTION

The *Hero Bestiary* is the most extensive listing of animals and other creatures for use with **Champions**, *Fantasy Hero*, and other **Hero System** games ever released. It contains lions for taming, sharks for hunting, dinosaurs for discovering, and demons for exercising. If you play any **Hero System** game we guarantee there's something in the *Hero Bestiary* for you!

WHAT'S INSIDE?

... As many creatures and as much information as could possibly be rationalized! The first portion of the *Bestiary* contains further information and clarification of the **Hero System** rules as they apply to animal and monsters and their uses in the Hero universe. Animal Handler Skill and animal Followers are handled extensively. Every effort has been made *not* to rewrite the Hero rules or make up new "optional" rules to accommodate the creatures here. The rest of the *Bestiary* gives complete stats for nearly 200 animals, monsters and other beasts. Lastly we have a listing of terrains and climates and what creatures can be found there.

For those of you who have bought *Fantasy Hero* or the *Fantasy Hero Companion*, some of these creatures may look familiar. Yes, some of the creatures which appear there have been included in this book. They have been printed here for the sake of those people who play **Champions** or other genre games and might not have bought the *Fantasy Hero* books, and chosen from that book because they are creatures which often occur in genres other than fantasy (such as vampires). Fear not that you have wasted your money, as most of those creatures which have previously appeared have been refined and re-figured for this *Bestiary*.

ANIMALS GENRE BY GENRE

Each genre in the *Hero System* provides its own special opportunities and problems in the use of creatures. The kinds of animals encountered, the circumstances under which they are encountered, the level of reality in the playing of NPC animals—all will vary with the particular game.

CHAMPIONS

The comic book genre provides perhaps the widest range of animal encounter options to the GM. Of course, most ordinary animals do not pose much of a threat to the average superhero if used in an obvious manner.

A superhero earth abounds in unexplored wildernesses, lost valleys and subterranean worlds. Naturally, some are inhabited by creatures either long gone from the familiar world or completely unknown to it in the first place. The star systems of a comic book universe teem with life, and are readily accessible via the character's powers or ships, or easily made so by a *deus ex machina* (such as being kidnapped by aliens). The barriers of time and interdimensional space are broken with humdrum regularity by heroes, villains, and simple comic book coincidence.

Explorers can bring living souvenirs home with them; brilliant but erratic scientists can produce odd specimens in their laboratories. And any self-respecting supervillain is capable of importing or creating exotic menaces to bedevil his old enemies.

In short, there are numerous opportunities in the course of a superhero campaign to introduce animal encounters. More examples:

Earthquakes can free living fossils or underground horrors; meteorites can disgorge utterly bizarre creatures or emit radiation that mutates ordinary animals into extraordinary, eye-catching menaces. (Bringing such creatures to the characters has the advantage, from the point of view of making an exciting adventure, that there is more for them to destroy in the thick of civilization; the necessity for subduing them is more urgent.)

A good GM can also generate respectable emergencies with ordinary, real-life animals. A cattle stampede, or an ecological upheaval that sends an entire animal community berserk, may be a challenge to even the toughest hero, who might find being confronted with a multitude of little emergencies—all happening at once—a real test of his mettle.

In spite of the bash-and-smash tradition of comics, it will often be advisable for the heroes to think before lashing out at animals—or even intimidating them. For one thing, a flashy and undisciplined use of force on or near animals can make a bad situation even worse: animals are not cowed into surrender, they are frightened into fleeing or fighting. Additionally, wounding an animal which subsequently escapes, mad with pain, is not a good thing. A blooded tiger on the prowl is not hard for a superhero to catch—but first he must find it, before it kills, or kills again.

Another fact to consider is that the superhero is usually bound by one of the most exacting codes of ethics and sportsmanship found in any genre. Except for the mightiest monsters, animals just are not in league with most superheroes; and it is even rarer to find a creature with the intelligence to act out of real malice. For a superhero to duke it out with a creature that means no harm, and that can't take that kind of punishment, is just not according to the tradition of fair play. It can lead to a loss of prestige for the hero if there are normal observers about.

Of course, a hero can get away with punching out an enraged dinosaur in the middle of Main Street, or with energy blasting the swarm of mutant ants headed straight for the city limits. But even in such situations, a little caution is in order. If the dinosaur is hurt, but not stopped ... if the energy blast sets the warehouse on fire ...

FANTASY HERO

Use of animals in a fantasy adventure has advantages and disadvantages quite different from their use in other games. One advantage is that you may more frequently use mythological creatures and monsters in fantasy. Another is that you make animals behave in a totally fantastic manner.

Often, fantastic creatures tend not to panic. Aggressive ones may be too single-minded to think of fear. Non-aggressive creatures might have the cunning of human-level intelligence.

The GM who doesn't want to make things too tough on his players may question the wisdom of making mythological beasts too smart; but there are several reasons to make them act with apparent reason and purpose. Mythical animals are almost invariably more amazing than real ones. Intelligence makes sense in specific situations: most dragons are dumb brutes, but one guarding a huge treasure will almost inevitably be an exception. Consider how long a time he's lived to gather such a pile, how good he must be in defending it, and much like a human he must think to have collected it in the first place.

One of the few fantasy traditions that role-playing games have not picked up to any great extent is the NPC animal-person (the Jiminy Cricket or Archimedes the Owl school of fantasy). Such extraordinary creatures do not usually have physical characteristics different from those of the normal animals that they resemble; but they will have human-level intelligence and, often, the ability to speak. The function of such creatures is usually to give help or advice to characters who have failed or who have no idea of what to do next. Often, these animals appear to have mental powers of one sort or another; they are virtually infallible, or at least will consistently remind the player characters that they are. These animals might actually *be* humans, under some sort of spell.

Animals will play a great part in the daily lives of the characters of fantasy. This is a low-technology setting. The faithful steed is the only real alternative to walking. Only animals have the strength to carry burdens and perform tasks that are beyond human strength.

The standard animal follower to the character in this genre will be the destrier—the faithful steed. The “basic horse” is not a warhorse—not trained to fight in cooperation with its rider, and it might panic in combat. Such an untrained animal might well toss his rider for a pratfall and take off for parts unknown the moment the dragon rears its ugly head. If a character buys a horse follower, he will do well to buy the training needed to minimize such possibilities.

Fantasy provides for all sorts of animal followers, and so wolves, birds of prey, dragons the size of domestic cats, homunculi, wizardly familiars, and so forth may all be animal followers, as the GM allows.

WESTERN HERO

This genre uses animals much like fantasy, except there are no mythological or magical beasts—unless it is quite the unconventional Western! As above, the cowboy's best friend is his horse, and well-trained animals are a common facet of the genre.

Animals are often foes in the Western. Rattlesnakes, bears, scorpions, mountain lions and other dangerous “critters” threaten the lives of Western heroes every day. Even normally non-hostile animals, such as cattle, can be a threat if stampeded.

CYBER HERO

This genre rarely uses animals, and is mentioned only for completeness. Many animals are extinct in the dark future, and usually exist mainly in zoos or as pets. Certain exotic, ferocious animals, like tigers, snakes, or sharks can make interesting pets for villains—and maybe they are equipped with cybernetic enhancements, making them unique creatures, to say the least.

THE BESTIARY

For ease of separation, the Hero Bestiary is separated into the following parts:

- **Fantasy & Mythical Creatures**
- **Prehistoric Creatures**
- **Animals**
- **Movie Monsters**

GAME STATISTICS

Each beast is listed with its game statistics followed by information on the beast. This information is broken down into these categories:

Appearance: What the creature looks like.

Ecology: This category includes such things as what the creature's habitat is, what it eats, what its abilities are, and how many are usually encountered at a time.

Motivations: How the creature thinks and why it acts the way it does. If it is intelligent, what it likes or hates and how it views its own existence. For creatures with simple animal instincts such as the drive to survive and multiply, the Motivations category will simply read “normal animal motivations”.

Combat Techniques: Describes the creature's combat abilities and how it will fight in most situations.

Other Names: For animals this might include other historically inaccurate or slang names of the animal, such as River Horse or Behemoth, in reference to Hippopotamus. For monsters and mythical creatures it could list regional names for the same creature such as Ghost Light or Elf Fire in reference to Will-o-wisps. Common misapplied names are also listed.

Rumors: This category lists historic or mythical references to common animals and mythical beasts. Many other fictitious rumors are also included. These, of course, are only rumors. They may be treated as factual or not depending on the GM. It is hoped that this category will spark the imagination of GMs in creating new adventures for their players.

CREATURE CREATION

CHARACTERISTICS

STRENGTH: Strength is, of course, a measure of an animal's physical power to carry extra weight and inflict damage. It is to be noted that an animal, unlike a human, cannot necessarily leap a distance as determined by its STR; this would make bears and elephants prodigious leapers, which they are not.

ANIMAL INTELLIGENCE: Though some animals will have an INT as low as 2 or 3, others will have scores within what has been established as the "human" range, up around 8. This does not mean that such animals will be capable of reason, abstract thought or human skills (unless the GM wants it that way); it is simply an expression, in game terms, of the creatures' abilities to interpret—or misinterpret—the information they receive.

COMELINESS: In the *Hero Bestiary*, the COM listed is a reflection of how the creature would be reacted to in a modern-day setting. For animals that are known to exist and are normally encountered in our world, the COM listed is a reflection of how normal the creature appears. The average boar might not be particularly attractive to the average person but it would probably look normal. Thus its COM is listed as 10. A particularly ugly boar (though hard to imagine) would have a reduced COM. For those creatures not normally encountered in our modern-day world, the COM listed is a reflection of how a normal human in that world might view the creature. In other settings, such as fantasy, a creature's COM might vary from observer to observer. To us a troll might seem repulsive, but to another troll it might not. Keep in mind, beauty is in the eye of the beholder.

ENDURANCE: Very few animals need to spend points for extra END; when they get tired, they tend to break off the attack and go away.

STUN: Many animals have extra STUN, reflective of the difficulty involved in knocking them unconscious—especially large or stupid animals will often have some extra points.

SKILLS

EVERYCREATURE SKILLS: Just as characters have Everyman Skills, most of the creatures in this bestiary have Everycreature Skills, skills that reflect the creature's basic or instinctive abilities in certain areas. As with Everyman Skills, beasts have a Familiarity (8- roll) with their own Everycreature Skills. For example, Everycreature Skills for animals are:

- Concealment
- Stealth
- Survival
- Area Knowledge: natural environment
- 1 pt in their own language
- PS: Specific Animal Abilities

The last Skill listed may seem a bit odd at first but it covers those small abilities that make animals what they are, such as the trout's instinct to find its own specific spawning ground or a bird's instinct to fly south before winter.

Other creatures and races have their own Everycreature Skills. These are listed with the particular creature's abilities preceded by ES: (Everycreature Skill). The cost of these skills is listed as 0 points.

ANIMAL HANDLER: A character with Animal Handler Skill can train found or captured animals to do what they're told. The handler is adept at training all animals which he is knowledgeable about, i.e. the handler must have at least a Familiarity (8-) with a Knowledge Skill of the animal being trained (or an appropriate animal group). The chance to successfully train an animal is based on the character's Animal Handling Skill Roll. This Roll is modified by a number of factors. The amount of time spent training the animal greatly affects the success of the Roll. Use the Time Chart modifiers on page 18 of the *Hero System Rulesbook* to reflect this. Other factors could also affect the Roll, such as the handler's KS Roll with the animal, which can be used as a Complimentary Skill Roll; the Easily Trainable Disadvantage (see Disadvantages) which gives a bonus for some animals; and the age of the animal. Very young animals fall into the Modifier category of Excellent Conditions (+1 to +3), and very old animals fall into the category of Poor Conditions (-1 to -5).

Players should make an Animal Handler Roll whenever they want the animal to do something it is not currently conditioned to do. For example a dog already trained to attack will attack an enemy in combat without a Skill Roll. However if the handler wants the dog to attack a specific person in a crowd, a Skill Roll is required. A failed Roll means that the dog is too confused to attack or attacks the wrong person.

Sometimes a handler wants to teach his animal certain Skills or buy off certain of its Disadvantages. This must be done using the animal's *own* Experience Points. A Skill Roll is required to get the animal to spend its Experience Points appropriately (which it would normally apply to its current Skills and Characteristics). Some useful Skills for animals are: Tactics, KS: Herding, KS: Home Area, and Lang: Hand signs which would allow the handler to command the animal silently.

At any time during the campaign (with the GM's permission) a trained animal can be turned into an animal Follower (see Followers). The character need only spend the appropriate Experience Points to pay for the animal. The character can then alter the animal at will, using the character's Experience Points rather than the animal's.

BREAKFALL: In the animal kingdom, usually only primates (who frequently tumble from trees) and cats (who usually land on their feet) and perhaps animals that fly have this ability. Applies normally to mythical creatures, monsters, and humanoid races.



LANGUAGES: For the sake of simplicity, assume that all sentient creatures who are capable of communicating in some way have their own Language. The creature pays no points for this Language (see Everycreature Skills). Unless the creature encountered by a character has 1 or more points in a Language that that character understands, no regular communication is possible. The ability to speak with animals, though only a 1 or 2 point Language Skill, should be severely restricted by the GM since their is almost no one who could teach it to a Player Character.

MIMICRY: Some birds have the ability to mimic the "language" of other birds and animals. Some, such as parrots and mynah birds, can even imitate human speech and accents.

SEDUCTION: First impression would indicate that no animal would have this Skill. However, the Skill, Seduction in the *Rulesbook* reads: "... the ability to gain others' trust by offering companionship or favors." In this context then it would seem an appropriate ability for small, domesticated animals such as cats, dogs, rabbits, etc., who are often used as pets.

SURVIVAL: Almost all creatures which live in the wild have Survival Skill. A modifier of +1 to +3 should always be given to these creatures when foraging in familiar terrain.

(PACK) TACTICS: Some animals instinctively fight together as a group or pack. Wolves, for instance, will surround a victim in an attempt to constantly attack from behind. They will also "run down" their victim when a few of the wolves will chase the victim as fast as they can. When they tire, fresh wolves will replace them until the prey drops from exhaustion. Then the entire pack feeds. The Skill, Tactics applies very well to these animals.

PERKS

CONTACT: It would not be at all unusual in a fantasy campaign for a hero to have animal (or other creature) Contacts. The Contact would certainly be of limited use, even more so if the character has no way of communicating with the beast.

FAVORS: As Contact, above.

FOLLOWERS: An animal Follower is always loyal to the character and usually willing to do whatever he asks. Unlike animals trained by someone with Animal Handler Skill, Animal Followers do not require the handler to make a Skill Roll every time he wants the animal to do something unique, or whenever the handler wants the animal to change significantly (buy Skills, buy off Disads.), though the GM might impose some other condition such as taking some time to train the animal.

POWERS

ARMOR: Some creatures have Armor covering only part of their bodies. Their Armor is listed with both an Activation Roll *and* as only covering specific areas. This is an either/or situation providing exact coverage for those GMs using Hit Location and an Activation Roll for those who are not.

ENTANGLE: Some creatures entangle victims with their own body. These beasts have the Power Limitation, "creature takes damage done to Entangle" which is worth a -1 Limitation. Any damage done to the Entangle is applied to the creature itself (in addition to the BODY of the Entangle).

EXTRA LIMBS: Some beasts which actually have tails, such as some dinosaurs, are not given the power Extra Limbs. The power is only given to those creatures which actually use their tails for something other than balance.

IMAGES: Some beasts have the ability to blend into their surroundings that goes beyond the normal Concealment Skill such as the ability to become transparent (but not invisible). These creatures use Images to conceal themselves. The extent that the creature can move and perform actions without being detected is reflected on the Image Table. If the concealed creature remains stationary, the bonus to others' PER Roll is +0. If the creature performs simple movement (slow, stealthy movement), the bonus is +2. If the creature performs complex movements (normal movement), the bonus is +4. If the creature performs multiple, interactive movements (picking things up and moving them quickly around the room), the bonus is +6.

LIFE SUPPORT: Some creatures live normally in unusual conditions such as on high mountain peaks and on elemental planes. These creatures are often given the Power Life Support: Able to breath underground or breath thin atmosphere, etc. (just like Breath Underwater) for 5 points.

SUPERLEAP: Usually used normally. Some creatures have Strength below 0 points. These creatures cannot leap so much as ½". Any leaping distance for these creatures must be bought with Superleap.

ADVANTAGES

REDUCED ENDURANCE: A creature whose abilities will often retain their potency even after the creature has died, such as a snake's venom or the head of a Gorgon, are bought with the Persistent Advantage.

LIMITATIONS

FOCUS: Some creatures, such as birds, have the power of flight, which is bought with the Limitation Focus to represent the fact that the wings can be confined or fouled preventing the use of the ability. In most cases such as these, the wings are an Inobvious Inaccessible Focus.

REDUCED PENETRATION: This Limitation is used in a number of ways. It is used to reflect a single attack by a creature which might strike the target as two separate attacks such as two claws striking in unison. Reduced Penetration is also applied to those animal attacks which are blunt though still capable of doing Killing damage such as an elephant's tusks or the spikes and horns of some dinosaurs. The attack is split into two equal parts and rolled separately. The BODY of each attack is applied to the victim's Defenses separately but the STUN is recombined and applied to the Defenses as a whole. A creature which usually only lashes out with a single claw would not have Reduced Penetration applied to the attack. Normally a creature's bite does not have this Limitation, but the bite of exceptionally large creatures which could hit both sides of a victim would have Reduced Penetration.

DISADVANTAGES

Some creatures in the *Bestiary* cost less than their Disadvantage Base. To compensate for this a negative number is listed under Creature Bonus. These low cost creatures often also have Disadvantages. These Disadvantages help define the creature, however the creature gets no points from them. The points from these Disadvantages are listed in parentheses () to reflect this.

DISTINCTIVE FEATURES: The basis for determining if a creature has Distinctive Features or not is if that creature would appear distinctive in an ordinary modern-day world. Thus a Japanese movie monster would have Distinctive Features. This rule would certainly vary in other genres, such as a fantasy setting, so the GM should decide which creatures are still distinctive in his campaign world and which are no longer distinctive. A GM might decide that in his fantasy world unicorns are commonplace and are not particularly distinct, but gryphons, though more common, are still rare and hence would still have Distinctive Features. Also in fantasy settings, animals common to our world, such as horses, might be extremely rare and would be treated as if they had Distinctive Features.

HUNTED: Many creatures are Hunted ... literally. This Disadvantage is not given to those animals which are hunted for food or hunted during a limited season but is given to animals which are constantly hunted or are hunted illegally by poachers for the value of their hides or other parts. As with Distinctive Features, the basis for applying this Disadvantage is the assumption that the creature is in this world as we now live in it. The applicability of the Hunted will vary by the genre being played and the area the characters are in.

The Hunted Disadvantage is also applied to animals that have natural enemies in the same area that they live in, such as cobras and mongooses.

PHYSICAL LIMITATION: There are some Physical Limitations which are common to many beasts. These are described here rather than repeated under each creature that has them.

No Fine Manipulation: This Disadvantage is given to many animals and creatures to reflect their inability to manipulate small objects or use such things as a computer keyboard, either because they are not physically equipped to use such things or because they lack the necessary coordination. The limitation occurs Frequently and Greatly impairs them.

Limited Fine Manipulation: This Disadvantage is for creatures who can accomplish tasks such as open a gate with their lips or trunk, but cannot use a calculator. The limitation is Frequent and Slightly Limiting.

Cannot Leap: Some creatures, even though they might have great strength, cannot leap, either because they are too heavy or because they are not physically equipped to do so (such as having no legs). These beasts are given the Physical Limitation: Cannot Leap which affects them Infrequently and limits them Greatly.

PSYCHOLOGICAL LIMITATIONS: There are some Psychological Limitations which are common to many creatures. These are described here rather than repeated under every creature which has them.

Timid: Some creatures by their nature are very nonaggressive. They will *always* flee from danger or a confrontation. These creatures have the Psychological Limitation: Timid which affects them in Common situations and affects them Strongly. A creature may make an EGO Roll to resist the urge to flee. This Roll could be modified by such things as the creature's young being threatened (+2 to +3), or if the creature is cornered (+1 to +2).

Domesticated: This psychological limitation has not been given to any of the creatures in this book, but it can be given to any animal that has been domesticated on a case by case basis (i.e., a Zebra *can* be domesticated, but not all of them are). This animal is dependent upon man for its very existence. This is Very Common and affects the animal Greatly.

REPUTATION: Those creatures which regularly appear in myth and legend are given the Disadvantage: Reputation. This reflects the abundant rumors (factual or fictitious) which circulate about the particular beast that could be used to the creature's disadvantage.

BEAST MOVEMENT

When creating a creature from scratch, the creature's running speed (in mph) and its SPD is used to determine the creature's Running rate (in game inches). By using the equation, $MPH \times 1.379 \div SPD = \text{Inches of Running}$, or referring to the chart below, the creature's Running rate for creatures not in this book can be determined. For those who check the Velocity Conversion Table on page 142 of the *Hero System Rulesbook*, these results will seem low. Remember, however, that these movement rates are "Combat" movement rates and that each creature has a "Noncombat" movement speed of twice their Combat speed. That Noncombat speed is the maximum speed that the creature can move.

Example: A normal 2 SPD human who can run 9 MPH moves 6" per Phase or 12" Noncombat ($9 \times 1.379 = 12 \div 2 \text{ (SPD)} = 6 \text{ Inches Running per Phase}$).

MPH TO INCHES OF TOTAL (COMBAT) RUNNING

MPH	SPEED											
	1	2	3	4	5	6	7	8	9	10	11	12
5	7"	3"	2"	2"	1"	1"	1"	1"	1"	1"	1"	1"
10	14"	7"	5"	3"	3"	2"	2"	2"	2"	1"	1"	1"
15	21"	10"	7"	5"	4"	3"	3"	3"	2"	2"	2"	2"
20	28"	14"	9"	7"	6"	5"	4"	3"	3"	3"	3"	2"
25	35"	17"	11"	9"	7"	6"	5"	4"	4"	3"	3"	3"
30	41"	20"	14"	10"	8"	7"	6"	5"	5"	4"	4"	3"
35	48"	24"	16"	12"	10"	8"	7"	6"	5"	5"	4"	4"
40	55"	27"	18"	14"	11"	9"	8"	7"	6"	6"	5"	5"
45	62"	31"	21"	16"	12"	10"	9"	8"	7"	6"	6"	5"
50	69"	34"	23"	17"	14"	11"	10"	9"	8"	7"	6"	6"
55	75"	37"	25"	19"	15"	13"	11"	9"	8"	8"	7"	6"
60	83"	41"	28"	21"	17"	14"	12"	10"	9"	8"	8"	7"
65	90"	44"	30"	22"	18"	15"	13"	11"	10"	9"	8"	7"
70	97"	48"	32"	24"	19"	16"	14"	12"	11"	10"	9"	8"

$MPH \times 1.379 \div SPD = \text{Inches of Running}$

COMBAT & OTHER FACTORS

COMBAT MANEUVERS

Block: Normally used only by creatures which commonly fight. Not normally used by creatures with below 7 Intelligence except in familiar combat situations. For instance, a mountain goat knows how to block the attack of another mountain goat but would not know how to block the attack of a man with a club.

Brace: This maneuver is only usable by creatures that have a ranged attack such as a skunk's spray or a dragon's breath.

Disarm: Not normally used by creatures with Intelligence below 7. They simply don't know how or don't care to use that much finesse in combat.

Dodge: Instinctive and used normally by most creatures.

Grab: Used normally assuming the beast has something to grab with (arms, legs, tail, long body, etc.).

Haymaker: Used only by creatures which commonly fight. Not normally used by creatures with below 7 Intelligence unless perhaps when Berserk or Enraged.

Move By: Used in the normal sense only by intelligent, combat experienced creatures. It is, however, used to figure the damage inflicted by an animal when it tramples a victim.

Trampling: It is possible for a character to be trampled to death beneath the hooves of charging animals. When a character is unable to move out of the way of a herd of stampeding animals, he becomes a target for the herd. When the first animal of the herd reaches him and until the last animal has passed him the victim will be *Moved By* by a number of creatures per segment indicated on the table below, with all attacks getting the Multiple Attacker bonus. If the creatures are moving at their normal movement rate, the Move By will be at their normal OCV. If the stampeding creatures are moving at noncombat speed (as is most common), each animal's OCV will be 0.

Example: *Condor Bob hears thunder from the cloudless sky behind him. He turns in time to see a cloud of dust above a vast herd of charging bison. He has no time to move before the herd is on him. The bison have 15 pts of Growth and are moving at full noncombat speed (22"/Phase x 3 SPD ÷ 12 = 5"/Segment). The GM says that Condor Bob will potentially be trampled by 5 bison per Segment (and rolls for each chance).*

The potential for damage will continue until the herd has passed. Only a small fraction of the herd (perhaps 1/10) will actually pass the victim. Animals with the Psychological Limitation: Timid, will attempt to avoid the victim during the stampede (-3 OCV) as will animals who have been successfully Presence Attacked (check once

ANIMALS TRAMPLING/SEGMENT

Inches / Seg.	SIZE OF TRAMPLING ANIMAL											
	Points of Shrinking		0				Points of Growth					
	20	10		5	10	15	20	25	30	35	40	45
1"	8	4	2	2	2	1	1	½	½	⅓	⅓	¼
2"	16	8	4	3	3	2	2	1	1	1	½	½
3"	24	12	6	5	4	3	3	2	2	2	1	1
4"	32	16	8	7	5	4	4	3	2	2	1	1
5"	40	20	10	8	7	5	4	4	3	2	2	1
6"	48	24	12	10	8	6	5	4	3	3	2	2
7"	56	28	14	12	9	7	6	5	4	3	3	2
8"	64	32	16	13	11	8	7	5	4	4	3	2
9"	72	36	18	15	12	9	8	6	5	4	4	3
10"	80	40	20	17	13	10	8	7	5	5	4	3
11"	88	44	22	18	15	11	9	8	6	5	5	4
12"	92	46	23	19	16	12	10	8	6	6	5	4

Inches per Segment = Running x SPD ÷ 12



for the entire herd, not each animal). Stampeding animals will also try to avoid targets which are larger than the animals themselves. Targets which are twice the size of the trampling animals cannot be appreciably harmed (A normal human will not be significantly harmed by a huge herd of rampaging raccoons).

Move Through: Used in the normal sense by intelligent creatures who are familiar with combat. Move Through is also used by animals who charge into their opponent such as rhinos and bighorn sheep.

Set: This maneuver is only usable by creatures that have a ranged attack.

Strike: This maneuver is used normally by most beasts.

OPTIONAL MANEUVERS

Covered: Not normally used by creatures with Intelligence less than 7.

Dive for Cover: Not normally used by creatures with Intelligence less than 7.

Pulling a Punch: Animals will only use this maneuver when fighting members of their own family group during battles to establish rank. More intelligent creatures use it normally.

Rolling with Punch: Not normally used by creatures with Intelligence less than 7.

Snap Shot: Not normally used by creatures with Intelligence less than 7.

Suppression: Not normally used by creatures with Intelligence less than 7 or creatures that do not have an Autofire attack.

Sweep: This maneuver is used normally by most beasts.

MARTIAL MANEUVERS

Martial Maneuvers are not normally used by creatures with Intelligence below 7. There are exceptions however, such as a pursuing bear's ability to trip its prey (Sacrifice Throw), or a giant constrictor's ability to strangle its prey (Choke Hold). These exceptional maneuvers are paid for normally but are usually the only martial maneuver known and not part of some larger package.

HIT LOCATION

Below are presented charts that can be used for all animlas, depending on their rough body configuration. These charts are designed to reflect the results of combat with opponents of roughly equal size or who have a normal chance to hit any area. Sometimes this is not the case. If a giant is being attacked from the ground by a human fighter, the fighter is much less likely to hit the giant's head than he would the giant's legs. To reflect this adjustment, use the Low Shot circumstance from the Special Hit Location table on page 163 of the *Hero System Rulesbook*. Should the fighter choose to fire arrows at the giant, then the Hit Location chart can be used normally since the fighter has an equal chance to hit any Location. Similarly, if the crew of a great sailing ship were attacking a dragon turtle in the water, they would have little chance of hitting its underside. A High Shot would be used in this situation. When in these situations use the Special Hit Location chart only for determining where the attack hits. Do not apply the OCV modifier (unless the player is specifically placing a shot).

To add a small to medium tail to a creature, use the appropriate chart above but use Hit Location 15 as the tail. For some animals, their tail is an important part of their locomotion. For these animals, assume that an impairing or disabling wound in the tail acts like one in the legs.



To add wings to a normally non-winged creature, use the appropriate chart above, but use Hit Locations 8-9 as wings. Assume that an impairing or disabling wound in the wings acts like one in the legs for purposes of movement. Rays should be treated as winged creatures.

To add a long neck to most creatures, use the appropriate chart above, but treat Hit Location 13 as a neck hit (in this case the neck is thought of as an extension of the torso.)

HIT LOCATION CHART

Bipeds					
3d6	Loc	StunX	NStun	Bodyx	CV
3-5	Head	x5	x2	x2	-8
6	Hands	x1	x½	x½	-6
7-8	Arms	x2	x½	x½	-5
9	Shoulders	x3	x1	x1	-5
10-11	Chest	x3	x1	x1	-3
12	Stomach	x4	x1 ½	x1	-7
13	Vitals	x4	x1 ½	x2	-8
14	Thighs	x2	x1	x1	-4
15-16	Legs	x2	x½	x½	-6
17-18	Feet	x1	x½	x½	-8

Crocodilians					
3d6	Loc	StunX	NStun	Bodyx	CV
3-5	Head	x5	x2	x2	-8
6-8	Forelegs	x2	x½	x½	-5
9-14	Body	x3	x1	x1	-5
15-18	Hindegs & Tail	x2	x½	x½	-6

Most Quadrupeds					
3d6	Loc	StunX	NStun	Bodyx	CV
3-5	Head	x5	x2	x2	-8
6-8	Forelegs	x2	x½	x½	-5
9-14	Body	x3	x1	x1	-5
15-18	Hindegs	x2	x½	x½	-6

Fish-shaped					
3d6	Loc	StunX	NStun	Bodyx	CV
3-5	Head & Gills	x5	x2	x2	-8
6-14	Body	x3	x1	x1	-5
15-18	Tail	x2	x½	x½	-6

Winged Creatures					
3d6	Loc	StunX	NStun	Bodyx	CV
3-5	Head	x5	x2	x2	-8
6-9	Wings	x2	x½	x½	-5
10-13	Body	x3	x1	x1	-5
14-18	Tail	x2	x½	x½	-6

Snake-shaped					
3d6	Loc	StunX	NStun	Bodyx	CV
3-5	Head	x5	x2	x2	-8
6-18	Body	x3	x1	x1	-5

WEAPONS

Nets: Some humanoids and mythical creatures use nets as weapons. Nets are usually made of rope, sometimes with interwoven wire, and are used to immobilize a target doing little (if any) damage. Some nets, however, are lined with many piercing barbs. These nets must be handled with 2 DEF gloves to protect the wielder.

Nets immobilize targets as would a Grab Maneuver. Any movement or action that requires the use of limbs is not possible. Furthermore the target is treated as if he were Covered (as per the Combat Maneuver) by anyone with a Melee Weapon who is within striking distance and is ½ DCV vs Ranged Weapons. However unless the attacker spends a ½ Phase action maintaining the Grab the victim may make a DEX Roll to escape at -1 per point the attack was successful by.

All nets are Uncommon Melee Weapons and must be paid for as such:

OCV.	-2
Damage.	*
STUN X.	*
STR Min.	10
Notes.	Can be thrown at -2/1"

* — Normal nets do no damage. Barbed nets do ½d6 RKA w/ Reduced Penetration. STUN X is 1d6-1. Damage is delivered upon completion of a successful hit, whenever the victim tries to free himself, and on the attacker's Phase (should he choose).

GIANT WEAPONS

Fantasy Giants often wield giant weapons. Since these weapons are larger than normal, it only figures that they would do larger damage as well. To figure out the base damage of a weapon used by a giant (assuming it is to the correct scale for that particular giant), find the damage which would normally be done by that weapon on the Damage Class table on pg 158 of the *Hero System Rulesbook*. Increase that weapon's base Damage Class by one level and increase the STR Minimum of the weapon by 5 STR for each 5 pts of Growth possessed by the wielder. This is the base damage which that weapon can do, and may be increased normally depending on how much the giant's STR exceeds the new STR Minimum of the weapon.

For Example, let's assume that a Mountain Giant is wielding a Mountain Giant-sized broadsword. The base damage for a normal sized broadsword is 1d6+1K. We see that the Mountain Giant has 15 pts of Growth so we move down the Damage Class Table 3 levels. The Mountain Giant's broadsword does a base damage of 2d6+1 and requires a STR of 28 to wield. If this were a typical Mountain Giant with 40 STR, the maximum damage he could do with his sword would be 3d6K!

VENOM

Many creatures of the modern and mythical world are venomous. Venoms (as well as poisons and diseases) are constructed using one or more Powers such as RKA, Drain, Energy Blast, Suppress, etc.

CREATING VENOMS

To create a creature's venom attack the GM should first buy the appropriate Power. To this is usually added the Power Advantages NND or AVL D, and the Limitations Gradual Effect (explained below) and Charges (or 0 END). The venom attack is usually Linked to some HKA bite, claw, etc. A number of other Advantages and Limitations could also be applied depending on the appropriate effect of the creature's venom, such as Sticky, Extra Time, No Range, or the Limitation, only if bite/claw/stinger/etc. does BODY damage (-½). Generally the defense against a NND venom is having the appropriate Immunity, an alien metabolism or receiving the appropriate antivenin (antidote to venom). Because none of these is common the venom NND must be bought at a +2 (instead of +1) Advantage.

The new Power Limitation, Gradual Effect, is used primarily for simulating the effects of various toxins. It appears in *Fantasy Hero* but is reprinted here for those people who have *Champions* or the *Hero System Rulesbook* but have not bought the *Fantasy Hero* game book.

GRADUAL EFFECT

A Power with this Limitation works its effects slowly and takes some time to reach full effect. When purchasing Gradual Effect, the player decides the duration- how long it takes for the attack to apply its full effect. The Power receives a Limitation based on the following table.

Duration	Limitation
1 Turn	-½
1 Minute	-1
5 Minutes	-1½
1 Hour	-2
5 Hours	-2½
1 Day	-3
1 Week	-3½
1 Month	-4
1 Season	-4½
1 Year	-5

When the character uses a Power with this Limitation, The GM apportions the damage over the duration of the Gradual Effect. For example, if a character has a 5d6 RKA, and took Gradual Effect of 5 Minutes, then the GM would apply 1d6 RKA damage every minute. The character gets his normal defenses against the attack as a whole; therefore until the total of gradual damage exceeds his defenses he takes no damage.

The first increment of damage should be applied immediately upon completion of the initial attack. Powers with this Limitation are usually bought with either No Normal Defense or Attack Vs. Limited Defense, thereby ignoring defenses altogether.

DRAIN BASED VENOMS

Sometimes a venom will be based on Drain rather than RKA. These venoms reduce a person's mental or physical capacities instead of (or in addition to) killing them. When buying Drain based venoms be sure to buy back the Recovery Rate so that the victim doesn't recover the damage before the next increment takes effect.

STOPPING VENOM

Just because a character has been poisoned with a Gradual Effect poison doesn't mean he's doomed. There are numerous ways that the effects of venom can be slowed, halted, or even reversed. Also the efforts to save a hero who has been poisoned can spawn adventures- desperate races against time.

NORMAL RECOVERY

A character who has been poisoned gets to recover normally. Although this is little help against lethal poisons (since BODY recovers slowly), it can be extremely helpful against venoms that do STUN. The victim gets to recover STUN normally, and thus recovers that damage quickly.

MEDICAL TREATMENT

Proper medical treatment can slow or end the effects of venom. If the victim can be treated immediately (within 1 Turn) after the venom has been injected, the effects of the venom can be slowed. Treatment involves the application of permanganate of potash (or other appropriate substance) to the wound to help neutralize the poison, and then applying a tourniquet tightly between the wound and the heart. The wound is then sucked to draw out the poison. All of these things are involved in the Paramedic Skill Roll which is made. If successful, the rate of effect will be moved down one line on the Time Chart. After this the victim must be kept calm and immobile or the original rate of effect will return.

Competent physicians can keep a poisoned character alive once he has fallen below 0 BODY. But without the proper medical attention the character will surely die. If a character makes his Paramedic Roll on a poisoned victim who has fallen below 0 BODY, he can keep him alive. However a Paramedic Roll must be remade each time another increment of the venom takes effect. (This is the same as reopening wounds, page 165 of *Champions* or the *Hero System Rulesbook*.) If the venom damage reduces its victim to -2x his BODY he will die despite any physician's efforts.

The ability of conventional medicine to stop the advance of venoms depends very much on the genre being played. In a modern day setting most hospitals will have antivenins for most common animal venoms. The character need only be rushed to a hospital before the venom runs its course and have the ant-venom injected into him. In a futuristic setting the availability of a cure would depend on the setting. If there is highly advanced technology then antivenin would be quite common. In most types of post-holocaust settings, antidotes could be somewhat rare. In a typical fantasy setting conventional medicine is not advanced enough to have developed common antivenins. With the GM's permission, a physician might be able to slow the poison's progress through a variety of folk remedies.

ANTI-VENOMS

Since most poisons are built using the NND Advantage, these venoms must have some antidote. This is prerequisite for the Advantage and needn't be defined in game terms. (It could be a chemical antidote, a rare herb, the eye of a newt, etc.) A character who takes the antidote will take no further damage from the poison, but any damage already taken will remain.

MAGIC

The Power effects of venoms should be considered of a different special effect than magic. Thus, normal magical Dispel and Suppresses should have no effect on venoms. However it would be possible to have a spell which specifically affects venoms. The Limitation for "only affects poisons" would only be -½ to -1, but a more specific Limitation such as "only affects scorpion venom" would be -1 to -2. These types of spells would be quite appropriate for a magical healer. Thus Dispel could be a "cure poison" or a Suppress could be a "slow poison". As with antivenins, a successful spell only stops further damage; damage already done will remain.

AN EXAMPLE OF VENOM

Snake Venom

Cost

- 48 4d6 DEX Drain (recovers 1/hour, +1), NND (appropriate Immunity, alien metabolism, or antivenin, +2), Persistent (+½), Gradual Effect (1 minute, -1), only if bite does BODY damage (-½), only affects living things (-½), 6 Charges (-¾)
- 22 2d6 RKA, NND (appropriate Immunity, alien metabolism, or antivenin, +2), Persistent (+½), Gradual Effect (1 minute, -1), No Range (-½), only if bite does BODY damage (-½), only affects living things (-½), Linked to DEX Drain (-½), 6 Charges (-¾)

Total Cost: 70 pts.



ANIMAL-TRANSMITTED DISEASES

Many animals transmit diseases. Bats carry rabies, sheep carry anthrax, and in the Middle Ages rats carried bubonic plague. What animals potentially carry what diseases are listed in the table below.

Not all animals are disease carriers and not every individual of a specific type of disease carrying animal will actually be carrying a disease. Because of this, the diseases listed here should be considered Optional Abilities for that specific individual creature. These diseases are listed as if they were attacks which could be given to a disease carrying individual. There is no game mechanism presented here for determining if an animal is carrying a disease or if a character becomes inflicted. Since contracting a disease is usually not particularly heroic, diseases should always be used by the GM as a plot element not a punishment.

Though grossly oversimplified by real-world standards, these diseases are still very complex.

The disease write-ups here do not show the full complexity of the disease but do provide a game version of the disease that is playable without being too difficult or time consuming. The descriptions of the diseases presented here are also very simplified for the sake of space and playability. GMs who wish to use a disease should research it further to get a "feel" for what the disease is like.

PAIN

Most of these diseases inflict a certain amount of pain. This pain makes normal actions much more draining and difficult. Though pain is an excellent opportunity for role-playing, simulating it in game terms is somewhat difficult. One way is to require an EGO Roll to perform *any* physical or intense mental activity. Penalties can also be applied to the Roll as the character takes more and more damage from the disease.



DRAIN & SUPPRESS BASED DISEASES

Some diseases are written as Drains or Suppresses to represent diseases which reduce a person's mental or physical capacities instead of (or in addition to) killing them. To more fully represent the range of effects a disease has, be sure to appropriately reduce the Figured Characteristic that are affected by the diseased Primary Characteristic.

POTENTIAL DISEASE CARRIERS

ANIMAL	DISEASE					
	Anthrax	Brucellosis	Bubonic Plague	Leptospirosis	Rabies	Spotted Fever
Bats					X	
Canines				X	X*	X
Cattle	X*	X		X	X*	
Felines				X	X*	
Goats	X*	X				
Horses	X*				X*	
Pigs		X		X		
Rodents			X*	X		X
Sheep	X*	X				
Small Wild Animals			X	X	X	

* — Rarely occurs in a modern-day setting

MEDICAL TREATMENT

The ability of conventional medicine to treat these diseases depends very much on the genre being played. In a modern day setting, disease is very rare in domestic animals and modern medicine is capable of treating the diseases contracted from other sources. Once trouble is detected, all an infected character needs to do is get to a hospital. In a high-tech futuristic setting, immunization could have eradicated these diseases altogether. In a fantasy setting, an infected character's prognosis would be much more bleak. No conventional treatment exists for most disease in a typical fantasy setting. If a character is reduced below 0 BODY by a disease, he can be prevented from slipping further below 0 by a successful Paramedic Roll. This, however, will not prevent the disease from reducing the character to 0 BODY, just from dropping lower. Once a character drops below -2x his normal BODY he will die. With the GM's permission, a fantasy physician might be able to slow the disease's progress through a variety of folk remedies.

Since diseases are built using the NND Advantage, they must have some treatment. This is prerequisite for the Advantage and needn't be defined in game terms. (It could be a chemical antidote, a rare herb, the eye of a newt, etc.) A character who is successfully treated for a disease will take no further damage, but any damage already taken will remain.

MAGIC

The Power effects of diseases should be considered of a different special effect than normal magic. Thus, normal magical Dispel and Suppresses should have no effect on them. However it would be possible to have a magical cure for a certain disease. The Limitation for "only affects diseases" would only be $-\frac{1}{2}$ to -1, but a more specific Limitation such as "only affects anthrax" would be -1 to -2. These types of spells would be quite appropriate for a magical healer. Thus Dispel could be a "cure disease" or a Suppress could be a "slow disease". As with conventional medical treatments, a successful spell only stops further damage; damage already done will remain.

ACTIVATION

Not all diseases affect each victim to their fullest extent. Many aspects of a disease only affect a small percentage of victims. This percentage is so small that the 8- Activation Roll is not small enough a chance to reflect this. Therefore the Activation Roll Table from *Champions* or the *Hero System Rulesbook* is extended below to reflect the smaller chances to contract more serious aspects of some diseases. All other rules for Activation apply normally. These lower Activations are presented only with their use with diseases in mind. They should not be used by Player Characters for any other reason without the GM's permission.

ACTIVATION ROLL

Activation Roll	Bonus
3 only	$-3\frac{1}{4}$
4 or less	-3
5 or less	$-2\frac{3}{4}$
6 or less	$-2\frac{1}{2}$
7 or less	$-2\frac{1}{4}$

ANTHRAX

Anthrax is a disease which is contracted through the handling of infected animals or animal products or by eating infected meat. There are actually several types of anthrax which have different manifestations.

Cutaneous Anthrax begins a week after infection, on exposed skin surfaces, as a rash with painless black sores. This condition is sometimes accompanied by mild fever, headache, and a generally unhealthy feeling. The disease spreads into the bloodstream where, unless it is treated, it causes death in about 20% of its victims.

1d6 Suppress CON, NND, Persistent, Uncontrolled, No Range, 1 Charge, 1 week delay, ends after several weeks ($-\frac{1}{4}$).

3d6 RKA, NND, Persistent, Uncontrolled, No Range, 8- Activation, 1 Charge, 1 week delay, Gradual Effect (1 week).

Cost: $3 + 14 = 17$ pts.

Meningeal Anthrax is a rarer complication of cutaneous anthrax which is characterized by the sudden onset of confusion, loss of consciousness, and coma. There is often rapid dilation of the pupils followed by death.

Cutaneous Anthrax effects.

8d6 Suppress STUN, NND, Persistent, Uncontrolled, only if victim has Cutaneous Anthrax ($-\frac{1}{2}$), No Range, 4- Activation, Gradual Effect (1 day), 1 Charge, lasts until RKA is finished ($-\frac{1}{4}$).

2d6 Suppress INT, NND, Persistent, Uncontrolled, only if victim has Cutaneous Anthrax ($-\frac{1}{2}$), No Range, 1 Charge, lasts until RKA is finished ($-\frac{1}{4}$), Linked to 8d6 Suppress.

Cost: $16 + 8 = 24$ pts.

Inhalation Anthrax is also called Wool Sorter's Disease because of the high incidence of disease in weavers who use contaminated wool. Fibers from the wool are breathed and infect the lungs. After several days the victim is stricken with fever, fatigue, and cough. This is followed by some improvement then shock followed by death. Most victims die within 24 hours despite treatment.

4d6 CON Drain (Recovers 5/wk.), NND, Persistent, Uncontrolled, 1 Charge, 1 day delay, Gradual Effect (1 week).

4d6 RKA, NND, Persistent, Uncontrolled, No Range, 1 Charge, 1 week delay, Gradual Effect (1 day).

Cost: $21 + 23 = 44$ pts.

Intestinal Anthrax is caused by eating poorly cooked meat from infected animals. It is characterized by acute abdominal pain and usually ends in death.

4d6 RKA, NND, Persistent, Uncontrolled, No Range, victim must eat infected animal meat (-1), Gradual Effect (1 day).

2d6 Suppress CON, NND, Persistent, Uncontrolled, No Range, victim must eat infected animal meat (-1), 1 Charge, 1 day delay, ends after 1 week ($-\frac{1}{4}$), Linked to 4d6 RKA.

Cost: $30 + 5 = 35$ pts.

Treatment

Many antibiotics are effective in treating anthrax including penicillin, tetracycline and streptomycin. Treatment usually reduces the effect of the disease long enough for it to run its course without being fatal. Because of the extreme speed of inhaled anthrax, medication must be administered very early if it is to act before the disease does.

BRUCELLOSIS

Brucellosis (Brew cell o' sis) occurs in humans through the consumption of infected meat or milk or by skin contact. After between 7 and 48 days the victim will experience fever, headache, weakness, sweats, general aches and pains, and weight loss. Though the deadly complication (which usually only inflicts men) is rare, the disease itself may reoccur several times after it subsides.

2d6 Suppress CON, NND, Persistent, Uncontrolled, No Range, 6 Charges, 10- Burnout, 1 month delay, ends after 1 week ($-\frac{1}{4}$).

1d6 Suppress BODY, NND, Persistent, Uncontrolled, No Range, 6 Charges, 1 month delay, ends after 1 week ($-\frac{1}{4}$), Linked to 2d6 Suppress.

2d6 RKA, NND, Persistent, Uncontrolled, No Range, 3- Activation, 1 month delay, Gradual Effect (1 week), usually only on males ($-\frac{3}{4}$).

Cost: $5 + 3 + 9 = 17$ pts.

Treatment

Brucellosis is easily curable using repeated doses of a combination of tetracycline and streptomycin. The disease itself, though painful and annoying, is seldom fatal.

PLAGUE

"The Black Death" as it was known, is very popular in history and fiction. The Bubonic Plague is carried by rats, or more precisely rat fleas, that come into close contact with humans. After a period of 1-12 days, the victim is struck with chills, high temperature, vomiting, dizziness and delirium. Death usually occurs during the first week of illness. Though highly destructive itself, Bubonic Plague is somewhat less dangerous than its relative, Pneumonic Plague, in which the Bubonic victim contracts a pneumonia-like condition as well. This disease forms in the lungs and is easily spread from person to person. After a matter of mere hours the victim experiences sudden illness with chills, fever, rapid pulse, severe headache, nausea and delirium. Death occurs within a few days.

Bubonic Plague:

3d6 RKA, NND, Persistent, Uncontrolled, No Range, 1 Charge, 1 day delay, Gradual Effect (1 week).

2d6 STR Drain (Recovers 5/month), NND, Persistent, Uncontrolled, 1 Charge, 1 day delay, Gradual Effect (1 week), Linked to 3d6 RKA.

2d6 CON Drain (Recovers 5/month), NND, Persistent, Uncontrolled, 1 Charge, 1 day delay, Gradual Effect (1 week), Linked to 3d6 RKA.

Cost: $17 + 17 + 11 = 45$ pts.



Pneumonic Plague:

(Same as above with Sticky Advantage & 11- Activation, plus...)

+2d6 RKA, NND, Persistent, Sticky, Uncontrolled, No Range, 11- Activation, 1 Charge, 1 day delay, Gradual Effect (1 week), Linked to 3d6 RKA.

Cost: $45(+2 \text{ pts.}) + 11 = 58$ pts.

Treatment

Early treatment with streptomycin or tetracycline is the key to curing plague. Treatment must occur within 15 hour of the onset of symptoms since the disease will have irreparably progressed by then.

LEPTOSPIROSIS

Leptospirosis is a disease caused by parasites on infected animals. After a period of 7-12 days the first of two phases of the disease begins with headache, rising temperature, severe muscle aches, anorexia, nausea and extreme pain. Sometimes the victim also experiences an extreme sensitivity to light. This phase usually lasts for 4-9 days. Once these symptoms subside there will be a calmer period of 1-3 days and then the second phase of the disease will assert itself with the same symptoms. This phase is only of 1-3 days' duration and the victim experiences a lower fever.

2d6 CON Drain (Recovers 5/week), NND, Persistent, Uncontrolled, 2 Charges, 1 week delay, Gradual Effect (1 week).

1d6 Suppress STR, NND, Persistent, Uncontrolled, No Range, 2 Charges, 1 week delay, ends after 1 week ($-\frac{1}{4}$), Linked to CON Drain.

2d6 RKA, NND, Persistent, Uncontrolled, No Range, 11- Activation, 2 Charges, 1 week delay, Gradual Effect (1 week).

4d6 Suppress Sight Perception, NND, Persistent, Uncontrolled, No Range, 6- Activation, 2 Charges, 1 week delay, Gradual Effect (1 week), only in light (-1).

Cost: $11 + 3 + 10 + 6 = 30$ pts.

Treatment

Leptospirosis is seldom fatal in victims under the age of 50. Normal antibiotics are helpful in treating Leptospirosis, though to be effective they must be administered within 4 days of the onset of the illness. It is also believed that early bed rest can minimize the chances of death.

RABIES

Rabies is a highly dangerous disease of the nervous system which is contracted from the bite of infected animals or, rarely, through the consumption of the meat. After a highly variable period of 10 days to over a year a great many symptoms appear. For 1-4 days a period of fever, headache, increased fatigue, anorexia, sore throat, coughing and nausea will commence. After this a state of excessive motor activity excitability and agitation begin. Quick confusion, hallucinations, combativeness and muscle seizures begin to occur. Extreme sensitivity to bright light, loud noise and even the light touch of a breeze is common. The combination of excessive salivation and a difficulty in swallowing produces the characteristic "foaming at the mouth" appearance. The mental irregularities are interspersed with completely lucid periods, but as the disease progresses, these lucid periods get shorter until the victim lapses into a coma. Death soon follows.

5d6 Suppress CON & END, NND, Persistent, Uncontrolled, No Range, 1 Charge, 1 month delay, ends after several days (-¼), (one is) Linked.

3d6 Suppress STR, INT & EGO; NND, Persistent, Uncontrolled, No Range, only after 5d6 Suppress (-), 1 Charge, 1 month delay, ends after several weeks (-¼), (two are) Linked.

3d6 Suppress STUN, NND, Persistent, Uncontrolled, No Range, only after 5d6 Suppress (-½), 1 Charge, 1 month delay.

2d6 RKA, NND, Persistent, Uncontrolled, No Range, 4 Charges, 1 day delay, only after 5d6 Suppress (-½), Gradual Effect (1 day).

Cost: (12+11) 23 + (7+6+6) 19 + 8 + 13 = 63 pts.

Treatment

If possible, the creature which potentially transmitted the disease must be captured and destroyed for rabies testing. If it is determined that the creature did not carry the virus, then no treatment is necessary. If the animal is determined to be infected or if no testing is possible, the wound must first be scrubbed and cleansed with a variety of medications and antibiotics. Afterwards a series of painful injections must be administered over the next several days into the wound and intramuscularly.



ROCKY MOUNTAIN SPOTTED FEVER

Rocky Mountain Spotted Fever is acquired from the bite of infected ticks and is often confused with measles. The tick must remain attached for a number of hours to transmit the disease so frequent checking is the best prevention. After a period of 3-12 days the abrupt onset of excruciating headache, a shaking rigor, pain in the back and leg muscles, nausea, fever, and severe abdominal pain will occur. If untreated, the fever will continue for 15-20, days and the victim will become irritable and shun distractions such as questioning and examination. After 2-6 days of symptoms a rash will appear on the wrists, ankles, palms, soles and forearms. After 6-12 hours it spreads to the torso, neck and face. A warm compress applied to these areas will accentuate the rash. Photophobia and/or deafness is not uncommon. The disease usually abates after 2 weeks, and convalescence is rapid.

5d6 Suppress DEX, NND, Persistent, Uncontrolled, No Range, 1 Charge, 1 week delay, ends after several weeks (-¼).

4d6 Suppress CON, NND, Persistent, Uncontrolled, No Range, 1 Charge, 1 week delay, ends after several weeks (-¼).

2d6 RKA, NND, Persistent, Uncontrolled, No Range, 1 Charge, 1 week delay, Gradual Effect (1 week).

4d6 Suppress Sight Perception, NND, Persistent, Uncontrolled, No Range, 14- Activation, 1 Charges, 1 week delay, Gradual Effect (1 week), only in light (-1).

5d6 Suppress Hearing Perception, NND, Persistent, Uncontrolled, No Range, 12- Activation, 1 Charge, 1 week delay, ends after several weeks (-¼).

Cost: 13 + 9 + 11 + 6 + 12 = 51 pts.

Treatment

Early treatment with specific chemotherapy combined with 1-4 days treatment with chloramphenicol and tetracycline usually bring rapid recovery within 72 hours. If treatment is delayed, more extensive convalescence including regular turning or movement is required.

VALUE OF ANIMALS AND THEIR PARTS

Often a hero will want to buy a animal or sell its pelt (or other parts). A woodland swashbuckler might wish to buy a horse or a fantasy adventurer might wish to sell the hide of a grizzly bear (with only a few small holes in it).

The following chart lists the *estimated* values of such items. These values are the amount that a trapper or hunter would be paid. To determine the market selling cost, increase the figure listed by 10%-100% or more, depending on local availability. Actual prices may vary.

- 1 platinum piece (pp) = 10 gold pieces (≈ \$1000)
- 1 gold piece (gp) = 10 silver pieces (≈ \$100)
- 1 silver piece (sp) = 10 copper pieces (≈ \$10)
- 1 copper piece (cp) = 10 iron pieces (≈ \$1)

Animal Part	Dollar Value	Fantasy Value
Alligator		
-Alive	\$150	1 gp, 5 sp
-Dead	\$100	1 gp
-Skin	\$50	5 sp
Antelope		
-Alive	\$500	5 gp
-Dead	\$200	2 gp
-Skin	\$100	1 gp
Bear, Black & Brown		
-Alive	\$800	8 gp
-Dead	\$400	4 gp
-Skin	\$75	7 sp, 5 cp
Bear, Grizzly		
-Alive	\$4,000	4 pp
-Dead	\$2,000	2 pp
-Skin	\$450	4 gp, 5 sp
Bear, Polar *		
-Alive	\$8,000	8 pp
-Dead	\$4,000	4 pp
-Skin	\$900	9 gp
Bison *		
-Alive	\$4,000	4 pp
-Dead	\$2,000	2 pp
Boar		
-Alive	\$300	3 gp
-Dead	\$150	1 gp, 5 sp
-Tusks (pair)	\$25	2 sp, 5 cp
Cougar		
-Alive	\$250	2 gp, 5 sp
-Dead	\$130	1 gp, 3 sp
-Skin	\$105	1 gp, 5 cp
Coyote		
-Alive	\$300	3 gp
-Dead	\$150	1 gp, 5 sp
-Skin	\$65	6 sp, 5 cp
Crocodile		
-Alive	\$250	2 gp, 5 sp
-Dead	\$140	1 gp, 4 sp
-Skin	\$35	3 sp, 5 cp
Deer		
-Alive	\$1,000	1 pp
-Dead	\$500	5 gp
-Skin	\$120	1 gp, 2 sp
Elephant*		
-Alive	\$200,000	200 pp
-Dead	\$100,000	100 pp
-Tusk (45 kg av.)	\$4,500	4 pp, 5 gp
Elk		
-Alive	\$3,000	3 pp
-Dead	\$1,500	1 pp, 5 gp
-Antlers	\$300	3 gp
Falcon		
-Alive	\$2,000	2 pp
-Feathers	\$100	1 gp

Animal Part	Dollar Value	Fantasy Value
Fox (various)		
-Alive	\$100-\$500	1 gp-5 gp
-Dead	\$70-\$400	7 sp-4 gp
-Skin	\$50-\$90	5 sp-9 sp
Horse		
-Untrained	\$300	3 gp
-Trained Riding	\$500	5 gp
-Light Warhorse	\$1,000	1 pp
-Heavy Warhorse	\$4,500	4 pp, 5 gp
Jaguar*		
-Alive	\$1,800	1 pp, 8 gp
-Dead	\$1,000	1 pp
-Skin	\$300	3 gp
Leopard*		
-Alive	\$20,000	20 pp
-Dead	\$8,000	8 pp
-Skin	\$2,000	2 pp
Monkey		
-Alive	\$300	3 gp
-Dead	\$100	1 gp
-Skin	\$50	5 sp
Rhinoceros*		
-Alive	\$150,000	150 pp
-Dead	\$85,000	85 pp
-Horn (8 kg average)	\$190	1 gp, 9 sp
-Skin	\$1,500	1 pp, 5 gp
Seal (various)		
-Alive	\$1,000-\$5,000	1 pp-5 pp
-Dead	\$500-\$2,500	5 gp-2 pp, 5 gp
-Skin	\$100-\$500	1 gp-5 gp
Sheep, Bighorn		
-Alive	\$3,000	3 pp
-Dead	\$2,000	2 pp
-Skin	\$500	5 gp
Small Animals		
-Alive	\$40	4 sp
-Skin	\$25	2 sp, 5 cp
Snakes		
-Alive	\$10-\$500	1 sp-5 gp
-Skin	\$5-\$120	5 cp-1 gp, 5 sp
Tiger *		
-Alive	\$15,000	15 pp
-Dead	\$5,500	5 pp, 5 gp
-Skin	\$1,300	1 pp, 3 gp
Wolf		
-Alive	\$1,000	1 pp
-Dead	\$520	5 gp, 2 sp
-Skin	\$130	1 gp, 3 sp
Wolverine		
-Alive	\$800	8 gp
-Skin	\$250	2 gp, 5 sp
* — Animal is illegal to hunt in the modern world.		

BEASTS OF MYTH & FANTASY

The mythology of various cultures throughout history as well as modern fantasy literature provide some exciting creatures which can be used in a variety of genres. From the dank, slimy creatures that scavenge darkened fantasy ruins to hordes of living dead who tirelessly stalk our heroes across the screen of B-movies.

Though the beasts presented here are highly diverse, most share the few common Everycreature Skills listed in the next column. Other Everycreature Skills which are unique to that beast are listed with its abilities.

Concealment

Shadowing

Stealth

Survival

Area Knowledge: natural environment

1-4 pts in their own language

PS: Specific Animal Abilities (8-)

ABATWA

OCV: 5; DCV: 21*; ECV: 3; Phases: 4, 8, 12

COSTS:	Char	Powers	Total	Disadv.	Base
	-18	+ 132	= 114	= 39	+ 75

Val	Char	Cost	
-25	STR	-35	
16	DEX	18	
5	CON	-10	
1	BODY	-18	
10	INT	0	
10	EGO	0	
5	PRE	-5	
10	COM	0	
1	PD	1	
1	ED	0	
3	SPD	4	
3	REC	4	
28	END	9	
18	STUN	14	* Bonus for Shrinking already figured in.
Cost	Abilities	END	
107	Shrinking (80 pts), Persistent, Always On (-16 to others' Sight Perception, +24" KB)		
3	Bump of Direction		
3	Immune to fire ant venom		
-10	Running -5" (1" total)		
5	Animal Handler (Ants) 12-		
7	Climbing 14-		
3	Lang: Local Common (Fluent w/ Accent)		
7	Riding 14-		
3	Survival 11-		
2	Transport Familiarity w/ Riding Animals		
2	Familiarity w/ Common Melee & Missile Weapons		
0	ES: Breakfall 8-		
0	ES: Climbing, Conversation, Deduction 8- (each)		
0	ES: Tracking 8-		
75+	Disadvantages		
15	Distinctive Features (Not Concealable)		
15	DNPC: Ants 14-		
15	Psych. Limitation: Seclusive (Common, Strong)		
-6	Creature Bonus		

Appearance: The Abatwa are the smallest of humanoids, standing only a fraction of an inch tall. They are perfectly proportioned, dark skinned and wear the traditional garb of the tropical tribes.

Ecology: The Abatwa live in secluded regions of tropical forests and plains. They live in peaceful cohabitation with tropical ants in large, complex anthills. Though they share the clannish family structure of the other tropical tribes, they are not openly aggressive. They seek only to live peaceful, productive lives. Food is normally obtained by gathering parties who forage among the plants for edible greens though they do eat cheese, meat, and sweets that might be dropped by passersby.

Motivations: Peace and prosperity are the Abatwa way of life. Though not hostile they are expansionistic, spreading family groups which eventually grow to large communities throughout the tropics. Simple survival is the main motivation of the Abatwa, but they are extremely appreciative of art and tradition and seek to adorn themselves and their homes with diminutive painted jewelry and sculpture.

Combat Techniques: Typically the Abatwa prefer peaceful compromise or diplomatic negotiations to settle confrontations. They are slow to rouse but share the combat instincts of the other tropical tribesmen and are capable of using hand held weapons. These weapons are very, very tiny by our standards however and are never capable of inflicting more than 1 pip of damage to an unprotected, larger opponent.

Other Names: The Small Tribe.

Rumors: The Abatwa reveal themselves only to elderly mages, young children, and pregnant women. A pregnant woman who sees an Abatwa will give birth to a boy.

BANSHEE

Val	Char	Cost	
20	STR	10	
12	DEX	6	
20	CON	20	
10	BODY	0	
10	INT	0	
18	EGO	16	
25	PRE	15	
10	COM	0	
10	PD	6	
10	ED	6	
3	SPD	8	
8	REC	0	
40	END	0	
50	STUN	20	

Cost	Abilities	END
20	Desolidification, Persistent, Always On, not through solid objects (-½)	
31	3d6 RKA, Indirect (any location/direction), Time Delay, Affects Solid, No Conscious Control, only after wailing (-½), IIF, 1 Charge	18
30	Afterlife Support (Total)	
60	Invisibility to Sight & Smell Groups, w/ Fringe, 0 END	0
12	+30 PRE, only for PRE Attacking (-1), only while wailing (-½)	
22	Flight 5", 2x Noncombat (20"), 0 END	0
20	Extra-Dimensional Movement (to spiritual plain)	
0	ES: Deduction 8-	

75+	Disadvantages
25	Distinctive Features (Not Concealable, Extreme Reaction)
20	2x Effect from PRE Attacks of Holy Men
20	Physical Limitation: Dead (All the Time, Greatly)
15	Psych. Limitation: Dead (Very Common)
147	Creature Bonus

OCV: 4; DCV: 4; ECV: 6; Phases: 4, 8, 12					
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COSTS:	Char		Powers		Total		Disadv.		Base
	107	+	195	=	302	=	227	+	75

Appearance: The Banshee appears as a spectral humanoid wearing a burial shroud and floating in the air. Its shimmering, translucent form is sometimes immobile, staring for a time in a specific direction, sometimes wandering silently outside a building, but usually wailing in glee or grief outside the home of someone, or near someone who often soon dies.

Ecology: Banshees wander secluded areas of the rural countryside travelling only occasionally into towns to deliver their dread messages. Like ghosts they are believed to be the spirits of the dead, but they very rarely appear to those who might recognize them. They also differ from ghosts in that their appearance is almost always precursor to a deadly situation for someone.

Being undead spirits makes Banshees particularly susceptible to the ability of devoutly religious persons' to dispel, drive away or "turn" the undead away.

Motivations: No one can say for certainty what motivates the Banshee. Some say they are cursed to wander the world performing their dread task. Some say their warnings to the doomed are a more conscious choice in hopes of averting the fate or to torment those who will soon die.

Combat Techniques: Banshees will not engage in direct hand to hand combat. If a person is so foolish as to confront a Banshee, their boldness will likely be shattered by the spirits sudden wailing (PRE Attack), and the Banshee will vanish. Normally after the frightening appearance of a Banshee, the subject of the spirit's interest will have a life threatening accident (3d6 RKA) within a few days. If all whom saw the Banshee are safe after a week then no Banshee-related harm will likely befall them.

Other Names: Banshi, Benshee, Wailing Spirit, Lady of Death, White Lady of Sorrow, and Ban Sidhe (from the Gaelic, the Sidhe were the elder race of Faerie in Ireland).

Rumors: Some believe that not all the spirits of the dead are taken into the next world, nor do they lose their interest in earthly affairs. The spirits of those who have done evil must wander the world near where the deeds were done warning those in danger of their upcoming doom.



BARBEGAZI

Val	Char	Cost	
16	STR	6	
13	DEX	9	
16	CON	12	
12	BODY	4	
8	INT	-2	
10	EGO	0	
13	PRE	3	
8	COM	-1	
3	PD	0	
3	ED	0	
3	SPD	7	
6	REC	0	
32	END	0	
30	STUN	2	* Bonus for Shrinking already figured in.

Cost	Abilities	END
13	Shrinking (10 pts), Persistent, Always On (-2 to others' Sight Perceptions, +3" KB)	
8	½d6 HKA, not vs hot things (-¼) – ice crusted sleeves	1
4	+2 PD, +2 ED Armor, not vs heat (-½) – ice crust	
30	75% Resistant Energy Damage Reduction, only vs cold (-1)	
8	Life Support (Breath Thin Atmosphere, Intense Cold)	
7	Running +5" (11" total), only on ice & snow (-½) 1/5"	
16	Tunnelling 5" through 1 DEF, only through snow (-½)	1/5"
3	Breakfall 13-	
7	Climbing 15-	
13	Concealment 16-	
3	AK: Home Area 12-	
3	KS: Mountains 12-	
2	PS: Current Occupation 11-	
3	Stealth 13-	
2	Familiarity w/ Common Melee Weapons	
0	ES: Climbing, Deduction, Tracking 8- (each)	

75+	Disadvantages
15	Distinctive Features (Not Concealable)
5	1d6/Minute when above freezing
10	Psych. Limitation: Seclusive (Common)
55	Creature Bonus

OCV: 4; DCV: 6*; ECV: 3; Phases: 4, 8, 12

COSTS:	Char	Powers	Total	Disadv.	Base
	38	+	122	=	160 = 85 + 75

Appearance: The dwarfish Barbegazi are squat, sinewy humanoids with large, long feet and icicles covering their hair, beards, and clothes. All Barbegazi wear one piece suits of white fur matted with sharp ice making it hard to distinguish males from females. Their language is similar to the sound of marmots and of the wind whistling among the mountain peaks.



Ecology: Barbegazi live on high, snow covered mountains. They are absolutely comfortable in the absolute cold of the peaks and in fact will die if taken to a climate above 32°. Their homes are networks of caves and tunnels near the summits of secluded mountain peaks. The entrances to these areas are small openings concealed with snow and ice.

Motivations: Because contact with the Barbegazi has been scarce, little is known about this diminutive race. They appear to be subtly helpful to other races, whistling to warn climbers of potential avalanches. They are also fun-loving, often riding avalanches down the mountainside with little danger to themselves since they can easily dig themselves out from any depth of snow.

Combat Techniques: Barbegazi usually avoid physical confrontation but are capable with swords and spears made of ice and have learned to use the sharp crust of ice on their clothes to rake opponents.

Other Names: Frozen Beards, Ice Beards.

Rumors: Ancient Dwarven tomes speak of the Cold Ones, a family of dwarves cursed to live above the tree-line forever.

BASILISK

Val	Char	Cost	
20	STR	10	
11	DEX	3	
20	CON	20	
16	BODY	12	
5	INT	-5	
5	EGO	-10	
15	PRE	5	
6	COM	-2	
10	PD	6	
4	ED	0	
2	SPD	0	
9	REC	2	
40	END	0	
39	STUN	3	

Cost	Abilities	END
10	1d6-1 HKA – bite	1
12	1d6 HKA, reduced penetration ($-\frac{1}{4}$) – claws	1
6	+3d6 HA, OIF – tail	1
15	+5 PD, +5 ED Armor	
28	8d6 Major Transformation (to stone), All or Nothing, 0 END, Always On, Requires PER Roll, target must make eye contact (-1), only on intelligent things ($-\frac{3}{4}$), not via reflective surfaces ($-\frac{1}{2}$)	0
5	Extra Limb – +4 legs & tail	
5	Ultraviolet Vision	
10	Tracking Scent	
6	+2 to all Perceptions (12-)	
3	Concealment 10-	
3	Stealth 11-	
7	Survival 13-	
5	+1 w/ H-to-H combat	

75+ Disadvantages

25	Distinctive Features (Not Concealable, Extreme Reaction)
15	Physical Limitation: No fine manipulation
10	Physical Limitation: Cannot Leap
15	Reputation (Extreme) 11-
19	Creature Bonus

OCV: 4; DCV: 4; ECV: 2; Phases: 6, 12

COSTS:	Char	Powers	Total	Disadv.	Base
	44	+	115	=	159 = 84 + 75

Appearance: Basilisks are large, eight legged lizards, some 5-10 feet in length. The body is large scaled and green to brown to black in color. The eyes glow greenly and the mouth is filled with short sharp teeth.

Ecology: Basilisks prefer warmer areas from warm temperate to tropical, sometimes migrating into cool temperate regions during warmer months. They eat mostly vegetation and the occasional carrion, since it turns all living animals to stone. Basilisks are egg layers. A typical female will lay a cluster of 10-20 small, soft eggs, and must protect the young after they hatch as their petrifying gaze does not develop for several days after. It is during this time that the Basilisk population is controlled, especially since predators as well as the father Basilisk will seek to eat the hatchlings.

Motivations: Normal animal motivations.

Combat Techniques: Unlike the Cockatrice which relies primarily on its gaze in combat, the basilisk, being an immensely stupid creature, seems unaware of its devastating vision. This makes it all the more formidable since it has other deadly attacks which it relies on, such as its bite, claws, and tail.

Other Names: Sometimes mistakenly called Cockatrice.

Rumors: Basilisks hatchlings must feed on the eyes of a killed Cockatrice before their gaze attack develops.



GIANT BAT

Val	Char	Cost	
30*	STR	0	
20	DEX	30	
20	CON	20	
16*	BODY	4	
3	INT	-7	
5	EGO	-10	
23	PRE	13	
4	COM	-3	
10	PD	8	
6	ED	2	
3	SPD	0	
9	REC	6	
50	END	5	
34*	STUN	3	* Bonuses for Growth already figured in.

Cost	Abilities	END
27	Growth (20 pts), Persistent, Always On, (1,600 KG, +2 to others' Sight Perception, -4 KB, +1" reach)	
15	½d6 HKA, Armor Piercing – bite	1
5	Extra Limbs – wings	
27	Flight 20", OIF – wings	1/5"
6	+2 w/ Dodge, Grab, & Move By	
15, 8	Active Sonar; +4 to Hearing Perception (14-)	
-6, -8	-3" Running (3" total); -4 Sight Perception (6-)	

Cost	Optional Abilities (Vampire)	END
44	2d6 BODY Drain (recovers 5/week), 0 END, only if bite does BODY damage (-), Concentrate (DCV)	

75+	Disadvantages
25	Distinctive Features (Not Concealable, Extreme Reaction)
15	Physical Limitation: No fine manipulation
10	2x effect from Flash
15	Aversion to light (Frequent, Greatly)
40	Creature Bonus, Giant Bat Only
84	Creature Bonus, Giant Vampire Bat Only

OCV: 7; DCV: 5*; ECV: 2; Phases: 4, 8, 12

COSTS:	Char	Powers	Total	Disadv.	Base
Giant	91	+	89	=	180 = 105 + 75
Vampire	91	+	133	=	224 = 149 + 75

Appearance: Giant bats are huge versions of ordinary bats. They are capable of reaching a wingspan of over 30 feet.

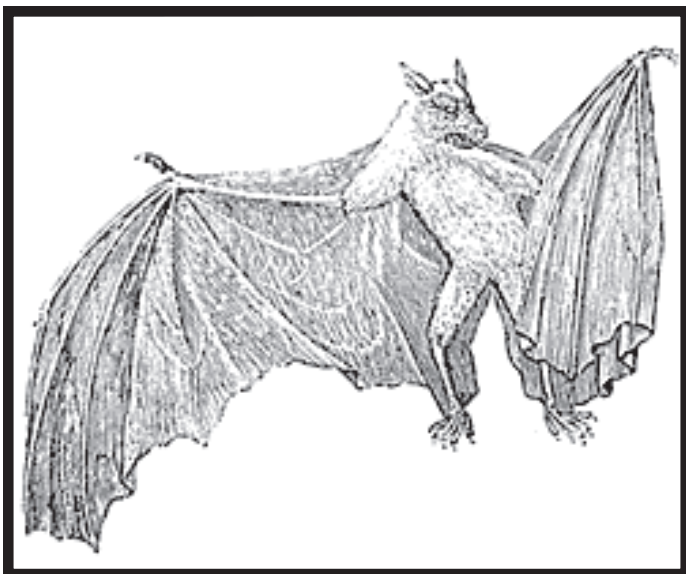
Ecology: Giant Bats live in the same habitat as ordinary bats, often living with ordinary bats. Large flocks of ordinary bats will often have 2-10 Giant Bats as well. Giant Bats eat birds, small mammals and occasionally other bats. Farmers near the home of large flocks of bats will often find chickens, small sheep, and young pigs missing. Giant Vampire Bats live exactly as normal vampire bats do, though the risk of death from the Bat's feeding is much greater.

Motivations: Normal animal motivations.

Combat Techniques: Giant Bats attack by biting with their razor sharp teeth. Sometimes frustrating prey will be carried into the air and dropped until it becomes more cooperative.

Other Names: Night Terror, Nightwing

Rumors: Some vampires may turn into Giant Vampire Bats.



BLACK ANNIS

Val	Char	Cost	
28	STR	18	
13	DEX	9	
20	CON	20	
15	BODY	10	
10	INT	0	
10	EGO	0	
25	PRE	15	
0	COM	-5	
10	PD	4	
7	ED	3	
3	SPD	7	
10	REC	0	
40	END	0	
39	STUN	0	

Cost	Abilities	END
18	1d6 HKA, Armor Piercing, reduced penetration (-¼) – claws	3
44	8d6 Mind Control (w/ telepathic contact), Area Effect (10" Radius), 0 END, only to redirect victim (-½), only one victim at a time (-1)	0
3	Damage Resistance 4 rPD/2 rED	
5	Ultraviolet Vision	
7	Stealth 14-	
10	+2 w/ H-to-H combat	
0	ES: Climbing, Deduction 8- (each)	

75+	Disadvantages
20	Distinctive Features (Concealable, Extreme Reaction)
15	Reputation (Extreme) 11-
10	Aversion to bright sunlight (Common, Moderate)
48	Creature Bonus

OCV: 4; DCV: 4; ECV: 3; Phases: 4, 8, 12

COSTS:	Char	Powers	Total	Disadv.	Base
	81	+	87	=	168 = 93 + 75

Appearance: Black Annises are horrible hags with blue skin and and matted black hair. One eye usually bulges evilly and one usually sinks back into the head leaving a dark socket. The nails on their fingers and toes are black and sharp as iron. They grumble menacingly to themselves and cackle wickedly at unpredictable times.

Ecology: Black Annises live in shallow cave which they dig into the rocky hillside using their iron-like nails. They sleep or stay in the shadows by day and at night wander the surrounding area in search of prey. The preferred diet is of strayed children or wandering individuals but the occasional sheep or deer is acceptable. The prey is taken to the Annis' cave where it is cooked on a spit and eaten ravenously. The bones and possessions are piled near the entrance and are used as a bed.

Motivations: Because they are hunted for their horrible ways, Black Annises are nomadic, travelling as individuals and staying in one place for only a short time or until they are at risk of being discovered. Their sole motivation seems to be survival but they appear to take great delight in the suffering of others.

Combat Techniques: Helpless prey is snatched from narrow wooded paths or from open windows. Adult individuals are confronted from a distance and are soon ensnared by the Annis' ability to confuse its victim causing it to run towards the Annis. It is then easy prey for The Black Annis' piercing claws.

Other Names: Night Hag, Black Shambler.

Rumors: They say that Black Annises are witches and evil priestess who have displeased their deity and were horribly transformed and cursed to stalk the world until they die.

BUNYIP

Val	Char	Cost	
25*	STR	5	
17	DEX	21	
26	CON	32	
16*	BODY	8	
6	INT	-4	
10	EGO	0	
30	PRE	20	
0	COM	-5	
12	PD	8	
8	ED	3	
4	SPD	13	
9	REC	0	
52	END	0	
47*	STUN	8	* Bonuses for Growth already figured in.

Cost	Abilities	END
13	Growth (10 pts), Persistent, Always On (400KG, +1 to others' Sight Perception, -2" KB)	
30	1d6 HKA, Armor Piercing – beak	3
9	+4 PD, +2 ED Armor	
5	Life Support (Breath Underwater)	
11	+20 PRE, create fear only (-½), only while roaring (-¼)	
6	Running +3" (9" total)	1/5"
4	Swimming +2" (4" total)	1/5"
5	Ultraviolet Vision	
10	Tracking Scent	
6	+2 to all Perceptions (12-)	
4	+2 to Hearing Perception (14- total)	
15	Concealment 16-	
3	Climbing 12-	
6	Mimicry, animal noises only (-½) 14-	
3	Stealth 12-	
3	Survival 11-	
15	+3 w/ H-to-H combat	

75+ Disadvantages					
15	Physical Limitation: No fine manipulation				
25	Distinctive Features (Not Concealable, Extreme Reaction)				
5	1½x effect from Flash (Uncommon)				
15	1½x effect from fire (Very Common)				
10	Reputation (Extreme) 8-				
112	Creature Bonus				
OCV: 6; DCV: 5*; ECV: 3; Phases: 3, 6, 9, 12					
COSTS: Char Powers Total Disadv. Base					
109	+	148	=	257	= 182 + 75

Appearance: The Bunyip is an awful beast with black, tarry fur which grows mane-like near the base of its long neck. Small bat-like ears and snake-like eyes adorn its black head which terminates in a razor edged beak like an emu's. It shambles about on four short, slimy legs, the back two of which are scaly and webbed. The Bunyip's unearthly howl can sometimes be heard near the swamps late at night.

Ecology: The swamp dwelling Bunyips live as mated pairs in holes, caves, or dens made of moss and weeds and the bones of their prey. They sleep during the early morning hours and fish the waters of the swamps during the day. At night they come out onto the land in search of prey.

Motivations: Bunyips are dark, sinister beasts who are aggressively driven by their animal instinct to survive. They are viscous and unyielding.

Combat Techniques: Bunyips stalk up behind their prey and emit a horrible cry (PRE Attack). They then pounce while the victim is frozen with fear or in flight and gore it with their beak.

Other Names: Kine Pratie, Tunatabah, Dongus, Bunyil.

Rumors: Some aloof sages say that Bunyips do not exist and that their cries from the marshes are made by a tiny bird.

CHIMAERA

Val	Char	Cost	
25*	STR	0	
14	DEX	12	
22	CON	24	
23*	BODY	20	
4	INT	-6	
10	EGO	0	
20	PRE	10	
4	COM	-3	
10	PD	5	
9	ED	5	
4	SPD	16	
12	REC	6	
50	END	3	
49*	STUN	0	* Bonuses for Growth already figured in.

Cost	Abilities	END
20	Growth (15 pts), Persistent, Always On (800 KG, +2 to others' Sight Perception, -3" KB, +1" Reach)	
15	1d6 HKA – bite	1
24	2d6 HKA, reduced penetration ($-\frac{1}{4}$) – claws	3
12	+3d6 HA, w/ Reduced Penetration – kick	1
5	1 pip HKA – tail bite	
62	5d6 RKA, NND (appropriate Immunity, alien metabolism, or anti-venom, +2), Persistent, Gradual Effect (1 Hour), No Range, only if bite does BODY damage ($-\frac{1}{2}$), only affects living things ($-\frac{1}{2}$), 30 Charges – venom	
36	3d6 RKA, Reduced by Range – flame breath	
4	END Reserve (30 pts), Recovers 2/hour (powers breath)	
9	+4 PD, +2 ED Armor	
9	+15 PRE, only while roaring ($-\frac{1}{4}$), create fear only ($-\frac{1}{2}$)	
22	Flight 16", OIF – wings	1/5"
5	Ultraviolet Vision	
10	Tracking Scent	
6	+2 to All Perceptions (11-)	
8	+2 to Hearing & Smell Perceptions (13- total)	
5	Defensive Maneuver	
10	+2 w/ H-to-H combat	

75+ Disadvantages
15 Physical Limitation: No fine manipulation
15 Reputation (Extreme) 11-
10 Frequently hungry (goes out of way to find food) (Common)
231 Creature Bonus

OCV: 5; DCV: 3*; ECV: 3; Phases: 3, 6, 9, 12					
COSTS:	Char	Powers	Total	Disadv.	Base
	92	+	262	=	354
				=	279
				+	75

Appearance: Chimeras are fantastic creatures with the head and front portions of lions, the hind parts of goats, and tails which are snakes. Great, black wings sprout from the creatures' backs.

Ecology: Chimeras are solitary beasts which build their lairs in shallow caves and on cliffs. These lairs are only temporary, however, as Chimeras are constantly on the move across the countryside in a never ending search for food. They consider all territory they can see as their territory, attacking any other Chimera or other threat they see. Chimeras prey primarily on livestock, sometimes reducing a farmer's herds by one quarter.

Chimeras have two particularly useful abilities: the ability to breath fire and to deliver a venomous strike with their tail. This last feature makes attacking the Chimera from behind a particularly ill-conceived tactic.

Motivations: Normal animal motivations. Chimeras are particularly aggressive.

Combat Techniques: Chimeras prefer to take their prey from the air. They swoop down on the intended target, flying past it and raking it with its claws. If the terrain permits, this tactic will be repeated until the prey falls. If there is a chance that the prey might escape into cover of trees, the Chimera will fly into the target (Move Through), Grabbing it and proceeding to deliver an envenomed bite with the tail while continuing to bite and claw. If at a disadvantage in combat, the Chimera will employ its fiery breath or kick out with its hind legs while it retreats.

Rumors: Some say that Chimeras will attack anything that moves and in fact cannot see prey if it is motionless.



COCKATRICE

Val	Char	Cost	
-10	STR	-20	
12	DEX	6	
10	CON	0	
8	BODY	-4	
4	INT	-6	
5	EGO	-10	
10	PRE	0	
4	COM	-3	
3	PD	3	
2	ED	0	
3	SPD	8	
4	REC	4	
30	END	5	
20	STUN	7	* Bonus for Shrinking already figured in.

Cost	Abilities	END
27	Shrinking (20 pts), Persistent, Always On (-4 to others' Sight Perception, +6" KB)	
10	½d6 HKA – bite	1
25	6d6 Energy RKA, 0 END, Always On, Requires a PER Roll, not if eyes are covered (-½), only affects living things (-½), not vs rue or weasels (-½), all or nothing (-2)	
4	Flight 3", OIF – wings	1/5"
3	Concealment 10-	
3	Survival 11-	
-4	-2" Running (4" total)	
-2	-2" Swimming (0" total)	

75+	Disadvantages
25	Distinctive Features (Not Concealable, Extreme Reaction)
10	Reputation (Extreme) 8-
25	Hunted by weasels 14-
45	5d6/Segment from rooster's crow (Common)
-90	Creature Bonus

OCV: 4; DCV: 8*; ECV: 2; Phases: 4, 8, 12					
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COSTS:	Char	Powers	Total	Disadv.	Base
	-10	+	70	=	60
				=	15
				+	75

Appearance: The Cockatrice appears to be a gross combination of a rooster and a serpent. It has the body of a chicken with long legs and ratty tailfeathers from which sprouts a long, snakey tail. Its head is that of a serpent or lizard with a dangling, chicken-like comb running down its head and neck.



Ecology: The Cockatrice is produced when a hen's egg is stolen and hatched by a serpent. The resulting offspring is doomed to death due to its susceptibility to weasels and the crow of roosters. During its life though, it will rain death and destruction on everything it encounters. All living things (including the beast itself) that the Cockatrice gazes upon instantly wither and die (This is all or nothing. If the damage is not sufficient to kill the victim, assume the creature was not actually gazing at it). So far the only things that have proven impervious to the gaze of a Cockatrice are weasels and the plant called rue (which is often used by witches). The Cockatrice eats grain, eggs, and the small animals it kills.

Motivations: Cockatrices are simple, stupid creatures with no more aggression than a snake. They seek only to survive, and there is no indication that they are aware of the destructive nature of their gaze.

Combat Techniques: Though the Cockatrice is not well practiced at fighting (because of the effectiveness of its gaze), its serpent's head does possess a viscous bite.

Other Names: Cock's Eye, sometimes mistakenly called Basilisk.

Rumors: Stories are told of men who, before they are seen, hood Cockatrices and use them as executioners or guards for treasure.

GIANT CRAB

Val	Char	Cost							
40*	STR	0	* Bonuses for Growth already figured in.						
16	DEX	18							
28	CON	36							
25*	BODY	18							
3	INT	-7							
5	EGO	-10							
35	PRE	25							
3	COM	-4							
15	PD	13							
15	ED	9							
4	SPD	14							
8	REC	0							
56	END	0							
44*	STUN	0							
Cost	Abilities	END							
45	Growth (30 pts), Persistent, Always On, (6,400 KG, +4 to others' Sight Perception, -6 KB, +2" reach)								
24	2d6 HKA, reduced penetration (-¼) – pincer	3							
10	+15 STR, only w/ Grab (-½)								
21	+10 PD, +4 ED Armor, Hardened, Activation 16- or does <i>not</i> cover areas 3-4 (-¼) – shell that does not cover the eyestalks which are 2 BODY, 2 PD(r)								
5	Life Support (breath underwater)								
5	Extra Limbs – 6 legs								
10	Running +5" (11" total)	1/5"							
5	+1 w/ H-to-H combat								
0	ES: Climbing 8-								
75+	Disadvantages								
15	Physical Limitation: No fine manipulation								
25	Distinctive Features (Not Concealable, Extreme Reaction)								
20	2x BODY damage from heat & flame (Common)								
5	Dependance on seawater (Common), 1d6/5 minutes								
97	Creature Bonus								
OCV:5; DCV:1*; ECV:2; Phases: 3, 6, 9, 12									
COSTS:	Char	Powers	Total	Disadv.	Base				
	112	+	125	=	237	=	162	+	75

Appearance: Giant Crabs grow to over 30 feet wide. They resemble ordinary soft shelled crabs. 6 legs support the body well off the ground and 2 huge pincers are capable of chopping through small trees.

Ecology: Giant Crabs live in coastal oceans near deep coral reefs. They eat fish and squid and sometimes come ashore to find other prey. They are solitary creatures, and only 1 is usually encountered at a time except during mating season when 2-20 can be seen along secluded coastlines.

Motivations: Normal animal motivations.

Combat Techniques: The Giant Crab's only means of attack is its claws. It is capable of causing unintentional collateral damage simply by moving into things.

Rumors: Giant Crabs eat huge amounts of oysters and digest all but the pearls which deposit in the crab's stomach.

UNIQUE DEMON LORDS

Demon Lords are the ruling class of the hierarchy of Hell. As such each lord can be considered the worst of the worst, the most horrible of beings. Each lord is responsible for ruling a portion of or an entire plane or level of Hell. It is said that there are innumerable layers of Hell (frequently called the "Hells").

The Demon Lords presented here are only a sample of the horrors the Hells have to offer and the stats listed are a representation of their strength in our world. These demons could potentially be much more powerful on their own plane.

Common Demon Lord Motivations: Demon Lords exist to spread evil throughout all the known planes of existence and to tempt mortals and acquire their souls by any means conceivable. The current lords have risen in the ranks of Hell by being very good at these things and by deceit and trickery conducted against other lords. Each lord usually has his own interests and agendas.

Common Demon Lord Abilities: Able to draw potent magic out of thin air, Demon Lords are unspeakably powerful. Each is also highly resistant to damage, except that caused by silver or magical weapons, and each has an amulet capable of restoring a portion of the demon's life energy. Demon Lords are also capable of seeing into and traveling to other dimensions, and can communicate with their minions from anywhere.



BIFRONS – Demon Lord

Val	Char	Cost	
50	STR	40	
23	DEX	39	
30	CON	40	
20	BODY	20	
33	INT	23	
23	EGO	26	
40	PRE	30	
0	COM	-5	
18	PD	8	
15	ED	9	
5	SPD	17	
20	REC	8	
68	END	4	
64	STUN	4	

Cost	Abilities	END
30	Shapeshift (any monstrous form), 0 END	0
20	Growth (30 pts), only in monstrous forms (-½), (6,400 KG, +4 to others' Sight Perception, -6 KB, +2" reach)	3
14	+20 PRE, only in monstrous form (-½)	
107	Variable Point Magic Pool (80 pts), Change Power is 0 Phase Action (+1), Requires a Magic Skill Roll	
17	Magic Skill 22-	
10	1d6 HKA, only in monster forms (-½) – bite	1
12	1d6 HKA, reduced penetration (-¼) – claws	1
12	+4 PD, +4 ED Armor	
40	75% Resistant Physical Damage Reduction, not vs silver or magic (-½)	
30	75% Resistant Energy Damage Reduction, only vs heat & cold (-1)	
10	Mental Defence (20 pts)	
10	Power Defence (10 pts)	
5	Lack of Weakness (5 pts)	
22	Life Support (Doesn't Breathe, Immune to heat, cold, disease & aging)	
13	Regeneration, 4 BODY/Turn, in home dimension only (-1), OAF – amulet	
52	7d6 Major Transform (dead to life), Area Effect (10" Radius), takes 1 Turn	
33	Extradimensional Movement, Earth & Hells, x16 mass, costs END	5
50	Clairsentience, Sight Group & Hearing, see into past, future, & other dimensions, 350" Range, Requires KS: Astrology Roll	
10	Infrared & Ultraviolet Vision	
20	Mind Link w/ minions, one at a time, any dimension, any distance	
24	Universal Translator 18-	
5	Fringe Benefits: Member of Hierarchy in Hell	
27	Acting, Bribery, Bureaucratics, Conversation, Interrogation, Oratory, Persuasion, Seduction, Streetwise 17- (each)	
21	Concealment, Deduction, Lipreading, Mimicry, Stealth, Tracking, Ventriloquism 17- (each)	
15	KS: Necromancy 24-	
27	KS: Astrology; Demonology; Magical Herbs, Stones, & Wood 18- (each)	
10	Familiarity w/ all melee weapons	
40	+5 w/ All Combat	

75+ Disadvantages

15	Distinctive Features: aura of evil (Easily Concealable, Extreme Reaction)
25	4d6/Turn when on holy ground (Uncommon)
15	2d6 RKA from holy water & items (Uncommon)
10	2x BODY from holy weapons (Uncommon)
10	2x Effect from PRE Attacks of Holy Men
15	Physical Limitation: Blocked by pentagrams (Infrequent, Fully)
15	Psych. Limitation: must obey anyone who invokes true name (Uncommon, Total)
15	Psych. Limitation: Overconfident (Very Common)
10	Psych. Limitation: Short Tempered (Common)
15	Psych. Limitation: Malicious (Very Common)
10	Psych. Limitation: Fear of holy symbols (Uncommon, Strong)
5	Enraged when insulted (Uncommon) 8-, 11-
10	Rivalry with other Demon Lords
704	Creature Bonus

OCV: 7; DCV: 7; ECV: 8; Phases: 3, 5, 8, 10, 12

COSTS:	Char	Powers	Total	Disadv.	Base
	263	+	686	=	949
				=	874
				+	75

Appearance: Bifrons, Lighter of the Corpse Flames, appears as an undulating, monstrous form whose horrible features are often shifting and changing. This form is terrible to behold, capable of driving away the bravest of souls, though a special command will force him to assume a more tolerable humanoid form. This humanoid form is that pictured in traditional illustrations of demons, having the legs and horns of a black goat and standing tall and powerful. In this form Bifrons will either appear totally naked or will be decked in the spectacular robes of a master of necromancy.

Ecology: Bifrons is a demonic earl in the hierarchy of Hell. His fiery realm is small in comparison with those of other demon lords but is no less horribly tormenting to its inhabitants. It is said to be where the undead go when they die, the Hell of Those Who have Died Twice.

Motivations: Bifrons is possessed of a driving curiosity about death. Aside from his normal demonic pursuits, Bifrons spends his time studying and experimenting with the dead and undead.

Abilities: Bifrons has the ability to bring the dead back to life, as a soulless, undead creature (though the GM *might* allow the person's soul and mind to be completely restored). (For the sake of the Transform, a human corpse has 7 BODY. +1 BODY per x2 size.) Bifrons also has extensive knowledge of astrology and can predict the future.

Combat Techniques: Bifrons prefers to have his legions of undead defend him and will engage in combat even less often than other Demon Lords. When he must fight directly he prefers magical combat to weapons, though he is quite combat skilled.

Other Names: Vifrons, Corpse-Caller

Rumors: It is said that when a person dies, his vacant corpse becomes magically familiar with Bifrons and that if any beings know his true name, it would be the dead.

CIMERIES – Demon Lord

Val	Char	Cost	
70	STR	60	
26	DEX	48	
34	CON	48	
26	BODY	32	
18	INT	8	
28	EGO	36	
50	PRE	40	
18	COM	8	
20	PD	6	
16	ED	9	
6	SPD	24	
22	REC	6	
76	END	4	
78	STUN	0	

Cost	Abilities	END
107	Variable Point Magic Pool (80 pts), Change Power is 0 Phase Action (+1), Requires a Magic Skill Roll (Magic Skill 20-)	
24	2d6 HKA, reduced penetration (-¼) – claws	2
15	2d6 HKA, 0 END, requires 20 STR to wield (-1), OAF – mace	0
11	4d6 Suppress PRE, Persistent, only in combat (-1), Linked to HKA, OAF – mace	
20	+8 PD, +8 ED Armor, Hardened, OIF – armor	
40	75% Resistant Physical Damage Reduction, not vs silver or magic (-½)	
30	75% Resistant Energy Damage Reduction, only vs heat & cold (-1)	
4	Mental Defense (12 pts)	
10	Power Defense (10 pts)	
10	Lack of Weakness (10 pts)	
22	Life Support (Doesn't Breathe, Immune to heat, cold, disease & aging)	
13	Regeneration, 4 BODY/Turn, in home dimension only (-1), OAF – amulet	
27	+20 PRE, Usable by (16) Others, at Range, not usable by demon (-1)	
33	Extradimensional Movement, Earth & Hells, x16 mass, costs END	5
70	Clairentience, Sight Group & Hearing, see into past & other dimensions, 350" Range	
55	Detect (Sense) lost items, at Range, Telescopic (+15 to Ranged PER)	
10	Infrared & Ultraviolet Vision	
20	Mind Link w/ minions, one at a time, any dimension, any distance	
59	Follower: Demon Mount	
30	Universal Translator 18-	
5	Fringe Benefits: Member of Hierarchy in Hell	
27	Acting, Bribery, Bureaucratics, Conversation, Interrogation, Oratory, Persuasion, Seduction, Streetwise 19- (each)	
35	Concealment, Deduction, Lipreading, Mimicry, Stealth, Tracking, Ventriloquism 14- (each)	
60	KS: Authors, Primitive Native Cultures, Literature, Riding Animals 24- (each)	
27	KS: Demonology, Geography, History 18- (each)	
23	Riding 24-	
2	Transport Familiarity (Riding Animals)	
10	Familiarity w/ all melee weapons	
48	+6 w/ All Combat	

75+ Disadvantages

- 15 Distinctive Features: aura of evil (Easily Concealable, Extreme Reaction)
- 25 4d6/Turn when on holy ground (Uncommon)
- 15 2d6 RKA from holy water & items (Uncommon)
- 10 2x BODY from holy weapons (Uncommon)
- 10 2x Effect from PRE Attacks of Holy Men
- 15 Physical Limitation: Blocked by pentagrams (Infrequent, Fully)
- 15 Psych. Limitation: must obey anyone who invokes true name (Uncommon, Total)
- 15 Psych. Limitation: Overconfident (Very Common)
- 10 Psych. Limitation: Short Tempered (Common)
- 15 Psych. Limitation: Malicious (Very Common)
- 10 Psych. Limitation: Fear of holy symbols (Uncommon, Strong)
- 8 Enraged when insulted (Uncommon) 11-, 11-
- 10 Rivalry with other Demon Lords
- 928 Creature Bonus

OCV: 9; DCV: 9; ECV: 9; Phases: 2, 4, 6, 8, 10, 12

COSTS:	Char	Powers	Total	Disadv.	Base
	329	+	847	=	1176
				=	1101
				+	75

Appearance: Cimeries will always first appear mounted on his black demon steed which has no definite name. He is human in appearance, though very tall and muscular, and his body is always deeply shadowed, even in strong light. He wears armor of pitted, black metal whose surface appears transparent with the writhing forms of the tormented within. At his belt is his wicked wailing mace, said to contain more tormented souls that weep and cry in combat.



Ecology: Cimeries is one of the marquises of Hell. His fiery realm is vast and terrible, its inhabitants enduring all manner of nightmare for all eternity.

Motivations: Cimeries is one of the most noble and one of the most ruthless of all demon lords. Unless required to, he speaks little. Those who have encountered him will frequently come to the end of the encounter without Cimeries having uttered a single word. His demonic interests include all things relating to primitive tribes. This is his most favored subject of study, and all other civilizations who encounter him are treated with great disdain.

Abilities: Aside from his normal demonic abilities, Cimeries has the ability to make a person brave in the face of any adversary. He also possesses "lost sight" which allows him to find anything which has been lost. It is also said that there is no creature which he cannot ride.

Combat Techniques: Cimeries often leads his minions into battle and engages in direct combat himself. His frightening armor and terrible wailing mace make him a more formidable foe than can be imagined.

Other Names: Cinneris, Kyfradies

Rumors: It is believed that there was once a tribe of jungle natives who worshipped Cimeries and one day sought to summon him. The tribe was destroyed to the last man.

OSE – Demon Lord

Val	Char	Cost	
55	STR	45	
30	DEX	60	
30	CON	40	
25	BODY	30	
33	INT	23	
33	EGO	46	
50	PRE	40	
16	COM	3	
18	PD	7	
14	ED	8	
6	SPD	20	
20	REC	6	
70	END	5	
68	STUN	0	

Cost	Abilities	END
30	Shapeshift (any humanoid form), 0 END	0
107	Variable Point Magic Pool (80 pts), Change Power is 0 Phase Action (+1), Requires a Magic Skill Roll (Magic Skill 26-)	
25	1½d6 HKA – bite	2
24	2d6 HKA, reduced penetration (-¼) – claws	3
15	+5 PD, +5 ED Armor	
40	75% Resistant Physical Damage Reduction, not vs silver or magic (-½)	
30	75% Resistant Energy Damage Reduction, only vs heat & cold (-1)	
10	Mental Defense (20 pts)	
10	Power Defense (10 pts)	
10	Lack of Weakness (10 pts)	
22	Life Support (Doesn't Breathe, Immune to heat, cold, disease & aging)	
13	Regeneration, 4 BODY/Turn, in home dimension only (-1), OAF – amulet	
37	Shapeshift into anything, Usable Against Others, Ranged, 0 END, not usable by demon (-1)	0
30	10d6 Mental Illusion, 0 END, only to render victim oblivious to Shapeshift (-1) Linked to Shapeshift	0
67	10d6 Minor Transform (makes target insane or delusive), not vs targets with Shapechanging abilities (-½)	10
33	Extradimensional Movement, Earth & Hells, x16 mass, costs END	5

Cost	Abilities	END
70	Clairsentience, Sight Group & Hearing, see into past & other dimensions, 350" Range	
55	Detect (Sense) concealed items, at Range, Telescopic (+15 to Ranged PER)	
10	Infrared & Ultraviolet Vision	
20	Mind Link w/ minions, one at a time, any dimension, any distance	
24	Universal Translator 18-	
5	Fringe Benefits: Member of Hierarchy in Hell	
27	Acting, Bribery, Bureaucratics, Conversation, Interrogation, Oratory, Persuasion, Seduction, Streetwise 19- (each)	
21	Concealment, Deduction, Lipreading, Mimicry, Stealth, Tracking, Ventriloquism 16- (each)	
45	KS: Insanity, Phantasms, Shapeshifters 24- (each)	
27	KS: Demonology, Geography, History 18- (each)	
10	Familiarity w/ all melee weapons	
24	+3 w/ All Combat	

75+	Disadvantages
15	Distinctive Features: aura of evil (Easily Concealable, Extreme Reaction)
25	4d6/Turn when on holy ground (Uncommon)
15	2d6 RKA from holy water & items (Uncommon)
10	2x BODY from holy weapons (Uncommon)
10	2x Effect from PRE Attacks of Holy Men
15	Physical Limitation: Blocked by pentagrams (Infrequent, Fully)
15	Psych. Limitation: must obey anyone who invokes true name (Uncommon, Total)
15	Psych. Limitation: Overconfident (Very Common)
10	Psych. Limitation: Short Tempered (Common)
15	Psych. Limitation: Malicious (Very Common)
10	Psych. Limitation: Fear of holy symbols (Uncommon, Strong)
8	Enraged when insulted (Uncommon) 8-, 8-
10	Rivalry with other Demon Lords
916	Creature Bonus

OCV: 10; DCV: 10; ECV: 11; Phases: 2, 4, 6, 8, 10, 12					
COSTS:	Char	Powers	Total	Disadv.	Base
	333	+ 831	= 1164	= 1089	+ 75

Appearance: Ose appears as an large, black leopard whose spots are red and dripping with blood. His claws are always extended, sparking when they strike stone, and his eyes glow like burning coals.

Ecology: Though only a demon baron, Ose rules a particularly wicked Hell, the Hell of Insanity. Here, nothing and everything is real and the inhabitants are wracked by innumerable and never ending manias.

Motivations: Ose is an extremely active Demon Lord, seeking notoriety among the other lords and the opportunity to quickly climb the hierarchic ladder. He is willing to go to any lengths to improve his position.

Abilities: In addition to his newly acquired demonic powers, Ose has the power to change people into any shape desired

and to cause the victim to be totally unaware of the transformation. He also has the ability to induce delusions and insanity in others. He also has "hidden sight" which allows him to see anything that has been concealed or secreted away.

Combat Techniques: If Ose has nothing to gain, he will allow his minions do his fighting for him. If he thinks the confrontation might be noticed by other demons he will do combat himself, using his powerful bite and claws.

Other Names: Oje, Nightmare Lord

Rumors: Because of his quick ascent through the ranks of the demons, he has carelessly left behind him a number of loose ends and clues to his identity which might one day be used against him.

VALFOR – Demon Lord

Val	Char	Cost	
50	STR	40	
26	DEX	48	
28	CON	36	
30	BODY	40	
23	INT	13	
18	EGO	16	
50	PRE	40	
20	COM	5	
18	PD	8	
16	ED	10	
6	SPD	24	
20	REC	8	
80	END	12	
70	STUN	1	

Cost	Abilities	END
30	Shapeshift (any composite form), 0 END	0
107	Variable Point Magic Pool (80 pts), Change Power is 0 Phase Action (+1), Requires a Magic Skill Roll	
17	Magic Skill 22-	
10	1d6 HKA, only in composite forms (-½) – bite	1
12	1d6 HKA, reduced penetration (-¾) – claws	1
18	+6 PD, +6 ED Armor	
40	75% Resistant Physical Damage Reduction, not vs silver or magic (-½)	
30	75% Resistant Energy Damage Reduction, only vs heat & cold (-1)	
10	Mental Defense (20 pts)	
10	Power Defense (10 pts)	
5	Lack of Weakness (5 pts)	
22	Life Support (Doesn't Breathe, Immune to heat, cold, disease & aging)	
13	Regeneration, 4 BODY/Turn, in home dimension only (-1), OAF – amulet	
20	8d6 Aid BODY, only to starting value (-½), Requires a Magic Skill Roll	4
61	9d6 Major Transform (people into animals), Requires a Magic Skill Roll, OAF (Hard to Acquire)	17
33	Extradimensional Movement, Earth & Hells, x16 mass, costs END	5

Cost	Abilities	END
70	Clairsentience, Sight Group & Hearing, see into past & other dimensions, 350" Range	
10	Infrared & Ultraviolet Vision	
20	Mind Link w/ minions, one at a time, any dimension, any distance	
28	Universal Translator 18-	
5	Fringe Benefits: Member of Hierarchy in Hell	
27	Acting, Bribery, Bureaucratics, Conversation, Interrogation, Oratory, Persuasion, Seduction, Streetwise 19- (each)	
63	Concealment, Deduction, Lipreading, Mimicry, Stealth, Tracking, Ventriloquism 17- (each)	
30	KS: Healing, Occult Medicines 24- (each)	
10	Familiarity w/ all melee weapons	
32	+4 w/ All Combat	

75+	Disadvantages
15	Distinctive Features: aura of evil (Easily Concealable, Extreme Reaction)
25	4d6/Turn when on holy ground (Uncommon)
15	2d6 RKA from holy water & items (Uncommon)
10	2x BODY from holy weapons (Uncommon)
10	2x Effect from PRE Attacks of Holy Men
15	Physical Limitation: Blocked by pentagrams (Infrequent, Fully)
15	Psych. Limitation: must obey anyone who invokes true name (Uncommon, Total)
15	Psych. Limitation: Overconfident (Very Common)
10	Psych. Limitation: Short Tempered (Common)
15	Psych. Limitation: Malicious (Very Common)
10	Psych. Limitation: Fear of holy symbols (Uncommon, Strong)
5	Enraged when insulted (Uncommon) 8-, 11-
10	Rivalry with other Demon Lords
789	Creature Bonus

OCV: 9; DCV: 9; ECV: 6; Phases: 2, 4, 6, 8, 10, 12;				
COSTS:	Char	Powers	Total	Disadv. Base
	301	+	733	= 1034 = 959 + 75

Appearance: Valefor appears as a composite creature, composed of various portions of animals, men, monsters, and even plants. His body often changes compositions between appearances.

Ecology: Valefor is the demonic baron of a Hell of numbing cold. The conditions here are chilling beyond belief, the frozen torments unimaginable.

Motivations: Unspeakably cold is the soul of Valefor. Torment and destruction are the reasons for his existence. His pastimes are filled by befriending innocent mortals, gaining their trust, and then leading them to ultimate destruction.

Abilities: In addition to his other demonic powers, Valefor has the ability to transform people into animals and has extensive knowledge, especially of occult medicine.

Combat Techniques: Valefor avoids combat as much as possible, utilizing his minions and his magic more than his own fighting ability.

Other Names: Malephar

Rumors: Once, long ago, a horribly injured mage, clutching a charred scrap of parchment, staggered into a crowded inn. With his dying breath he swore that the parchment contained the true name of Valefor. Upon examination the scrap merely read Bh——i, the middle of the word being obliterated.



DEMON MOUNT

Val	Char	Cost	
35*	STR	10	
20	DEX	30	
25	CON	30	
19*	BODY	10	
9	INT	-1	
10	EGO	0	
22	PRE	12	
6	COM	-2	
12	PD	8	
10	ED	5	
4	SPD	10	
9	REC	0	
50	END	0	
41*	STUN	0	* Bonuses for Growth already figured in.

Cost	Abilities	END
20	Growth (15 pts), Persistent, Always On (800 KG, +2 to others' Sight Perception, -3" KB, +1" Reach)	
10	1d6-1 HKA – bite	1
24	2d6 HKA, reduced penetration (-¼) – hooves	3
32	6d6 Energy Blast, Reduced by Range – flame breath	4
9	+3 PD, +3 ED Armor	
20	50% Resistant Energy Damage Reduction, only vs heat & cold (-½)	
22	Running +11" (15" total)	1/5"
5	Infrared Vision	
6	+2 to all Perceptions (13-)	
15	+3 w/ H-to-H combat	

Cost	Optional Abilities	END
14	Flight 10", OIF – wings	1/5"
16	+8 PD, +8 ED Armor, OIF – barding	

75+	Disadvantages
15	Physical Limitation: No fine manipulation
20	Distinctive Features: Aura of evil (Not Concealable, Major Reaction)
10	2x BODY from holy weapons (Uncommon)
25	4d6/Turn when on holy ground (Uncommon)
15	2d6 RKA from holy water & items (Uncommon)
10	2x Effect from PRE Attacks of Holy Men
15	Physical Limitation: blocked by pentagrams (Infrequent, Fully)
15	Psych. Limitation: Fear of holy symbols (Uncommon, Total)
105	Creature Bonus

OCV: 7; DCV: 5*; ECV: 3; Phases: 3, 6, 9, 12					
COSTS:	Char	Powers	Total	Disadv.	Base
	112	+	193	=	305
				=	230
				+	75

Appearance: Demon Steeds are huge, demonic beasts, usually horse-like in appearance but can be in the form of a great lizard, dragon, or any other animal. Their skin is black as night with few features being discernable. Their eyes shine hotly and when they open their mouths, a raging furnace can be seen within. Sparks or fire often rise from the Demon Steed's hooves when they run. Demon Steeds are decorated with demonic ornamentation or barding.



Ecology: Demon Steeds are created from the souls of those rare beasts who have been evil during their lives. As evil animals are rare, so are Demon Steeds. It is not known why there are not more Demon Steeds in the forms of other creatures, such as manticores and harpies, who are more innately evil. Demon Steeds are commonly owned by demon lords and generals of demon forces. It is believed that they feed on the souls of those they kill, but this is unconfirmed.

Motivations: Some little still remains of the Steed's normal animal motivations. Beyond this they are compelled to do evil deeds and seem to share the same goals as their masters.

Combat Techniques: Demon Steeds attack in battle with their bite and their hooves. They also make frequent use of their fiery breath to burn foes several feet away.

Other Names: Nightmare, Devil's Steed, Hell Horse

Rumors: When the Steed appears with the demon astride, the Steed is actually the demon himself using the Steed's form as protection.

DOPPLEGANGER

Val	Char	Cost	
13	STR	3	
14	DEX	12	
11	CON	2	
10	BODY	0	
13	INT	3	
10	EGO	0	
10	PRE	0	
6	COM	-2	
3	PD	0	
3	ED	1	
3	SPD	6	
5	REC	0	
22	END	0	
23	STUN	0	

Cost	Abilities	END
67	Variable Power (Mimic) Pool (50 pts), No Skill Roll Required, only to mimic known person (-½), must have had contact with person (-½), takes 1 Turn	
15	Shape Shift (any form), 0 END, must be living form (-½), Requires Sight PER Roll, takes 1 Turn	0
9, 3, 3	Acting 14-; Concealment 12-; Conversation 11-	
9, 9, 9	Disguise 14-; Mimicry 14-; Persuasion 14-	
2, 5, 3	PS: Misc. 11-; Shadowing 12-; Stealth 12-	
0, 0, 0	ES: Deduction 8-; ES: Oratory 8-; ES: Tracking 8-	

75+	Disadvantages
5	Dist. Features (Easily Concealable, Major Reaction)
15	Psych. Limitation: Cowardly (Common, Strong)
64	Creature Bonus

OCV: 5; DCV: 5; ECV: 3; Phases: 4, 8, 12				
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COSTS:	Char	Powers	Total	Disadv.	Base
	25	+	134	=	159
				=	84
				+	75

Appearance: A Doppelganger's natural form is very bland and ugly. The creatures have pale skin, large cloudy eyes, and no body hair. However, a Doppelganger is almost never found in its natural form. A Doppelganger may assume the form of any living creature which it has had contact with, and most Doppelgangers prefer to use these "stolen" forms.

Ecology: Since Doppelgangers can adapt many of the abilities of the forms which they take, they are comfortable in many different environments. Its original environment is unknown, but it is suspected to be somewhere underground.

Motivations: Doppelgangers are individuals and their motives are as varied as humans'. Most Doppelgangers are greedy and violent, but a few are said to be good and use their powers to help others.

Combat Techniques: Doppelgangers are a cowardly lot and prefer to use their shape-shifting ability to attack opponents by surprise. If a flank attack does not immediately stun, knockout or kill an opponent, then the Doppelganger will usually attempt to flee, sometimes assuming another form. They enter combat only if they are sure they can win.

Other Names: Shapeshifter

Rumors: There are many contradictory stories about these creatures. Some say that the race is extinct. Others believe that they are attempting to control human societies.

LESSER DRAGON

Val	Char	Cost							
45*	STR	5							
18	DEX	24							
33	CON	46							
30*	BODY	28							
8	INT	-2							
12	EGO	4							
30	PRE	20							
6	COM	-2							
15	PD	12							
15	ED	8							
3	SPD	2							
10	REC	0							
66	END	0							
60*	STUN	5	* Bonuses for Growth already figured in.						
Cost	Abilities	END							
40	Growth (30 pts), Persistent, Always On, (6,400 KG, +4 to others' Sight Perception, -6 KB, +2" reach)								
24	2d6 HKA, reduced penetration (-¼) – bite	3							
32	2 d6 HKA, reduced penetration (-¼) – claws	4							
6	+3d6 HA, OIF – wing buffet or tail lash	1							
48	2d6 Energy RKA, Area Effect (Any), Reduced by Range – breath	6							
4	END Reserve (30 pts), Recovers 2/hour (powers breath)								
21	+7 PD, +7 ED Armor								
30	75% Resistant Energy Damage Reduction, only vs own breath type (-1)								
5	Extra Limbs – wings & tail								
12	Running +6" (12" total)	1/5"							
20	Flight 15", OIF – wings	1/5"							
5	Ultraviolet Vision								
6	+2 to all Perceptions (13-)								
3	Concealment 11-								
3	Stealth 12-								
9	Survival 14-								
10	+2 w/ H-to-H combat								
0	ES: Breakfall, Climbing, Tracking 8- (each)								
75+	Disadvantages								
15	Physical Limitation: No fine manipulation								
25	Distinctive Features (Not Concealable, Extreme Reaction)								
15	Psych. Limitation: Likes shiny objects (Com., Strong)								
20	Reputation (Extreme) 14-								
278	Creature Bonus								
OCV: 6; DCV: 2*; ECV: 4; Phases: 4, 8, 12									
COSTS:	Char	Powers	Total	Disadv.	Base				
	150	+	278	=	428	=	353	+	75

Appearance: Lesser Dragons resemble nightmarish reptiles with huge, bat-like wings, serpentine neck, and powerful teeth and claws. Their coloration is always muddy earth tones with no two creatures the same.

Armor coverage for Dragons is often incomplete, or less in some hit location areas (including less PD and ED in those areas). This varies with the individual Dragon (it's up to the GM). This can provide an opportunity for a brave warrior to get a quick kill. A mounted lance charge might provide sufficient damage...

Ecology: Lesser Dragons live in areas that are not frequented by civilization or that are difficult to reach. Often, however, these dragon nests are located within a short flight of towns or farms where the dragons frequently hunt livestock or even people. The dragon will usually bring its kill back to its nest to eat, and these nests are often littered with their bones and possessions. Only a single Dragon or a mated pair can be found within a very large portion of countryside. Once every 10 years a mated pair produces 1-6 young which must be fed almost constantly for 5 years before they can learn to hunt for themselves. It is during this early feeding period when the parent Dragons are frequently away from the nest that the young often fall prey to man and other predators.

Motivations: Though slightly more intelligent than normal animals, Lesser Dragons share the same motivations and instincts to survive. They also have an intense fascination for shiny objects of all kinds which they collect in a pile in or near their nest.

Combat Techniques: Lesser Dragons attack very directly with bite, claws or tail. If a foe is particularly powerful the Dragon will take to the air and breath on the target. The breath of Lesser Dragons is usually fire or acid but is sometimes of a more rare type such as frost, electricity or steam. These rarer breath types are usually only found in Dragons that live in unusual environments (arctic Dragons having frost breath, etc).

Other Names: Common Dragon

Rumors: Some say that Lesser Dragons are the adolescent stage of Greater Dragons. Some sages claim that the Dragons' wings are not of sufficient size to carry the beast aloft and that there must be some other means that allows them to fly.



GREATER DRAGON

Val	Char	Cost	
60*	STR	10	
21	DEX	33	
38	CON	56	
35*	BODY	34	
18	INT	8	
17	EGO	14	
40	PRE	30	
10	COM	0	
20	PD	16	
20	ED	12	
4	SPD	9	
12	REC	0	
76	END	0	
80*	STUN	16	* Bonuses for Growth already figured in.

Cost	Abilities	END
53	Growth (40 pts), Persistent, Always On (7" long, 3" wide, 25,000 KG, +5 to others' Sight Perception, -8" KB, +3" reach)	
32	2½d6 HKA, reduced penetration (-¼) – bite	4
40	3d6+1 HKA, reduced penetration (-¼) – claws	5
8	+4d6 HA, OIF – wing buffet or tail lash	1
38	7d6 Physical Blast, Area Effect (Cone), Double Knockback, Reduced by Range, OIF (wings), only while flying (-¾) – wind burst	10
72	3d6 Energy RKA, Area Effect (Any), Reduced by Range – breath	9
6	END Reserve (50 pts), Recovers 2/hour (powers breath)	
60	Magic Spells (60 pts)	
9	Magic Skill 16-	
21	+9 PD, +9 ED Armor	
30	75%Resistant Energy Damage Reduction, only vs own breath type (-1)	
5	Extra Limbs – wings & tail	
12	Running +6" (12" total)	1/5"
24	Flight 18", OIF – wings	1/5"
5	Ultraviolet Vision	
9	+2 to all Perceptions (16-)	
5	Defensive Maneuver	
3	Lightsleep	
3	Bribery 17-	
3	Concealment 13-	
3	Conversation 17-	
8	KS: Current Hobby 17-	
3	Lang: Local Common	
3	Stealth 13-	
5	Survival 12-	
10	+2 w/ H-to-H combat	
0	ES: Breakfall, Climbing, Deduction, Trading 8- (each)	

Cost	Optional Abilities	END
10	Shapeshift (Normal Human form)	1
3	Mental Awareness	
20	Regeneration 2 BODY/Turn	

75+ Disadvantages

15	Physical Limitation: No fine manipulation
25	Distinctive Features (Not Concealable, Extreme Reaction)
10	Reputation (Extreme) 8-
15	Psych. Limitation: Greedy (Very Common)
10	Psych. Limitation: Curious (Common)
558	Creature Bonus

OCV: 7; DCV: 2*; ECV: 6; Phases: 3, 6, 9, 12

COSTS:	Char	Powers	Total	Disadv.	Base
	238	+	470	=	708
				=	633
				+	75

Appearance: The appearance of the Greater Dragon is basically the same as that of lesser dragons. The Greater species however is much more colorful and, because of its high intelligence, is well groomed and often adorned with rings, bracelets, and other jewelry.

Armor coverage for Dragons is often incomplete, or less in some hit location areas (including less PD and ED in those areas). This varies with the individual Dragon (it's up to the GM). This can provide an opportunity for a brave warrior to get a quick kill. A mounted lance charge might provide sufficient damage...

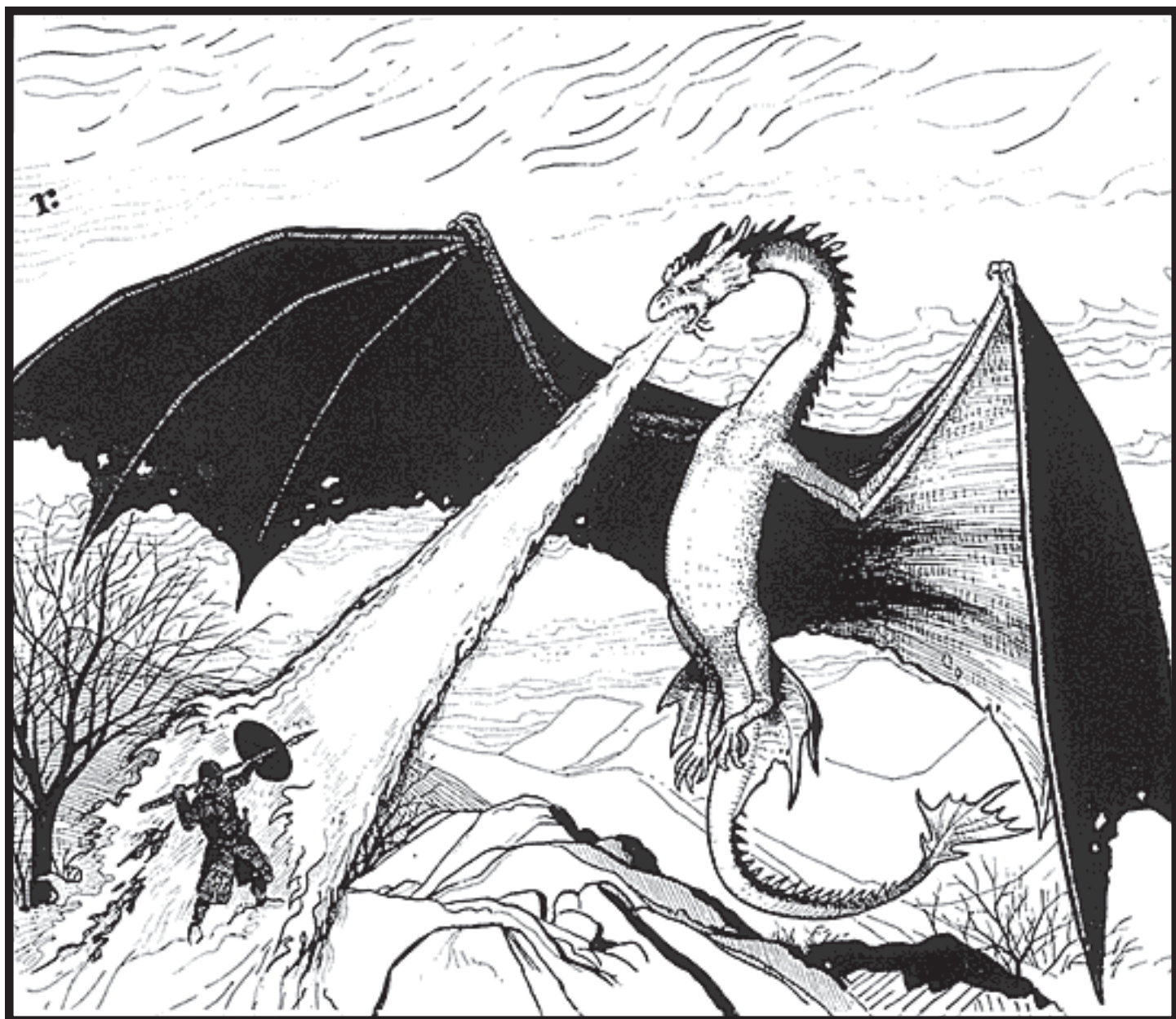
Ecology: Greater Dragons live extremely isolated lives in areas which are usually far from civilization. They build their lairs in caves and caverns which have sources of water and game nearby. Here they pursue their individual interests, safe from outside interference and accumulate their hoard. Most Greater Dragons practice magic, and some are formidable mages. Since they are quite intelligent, Greater Dragons have their own language, and most also speak a number of humanoid tongues as well. It is believed that Greater Dragons mate only once in 100 years producing a single offspring which takes decades to raise. It is during this time that the Greater Dragon present the greatest threat to humanity, frequently raiding farms and cities or demanding offerings from cities or even countries to prevent the Dragon's attack. Payment is in the form of livestock or freshly killed game.

Motivations: Greater Dragons are as individually motivated as humans. Most share a curiosity and a driving greed for gold, gems and jewelry.

Combat Techniques: Greater Dragons are devastating creatures to face in battle. They will always fight rationally, utilizing whatever ability necessary to defeat their foe. Aside from their formidable teeth, claws, tail lash and wing buffet, the Greater Dragon can deliver an incredible blast of air with its wings capable of toppling most opponents. They also have breath weapons with a greater frequency of unusual types than lesser dragons. Lastly their magical ability also provides them with a number of combat oriented spells.

Other Names: Drake

Rumors: Greater Dragons are said to live for hundreds of years and the Dragons' hoard is the culmination of these centuries of collecting, making them massive beyond imagination.



MINIATURE DRAGON

Val	Char	Cost	
0	STR	-10	
17	DEX	21	
13	CON	6	
6	BODY	-8	
8	INT	-2	
11	EGO	2	
13	PRE	3	
10	COM	0	
5	PD	5	
4	ED	0	
3	SPD	3	
8	REC	8	
36	END	0	
30	STUN	15	* Bonus for Shrinking already figured in.

Cost	Abilities	END
27	Shrinking (20 pts), Persistent, Always On (-4 to others' Sight Perception, +6" KB)	
20	½d6 HKA, Continuous – bite	2
5	1 pip HKA – stinger	
31	8d6 Suppress STUN, NND (appropriate Immunity, alien metabolism, Dispel, or anti-venom), Persistent, Gradual Effect (1 Turn), No Range, only if stinger does BODY damage (-½), ends after 1 week (-½), only affects living things (-½), 32 Charges – venom	
17	2d6 RKA, NND (appropriate Immunity, alien metabolism, Dispel, or anti-venom, +2), Persistent, Gradual Effect (1 Week), Linked to Suppress, No Range, only if stinger does BODY damage (-½), only affects living things (-½), 32 Charges – venom	
40	4d6 Suppress all magic, Persistent, Always On, No Range	
8	Mind Link with any one mind, Max. Range 50" (-¼)	
12	Images (-5 to others' Sight Perception), 0 END, one effect only (chameleon-like ability)(-1), must remain motionless (-1)	
6	+2 PD, +2 ED Armor	
16	Flight 12", OIF – wings	1/5"
35	Detect (Sense) Invisible things, at Range, Discriminatory, Targeting	
4	+2 w/ stinger	
0	ES: Deduction 8-	
-6	-3" Running (3" total)	

75+ Disadvantages
15 Distinctive Features (Not Concealable)
5 Reputation 8-
15 Hunted by mages & powerful beings, NCI, to tame & train (-5 pts) 8-
148 Creature Bonus

OCV: 6; DCV: 10*; ECV: 2; Phases: 4, 8, 12
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COSTS: Char	Powers	Total	Disadv.	Base
43	+	215	=	258
			=	183
			+	75

Appearance: Miniature Dragons resemble small dragons (only 1 foot long) with the tail of a scorpion. Like larger dragons, the shape of drakes varies from region to region, from long and serpentine to stout and muscular to slender and elegant. Their colors are likewise diverse but all share a chameleon-like ability which allows them to blend into any area.

Ecology: Heavy woods and swamps are the preferred homes of Miniature Dragons, who live in temperatures ranging from cool temperate to arid. Here they nest in hollow trees, caves, and mountain cliffs and hunt insects and small animals. Miniature Dragons are usually encountered singly or, during nesting season, in pairs, sometimes with 1-3 young. These young, and sometimes the adults, are hunted by mages who train them as servants or guardians. This popularity is enhanced by the Dragon's ability to see invisible things.

Motivations: Though as intelligent as humans, Miniature Dragon's motivations are more like those of animals than humans, displaying only curiosity and sometimes greed on a human level.

Combat Techniques: When hunting, the Miniature Dragon uses its bite. In combat with larger creatures it will fly past its opponent and sting it. If the foe is too tough for the stinger to effect or seems to be resistant to the poison, the Miniature Dragon will flee, returning to the area only after the foe has left. Miniature Dragon poison quickly causes unconsciousness which usually lasts for a week, and causes internal damage which seldom results in death in humanoids.

Other Names: Pseudo-Dragon, Drake, Fairy Dragon

Rumors: Drunken stories are frequently told in taverns that say that Miniature Dragons are actually the immature stage of true dragons.



DRAGON TURTLE

Val	Char	Cost							
75*	STR	25	* Bonuses for Growth already figured in.						
12	DEX	6							
40	CON	60							
42*	BODY	52							
10	INT	0							
10	EGO	0							
30	PRE	20							
3	COM	-4							
20	PD	13							
20	ED	12							
2	SPD	-2							
15	REC	0							
80	END	0							
80*	STUN	0							
Cost	Abilities	END							
53	Growth (40 pts), Persistent, Always On (25,000 KG, +5 to others' Sight Perception, -8" KB, +3" reach)								
24	2d6 HKA, reduced penetration (-¼) – bite	3							
75	15d6 Energy Blast – steam breath	7							
30	Change Environment (fog cloud), 32" Radius	3							
7	END Reserve, 40 END, Recovers 7/5 minutes, (powers EB & Change Environment)								
6	+3 PD, +1 ED Armor – hide								
9	+11 PD, +7 ED Armor, Activation 8-, or only covers areas 9-13 (-2) – shell								
7	+5 to Sight Perception (16-), only underwater (-¼)								
8	Swimming +8" (10" total)	1/5"							
4	Running +2" (8" total)	1/5"							
5	+1 w/ H-to-H combat								
0	ES: Deduction 8-								
75+	Disadvantages								
15	Physical Limitation: No fine manipulation								
25	Distinctive Features (Not Concealable, Extreme Reaction)								
15	Greedy (Common, Strong)								
280	Creature Bonus								
OCV: 4; DCV: -1*; ECV: 3; Phases: 6, 12									
COSTS:	Char	Powers	Total	Disadv.	Base				
	182	+	228	=	410	=	335	+	75

Appearance: Dragon Turtles are giant creatures having the body and shell of a turtle and the head of a dragon. Body color is usually pale green, brown, blue or white and the shell is hard, rocky and brownish-gray, looking like rocks or small islands.

Ecology: Dragon Turtles build their lairs in caves in or near isolated temperate and tropical (usually ocean) bays. The entrance to these caves is often underwater though the cave itself must be air filled. Here the Dragon Turtle builds its hoard, which sometimes includes entire sections torn away from ships. It is also here that they build their nests in which the eggs, laid by the female every five years, hatch. The characteristic Dragon Turtle shell does not harden for over a year making the young Dragons susceptible to ocean predators.

Motivations: Though extremely cunning, Dragon Turtles are seldom rational enough to speak with. They care only for what they want: food and treasure.

Combat Techniques: The nearly impenetrable shell of the Dragon Turtle make it a very formidable foe. It commonly attacks with its bite or occasionally with its breath of super hot steam which it can use on a single target or spread across a wide area. It can also use this steam to create a fog bank on the water to cover its attack.

Other Names: Sea Dragon, Turtle God

Rumors: Dragon Turtles sometimes carry the most valuable portion of their treasure in their own shells.

ELEMENTALS

Appearance: Elementals are primordial beings made from the same materials that make up the universe. As their name implies, they embody the four basic elements: Air, Fire, Water, and Earth. Elementals come in many shapes, sizes and forms, but all can assume at least vaguely humanoid form and will usually do so when in our world.

Ecology: Elementals hail from the Elemental Planes of existence. These Planes are not fully understood as few have traveled there but each plane is believed to be made up entirely of its own element or related materials with some "contaminants" (other elements). For instance the Elemental Plane of Earth is thought to consist only of earth and stone, and the inhabitants move through it as easily as we do through air. Theories are sketchy and often conflict. In our world most Elementals encountered have been summoned by a powerful sorcerer to perform a very specific task and will not attack unless provoked or instructed to do so. It is thought that Elementals can sometimes bridge the gap between dimensions in some other ways. The "wild" Elementals are normally encountered in a climate similar to their element, i.e. fire elementals in a volcano or forest fire, water elementals in fountains or lakes, etc. Elementals derive sustenance from their element alone, so they require little, if any, food or sleep.

Motivations: On our world, Elementals are motivated by the commands of their summoners or a driving need to return to their own plane. Most Elementals which have been encountered are dull witted and temperamental. It is not known if all Elementals are like this or if mages are only capable of summoning stupid ones. This theory may be supported by the fact that Elementals, because they come from a world different from ours, are extremely hard to control.

Combat Techniques: Elementals use neither weapons nor armor, relying on own their natural abilities in combat.

Rumors: Elementals from conflicting Planes of Existence are reputed to hate one another and will attack or flee from their arch-nemeses on sight.

HIT LOCATION: It is not known what parts of an Elemental, if any, are more susceptible to damage than others. Apply all damage normally.

GM Note: A GM can obtain a higher strength Elemental by merely adding points to the Elemental's EC while leaving the other stats the same. The most powerful Elementals might have ECs with double the points given in this product—for example, this would provide an Air Elemental with 40 STR TK, 12D6 Physical Blast, and a 2x 4D6 continuous explosion.

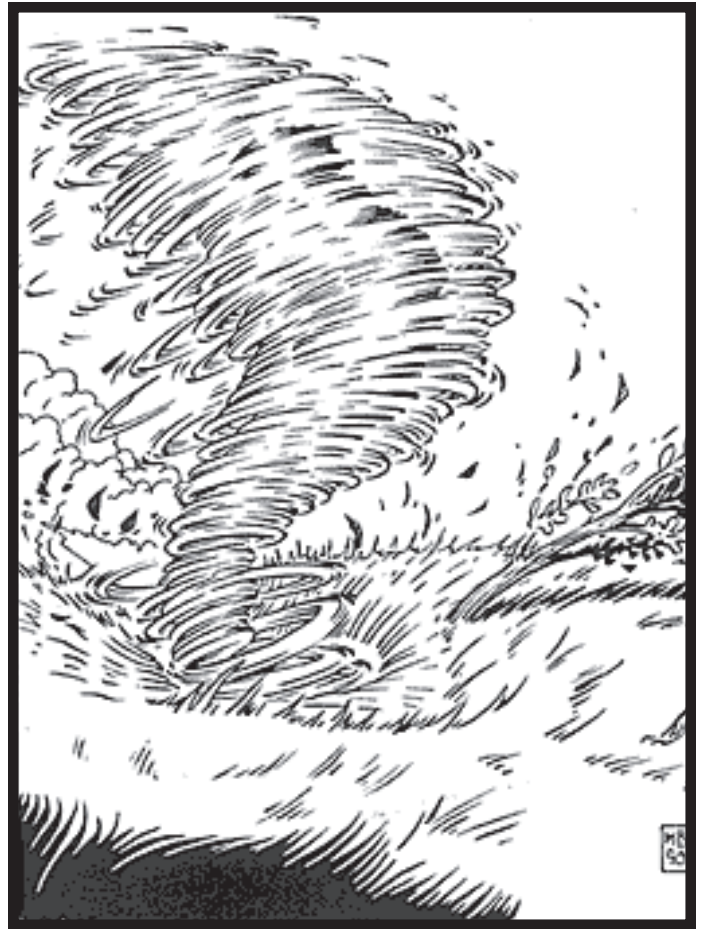
AIR ELEMENTAL

Val	Char	Cost	
-20	STR	-35	
23	DEX	39	
23	CON	26	
15	BODY	10	
8	INT	-2	
10	EGO	0	
20	PRE	10	
6	COM	-2	
2	PD	2	
5	ED	0	
4	SPD	7	
7	REC	4	
50	END	2	
30	STUN	3	

Cost	Abilities	END
40	Elemental Control – Air	
a-27	Desolidification (affected by magic), Persistent, Always On, not through solid objects (-½)	
b-27	4d6 Physical Blast, Affects Solid, 0 END, Continuous, Explosion, No Range, No Knockback, Concen. (½ DCV), w/ Reduced Penetr. 2x 2d6	0
c-58	6d6 Physical Blast, Affects Solid, Double Knockback, Reduced by Range	6
d-45	Telekinesis (20 STR), Affects Solid	
30	75% Resistant Physical Damage Reduction, only vs magic (-1)	
7	25% Resistant Energy Damage Reduction, only vs magic (-1)	
9	Life Support (Doesn't Eat, Excrete or Sleep, Immune to Disease & Aging)	
4	Mental Defense (10 pts), only vs Mind Control (-1)	
20	Flight 10"	1/5"
3	Concealment 11-	
2	AK: Home Plane 11-	
3	Stealth 14-	
0	ES: Deduction 8-	
-12	-6" Running (0" total)	
-2	-2" Swimming (0" total)	

75+	Disadvantages
25	Distinctive Features (Not Concealable, Extreme)
15	Physical Limitation: No fine manipulation
10	1½x Effect from Air Manipulating Powers
15	Psych. Limitation: Wants to return to home plane (Common, Strong)
224	Creature Bonus

OCV: 8; DCV: 8; ECV: 3; Phases: 3, 6, 9, 12					
COSTS:	Char	Powers	Total	Disadv.	Base
	103	+	261	=	364
				=	289
				+	75



Appearance: Air Elementals prefer to assume the form of a man sized tornado with bits of debris flying about within. Angry Air Elementals have been seen displaying small bursts of lightning. Some say that they can see features in the winds.

Ecology: Air Elementals can exist any place there is air, though "wild" Air Elementals prefer such places as wind swept mountaintops and valleys and within terrible storms. Made visible only by the noise they make and the debris within them they are nearly impossible to touch and have the ability to pass through openings of any size.

Combat Techniques: Air Elementals pick up small opponents and buffet them about within their Elemental form. Larger foes are blasted by gusts of intense winds, knocking most foes several feet.

Other Names: Wind Demon, Dust Devil

EARTH ELEMENTAL

Val	Char	Cost					
50†	STR	10	† Bonuses for Density increase already figured in.				
17	DEX	21					
28	CON	28					
15	BODY	10					
8	INT	-2					
10	EGO	0					
25	PRE	15					
6	COM	-2					
12†	PD	2					
12†	ED	0					
3	SPD	3					
10	REC	0					
56	END	0					
40	STUN	1					
Cost	Abilities		END				
26	Elemental Control – Earth						
a-23	Density Increase (30 pts), Persistent, Always On (6,400 KG, -6" KB)						
b-36	5d6 Entangle (5 DEF), Impervious to Sight, Hearing & Smell Groups, Entangle takes all damage aimed at victim (-½)		8				
c-26	Tunnelling 6" through 10 DEF, Closes Behind		1/5"				
6	+2d6 HA – stone fists		1				
24	+8 PD, +8 ED Armor						
30	50% Resistant Physical Damage Reduction						
30	50% Resistant Energy Damage Reduction						
4	Mental Defense (10 pts), only vs Mind Control (-1)						
30	Life Support (Total)						
10	N-Ray Vision (not through organic matter), only through earth & stone (-1)						
3	Bump of Direction						
3	Climbing 12-						
2	AK: Home Plane 11-						
3	Concealment 11-						
0	ES: Deduction 8-						
-2	-1" Running (5" total)						
-2	-2" Swimming (0" total)						
75+	Disadvantages						
25	Distinctive Features (Not Concealable, Extreme)						
15	Physical Limitation: No fine manipulation						
10	1½x Effect from Earth Manipulating Powers (Uncommon)						
10	Physical Limitation: Heavy & Clumsy (Frequently)						
15	Psych. Limitation: Wants to return to home plane (Common, Strong)						
15	Psych. Limitation: Stubborn (Common, Strong)						
173	Creature Bonus						
OCV: 6; DCV: 6; ECV: 3; Phases: 4, 8, 12							
COSTS:		Char	Powers	Total	Disadv.	Base	
		86	+	252	=	338	
				=	263	+	75

Appearance: Earth Elementals usually appear as huge, bulky humanoid figures made of earth and rock. Their hands and feet are somewhat large, and their features are rough and craggy.

Ecology: Earth Elementals can exist anywhere there is stone or earth, though "wild" Earth Elementals prefer such places as tunnels, mines and mud pits. Earth Elementals have the abilities to see through, and tunnel through, earth and stone and always know what direction they are facing.

Combat Techniques: Earth Elementals' only attack is with their massive, boulder-like fists which they swing with devastating effect. They also have the ability to cause native Earth and stone to rise up, entombing their foe.

Other Names: Living Earth, Mud Monster (also sometimes mistaken for Stone Golems).



FIRE ELEMENTAL

Val	Char	Cost	
-30	STR	-40	
20	DEX	30	
23	CON	26	
15	BODY	10	
8	INT	-2	
10	EGO	0	
30	PRE	20	
6	COM	-2	
1	PD	1	
7	ED	2	
4	SPD	10	
5	REC	0	
50	END	2	
30	STUN	3	

Cost	Abilities	END
30	Elemental Control – Fire	
a-35	2d6 Energy RKA, Persistent, Damage Shield, Personal Immunity, No Range, Always On, not vs wet targets (-½)	
b-45	2d6 Energy RKA, Continuous, Uncontrolled, Sticky, ½ END, not vs wet targets (-½)	4
c-20	75% Resistant Physical Damage Reduction, not vs water (-½)	
d-15	75% Resistant Energy Damage Reduction, only vs fire (-1)	
12	+8 ED Armor	
17	Life Support (Doesn't eat, sleep or excrete, Immune to Disease & Aging, Intense Heat & Radiation)	
4	Mental Defense (10 pts), only vs Mind Control (-1)	
20	Change Environment (create light) 8" Radius, Persistent, Always On, not in fog (-½)	
5	+5 REC, OAF (any flammable material)	
4	Superleap 4"	1/5"
5	Infrared Vision	
2	Climbing, only up flammable material (-½) 13-	
3	Demolitions 11-	
2	AK: Home Plane 11-	
0	ES: Deduction 8-	
-8	-4" Running (2" total)	
-2	-2" Swimming (0" total)	

75+	Disadvantages
25	Distinctive Features (Not Concealable, Extreme)
15	Physical Limitation: No fine manipulation
10	1½x Effect from fire manipulating Powers (Uncommon)
20	1½x Effect from cold (Common)
40	2x Effect from water (Common)
20	1d6/Turn from water (Very Common)
15	Psych. Limitation: Wants to return to home plane (Common, Strong)
49	Creature Bonus

OCV: 7; DCV: 7; ECV: 3; Phases: 3, 6, 9, 12					
COSTS:	Char	Powers	Total	Disadv.	Base
	60	+ 209	= 269	= 194	+ 75

Appearance: Fire Elementals usually appear as a cyclone of flame or a large ordinary fire which moves, igniting everything it touches. The color of the flames change with the Elemental's mood going from yellow or white when it is angry to blue when it is sad or depressed. Its normal coloration is red to orange.

Ecology: Fire Elementals can exist anywhere there is something to burn, though they prefer places such as active volcanos and large fires. They seem to be able to exist even in places that have no air. Their form is that of living flame and will burn everything they touch even if the Elemental is unconscious. It can see the warmth of all things, is immune to the effects of heat, and can climb up any surface that can be burned.

Combat Techniques: Fire Elementals are hot tempered creatures who lash out at their foes with gouts of flame, igniting it and spreading to anything it touches as if the flames were alive.

Other Names: Living Fire (sometimes mistakenly called Demon or Devil)



WATER ELEMENTAL

Val	Char	Cost	
25	STR	15	
18	DEX	24	
23	CON	26	
15	BODY	10	
8	INT	-2	
10	EGO	10	
20	PRE	10	
6	COM	-2	
8	PD	3	
5	ED	0	
3	SPD	2	
10	REC	0	
50	END	2	
40	STUN	0	

Cost	Abilities	END
18	Elemental Control – Water	
a-42	4d6 Entangle, Impervious to Hearing & Smell	6
b-9	6d6 Suppress END, Trigger (when target is Entangled), only on Entangled victim (-1)	4
c-13	Telekinesis (30 STR), only in water (-1)	
d-42	75% Resistant Physical Damage Reduction	
e-21	75% Resistant Energy Damage Reduction, only vs fire (-1)	
f-13	Desolidification (affected by normal attacks), only for passing through narrow spaces (-2)	
g-19	Stretching 5", 0 END	0
21	Life Support (Doesn't Breathe, Doesn't Eat, Excrete or Sleep, Immune to Disease & Aging)	
8	Swimming +8" (10" total)	1/5"
11	Concealment 15-	
7	Stealth 15-	
2	AK: Home Plane 11-	
4	Mental Defense (10 pts), only vs Mind Control (-1)	
0	ES: Deduction 8-	

75+	Disadvantages
25	Distinctive Features (Not Concealable, Extreme)
15	Physical Limitation: No fine manipulation
30	2x STUN from fire (Very Common)
10	1½x Effect from water manipulating Powers (Uncommon)
10	3d6 Entangle from cold attacks (Common)
15	Psych. Limitation: Wants to return to home plane (Common, Strong)
10	Physical Limitation: Sluggish in cold environments (Infrequent, Greatly)
138	Creature Bonus

OCV: 6; DCV: 6; ECV: 3; Phases: 4, 8, 12					
COSTS:	Char	Powers	Total	Disadv.	Base
	98	+ 230	= 328	= 253	+ 75



Appearance: Water Elementals usually appear as independently moving river or freestanding, man sized waves of water. The water's surface bubbles and froths when the Elemental is angry and seems to calm when it does.

Ecology: Water Elementals can exist anywhere that is not hot enough to cause them damage. They prefer places such as rivers, lakes, waterfalls and fountains. They are able to pass through small openings, move things about in the water, and extend small "riverlets" of themselves over obstacles or towards opponents.

Combat Techniques: Water Elementals attack by lashing out several feet with geyser like punches or by flowing over their foe and drowning it. During this time the foe will feel as if he is in fact deep underwater, unable to breath or hear clearly.

Other Names: Living Water, Devil Wave, Tidal Demon

ENT

Val	Char	Cost	
40*	STR	15	
14	DEX	12	
30	CON	40	
20*‡	BODY	14	
18	INT	8	
18	EGO	16	
23	PRE	13	
8	COM	-1	
14	PD	9	
8	ED	2	
3	SPD	6	
11	REC	0	‡ Older, larger Ents will have higher BODY values
60	END	0	
55*	STUN	7	* Bonuses for Growth already figured in.

Cost	Abilities	END
20	Growth (15 pts), Persistent, Always On (800 KG, +2 to others' Sight Perception, -3" KB, +1" Reach)	
11	½d6 HKA, Area Effect (4" Radius total w/ reach), Selective, reduced penetration (-¼), No Range – branches	2
6	Damage Resistance 10 rPD/2 rED	
10	Life Support (Doesn't Breathe)	
8	Knockback Resistance -4" (-9" total)	
5	Infrared Vision	
8	Detect moisture at Range	
13	Detect weather at Range (Discriminatory)	
7	Concealment 16-, only in appropriate setting (-¼)	
8	AK: Home Area 17-	
0	ES: Conversation 8-	
0	ES: Deduction 8-	
-4	-2" Running (4" total)	
-2	-2" Swimming (0" total)	

Cost	Optional Abilities (Willow)	END
10	2d6 Entangle, Entangle & Character both take BODY, No Range, Ent takes ½ damage done to Entangle (-1) – willow branches	2

75+	Disadvantages
20	Distinctive Features (Not Concealable, Major Reaction)
10	Physical Limitation: Cannot Leap
10	Physical Limitation: susceptible to plant diseases (Frequently, Slightly)
15	Psych. Limitation: Doesn't hurry (Very Common)
10	Reputation 11-
10	1½x BODY from heat & cold
94	Creature Bonus

OCV: 5; DCV: 3*; ECV: 6; Phases: 4, 8, 12					
COSTS:	Char	Powers	Total	Disadv.	Base
	141	+ 103	= 244	= 169	+ 75



Appearance: Immobile Ents are indistinguishable from normal trees. Upon close examination or if the Ent moves or speaks it can be seen that the tree has rough, gnarly facial features. Should an Ent decide to move, it draws up its roots and uses them as legs.

Ecology: Ents live in deep forests, preferring sylvan woods or areas protected by elves. Except for their human-like characteristics they are just like trees and think of themselves as such. Ents can live in any climate though the type varies from region to region (Pine Ents in colder climates, Palm Ents in warmer).

Motivations: Ents are motivated by a love of nature and their "less fortunate brothers". They are moody and, since they live for hundreds of years, seldom react quickly to non-threatening situations. They are not quick-witted, sparkling conservationists.

Combat Techniques: In combat Ents lash out with their stinging branches striking at all targets within reach of their limbs. Some other types of Ents have other abilities such as the Willow Ent which can entangle its victims with its vines.

Other Names: Tree Ents, The Elder Trees.

Rumors: Elvish tales tell of the departed spirits of good souls who, rather than going Beyond, enter the seed of a tree which sprouts into Ent saplings.

FAIRY FOLK

'The Fairy Folk' is one of the names given to the races of immortal, magical beings who often live secretly away from or alongside men. They can loosely be categorized into two types, Country Fairies (or Woodland Fairies) and Household Fairies. All Fairy Folk seem to maintain an order of nobility and have a single King and Queen of the Fairies who rule the Folk and are said to be singularly powerful.

Country Fairies live away from human settlements, in countrysides or woods, but are often encountered by humans. They spend their time, often in their own communities, dancing, singing, performing their craft or observing passersby. They often live in areas called Fairy Forts. Fairy Forts are usually large hills, often ringed, covered or crested with trees. The Fort exists in two dimensions at the same time. Only Fairy Folk can willingly enter the Fairy Fort, transporting themselves to the other dimension. Others may only enter the Fort by will of one of the Fairy Folk. This applies to Fairy constructions as well. All things on the hill in the real world exist in the Fairy Fort as well, and anyone in the Fort can see, hear and smell things in the real world. But the reverse is not possible. People on the hill in the real world cannot in any way sense persons in the Fort. (This effect is basically Invisibility and Desolidification for the Fairy Folk and anyone they wish within the confines of the hill).

Leprechauns seem to be a Fairy race whom have seceded from the rest of the Fairy community. They live in their own societies, have their own king, and do not use Fairy Forts. It is not known what relations they maintain with the rest of the Fairy community.

Household Fairies live in houses, barns or other buildings, often keeping their existence a secret from people living nearby. Some Household Fairies live in peaceful coexistence with a building's inhabitants, doing helpful things around the house. Inhabitants of the house often leave bits of food and milk out for their Fairies as payment for their deeds and to prevent pranks. Other Household Fairies simply enjoy living in close proximity to the targets of their malevolent pranks. A building will not be inhabited by more than one type of Household Fairy though that type may change (malevolent Fairies chasing away benevolent ones, etc).

Other Names: Little People, Good Folk, Fay Folk, Sylvan Folk.

GM Note: Some GMs may want to use optional Magical Power Pools to more accurately represent Fairy Folk. For minor Fairies, this is only 20 points, used for minor annoyances (e.g., TK or Images to produce pseudo-transformations). More powerful fairies have more powerful Magic Pools, used for actual Transformations (e.g., turning your nose long and green or giving you a fearful itch).



BOGGART – Fairy Folk

Val	Char	Cost			
5	STR	-5	* Bonus for Shrinking already figured in.		
20	DEX	30			
13	CON	6			
3	BODY	-14			
13	INT	3			
18	EGO	16			
13	PRE	3			
10	COM	0			
2	PD	1			
3	ED	0			
4	SPD	10			
4	REC	0			
26	END	0			
18	STUN	5			
Cost	Abilities	END			
45	Shrinking (30 pts), Persistent, Always On (-6 to others' Sight Perception, +9" KB)				
6	Life Support (Immune to disease & aging)				
13	Invisibility to Sight w/ Fringe, not to other fairy folk (-½)	2			
10	Clinging (normal STR)				
5	Superleap +5" (6" forward, 3" up)	1/5"			
7	AK: Home Area 16-				
3	Lang: Local Common (fluent w/accnt)				
0	ES: Climbing, Conversation, Deduction 8- (each)				
-8	-4" Running (2" total)				
-1	-1" Swimming (1" total)				
75+	Disadvantages				
15	Distinctive Features (Not Concealable)				
20	2x STUN & BODY from iron weapons (Uncommon)				
5	Psych. Limitation: Fear of iron (Uncommon)				
5	Reputation 8-				
15	Creature Bonus				
OCV: 7; DCV: 13*; ECV: 6; Phases: 3, 6, 9, 12					
COSTS: Char		Powers	Total	Disadv.	Base
55		+	80	=	135 = 60 + 75

Appearance: Boggarts stand about 8 inches tall. They have large feet and hands and have an abundance of body hair except on the tops of their heads which are generally bald with a ring of thick hair around. They are generally unkempt and grimy and wear only scraps of clothing.

Ecology: Boggarts are common household fairies who perpetrate annoying, dangerous and even malicious pranks around the house and surrounding property at night. These nocturnal activities are often attributed to a ghost or other spirit haunting the house. It is believed that this maliciousness is caused by a general ignorance as to how to appease the Boggarts or drive them away. Typical pranks might include such things as spilling containers, blowing out lamps, tripping people in the dark, or attracting dangerous creatures from the surrounding area to the home. Often the only recourse is for the unfortunate family to move to another house quickly and quietly lest the Boggart stow away in a box or cabinet, opening shop in the new location.

Motivations: A general lack of understanding of the Boggart prevents much knowledge of what motivates them. They may not be inherently evil but only resentful and vengeful.

Combat Techniques: Boggarts are incapable of engaging in direct combat. If angered they will begin a covert guerrilla assault on the offending party, causing extensive accidents around the house.

Other Names: Bogie, Bogey, Boggle, Bogey-Men

Rumors: Some say that Boggarts can be appeased by placing a bowl of animal's blood outside the door before retiring.

GNOME – Fairy Folk

Val	Char	Cost			
0	STR	-10	* Bonus for Shrinking already figured in.		
13	DEX	9			
10	CON	0			
3	BODY	-14			
13	INT	3			
10	EGO	0			
10	PRE	0			
12	COM	1			
3	PD	3			
2	ED	0			
3	SPD	7			
5	REC	6			
20	END	0			
16	STUN	8			
Cost	Abilities	END			
53	Shrinking (40 pts), Persistent, Always On (-8 to others' Sight Perception, +12" KB)				
6	Life Support (Immune to disease & aging)				
13	Invisibility to Sight w/ Fringe, not to other fairy folk (-½)	2			
22	6d6 Telepathy, 0 END, only detects intentions (-1)	0			
13	Clairsentience, see future, only to see future (-1), 11- Activation				
10	Tunnelling 2"	1			
16	Detect (Sense) traps at Range 14-				
5	KS: Underground 14-				
3	Lang: Local Common (fluent w/accnt)				
4	PS: Brewing 13-				
0	ES: Climbing, Conversation, Deduction 8- (each)				
-8	-4" Running (2" total)				
-1	-1" Swimming (1" total)				
75+	Disadvantages				
15	Distinctive Features (Not Concealable)				
20	2x STUN & BODY from iron weapons (Uncommon)				
5	Psych. Limitation: Fear of iron (Uncommon)				
	Reputation 11-				
24	Creature Bonus				
OCV: 4; DCV: 12*; ECV: 3; Phases: 4, 8, 12					
COSTS:	Char	Powers	Total	Disadv.	Base
	13	+	136	=	149 = 74 + 75



Appearance: Gnomes stand only 5 inches tall but are otherwise similar to men. They commonly have beards and wear clothing of green, brown and red with pointed red hats being popular.

Ecology: Gnomes are country fairies who once lived lives similar to those of the Knockers, overseeing veins of rich ore and guiding miners. When the greed of humanity led them to unearth the minerals in wasteful amounts, the Gnomes abandoned the underground and built their civilization below the roots of large trees. Here they live peacefully, living off the surrounding area and occasionally filching unnoticeable amounts of food and milk from surrounding homes. Few Gnomes have ever been caught due to their ability to sense traps and snares.

Motivations: Gnomes are harmless creatures, helpful by nature. If a family of Gnomes discover someone in a distressing situation they will help in some obvious but unexplainable way.

Combat Techniques: Gnomes are not capable of fighting (except among themselves) and can cause little harm other than pricking with sharp sticks.

Other Names: Learned One, Superficial Gnome

Rumors: Gnomes are ancient earth spirits capable of seeing the future.

LEPRECHAUN – Fairy Folk

Val	Char	Cost							
0	STR	-10	* Bonus for Shrinking already figured in.						
24	DEX	42							
10	CON	0							
4	BODY	-12							
15	INT	5							
15	EGO	10							
15	PRE	5							
20	COM	5							
2	PD	2							
2	ED	0							
3	SPD	2							
3	REC	2							
20	END	0							
18	STUN	9							
Cost	Abilities	END							
45	Shrinking (30 pts), Persistent, Always On (-6 to others' Sight Perception, +9" KB)								
6	Life Support (Immune to Disease & Aging)								
13	Invisibility to Sight w/ Fringe, not to other fairy folk (-½)	2							
20	Shapeshift (any animal form)	2							
10	Images to Sight & Hearing, 1 Hex, not to other sylvan creatures (-½)	1							
13	Teleport 10", only while no one is looking (-½)	2							
2	Immunity to Alcohol								
20	4d6 Luck								
5	Money (Well Off) – gold								
3	Conversation 12-								
7	Gambling 13-								
3	Slight of Hand 13-								
4	PS: Shoemaker 13-								
4	Entertainer 13-								
3	Persuasion 12-								
0	ES: Climbing, Deduction 8- (each)								
-6	-3" Running (3" total)								
-1	-1" Swimming (1" total)								
75+	Disadvantages								
15	Distinctive Features (Not Concealable)								
15	Reputation 14-								
20	2x STUN & BODY from iron weapons (Uncommon)								
15	Psych. Limitation: Loves good wine (Common, Strong)								
15	Psych. Limitation: Protective of Gold (Common, Strong)								
56	Creature Bonus								
OCV: 8; DCV: 14*; ECV: 5; Phases: 4, 8, 12									
COSTS:	Char	Powers	Total	Disadv.	Base				
	60	+	151	=	211	=	136	+	75

Appearance: Leprechauns stand between 6 inches and 24 inches high. They are dark complected with flushed red noses and well groomed hair. When encountered wandering the woods they wear hat, jerkin and waistcoat with large gold buttons, hose, and heeled shoes with huge silver buckles. When encountered in their work the waist coat is replaced by a leather apron, and the hat is removed in favor of a bandana.



Ecology: Leprechauns live and work in quiet secluded places often under the roots of trees or in ruined castles. They usually hibernate in their homes through winter and spring, emerging in the summer when they begin making shoes. The tiny sound of hammering can often be heard in the woods or moors on warm afternoons.

Leprechauns are immune to aging and the effects of alcohol. They seem to care the least about hiding from people, secluded only by their selection of a place to live. Somewhere near their home each Leprechaun keeps a cache of gold amounting to 1000-5000 gp. For this reason they are eagerly sought, but Leprechauns are almost always too clever to be forced to reveal the gold. They can become invisible at will, create distracting illusions, and can teleport when not being looked at directly.

Motivations: Leprechauns are somewhat manic-depressive, at one moment sing and merrily working and the next moment complaining his woes over a tankard of ale. They love shoe making, gold, and good wines and spirits. These motivations can often be used to trick the Leprechaun, sometimes even into revealing his gold.

Combat Techniques: Leprechauns are incapable of presenting any serious threat, though they can talk a good fight. When confronted they usually seek to turn invisible or teleport away.

Other Names: Cluricaune, Lurican, Lurikeen, Lurigadaun

Rumors: In addition to their gold, Leprechauns have the ability to grant wishes.

NYMPHS – Fairy Folk

Appearance: All nymphs are beautiful and female. They appear either naked or lightly dressed.

Ecology: Nymphs are native spirits that protect their homes. Each nymph protects a specific forest, glen, lake, stream, mountain, meadow, cave, etc. Several nymphs will often live within a small area. They also have what is called a "Native Realm" (perhaps the same thing as a fairy fort) which they commonly transport themselves to through a specific fixture in our world. This realm is thought to be a place of safety and meeting, away from the eyes of the world. It is not known if Water Nymphs have the same realm as Wood Nymphs or even if a realm is shared by all Nymphs of a single type. Nymphs live on the things that their home area, or perhaps that their realm, provides. The method by which Nymphs reproduce is unknown.

Motivations: Nymphs spend most of their time singing and dancing. They play and dance with immortals and are wooed by both gods and men. They have been known to help

persons in distress, such as saving drowning sailors, or returning a wounded boy to the edge of his village. Rarely a nymph falls in love with a particularly handsome (20+ Come-liness) man and attempts to seduce him to go away with her. The nymph's love is sometimes so overpowering that she is incapable of reason, a water nymph forgetting that her beloved cannot breath underwater and attracting him to his doom.

Nymphs understand the need to use the resources under their protection and will allow such things as hunting, wood-cutting, and grazing in their domain. If this use becomes exploitive or endangers the nymph's home, the perpetrator will be set upon by tragic "coincidences" (trees falling, animals attacking, etc.) until he leaves the area. Massive foes (in number or size) cannot be so easily dissuaded, and the nymphs often enlist the aid of elves or trusted humans to help them.

Combat Techniques: Most nymphs are incapable of combat though legends tell of some that have been known to learn the use of weapons. Nymphs also have the ability to change into animals and can fight in these forms, though without the animal's skill.



WATER NYMPH – Fairy Folk

Val	Char	Cost	
8	STR	-2	
18	DEX	24	
13	CON	6	
9	BODY	-2	
13	INT	3	
15	EGO	10	
18	PRE	8	
18	COM	4	
2	PD	0	
3	ED	0	
3	SPD	2	
7	REC	4	
30	END	2	* Cost listed is for most small water animals.
25	STUN	5	Cost may vary for larger water animals.

Cost	Abilities	END
11	Life Support (Breath Underwater, Immune to Disease & Aging)	
14	4d6 Mind Control, Non-verbal, only on water animals (-¾)	2
12	Extradimensional Movement (to home), 2x mass, IAF, Immobile (seaweed patch, rock, etc.)	
11	4d6 Telepathy, only with water animals (-¾)	2
40	Invisibility to Sight Group, No Fringe, 0 END, not vs other fairy folk (-½)	0
12	Clairsentience (see into past), Sight & Sound, 225" Range, only where plants grow (-¼), takes 5 Min., Concentrate (½ DCV) – speak w/ water plants	4
7	Clairsentience (see into future), Sight & Sound, 225" Range, takes 5 Min., Concentrate (0 DCV), No Conscious Control – prophecy	4
2	1d6 Aid BODY, only to starting value, Concentrate (½ DCV), Gestures	
12	Multiform (one familiar water animal)*	1/5"
8	Swimming +8" (10" total)	
5	Ultraviolet Vision	
10	+4 to all Perceptions (16-), only in water (-¼)	
9	Concealment 15-	
7	AK: Home Area 16-	
6	KS: Singing, Dancing & Healing 11- (each)	
9	Lang: Local Common, Merfolk, 1 Misc.	
3	Paramedic 12-	
3	PS: Current Hobby 12-	
9	Seduction 16-	
7	Stealth 15-	
3	Familiarity w/ Common Melee & Nets	
0	ES: Climbing, Conversation, Deduction 8- (each)	

75+ Disadvantages		
15	Psych. Limitation: Protective of Home Waters (Uncommon, Total)	
5	Reputation 8-	
20	2x STUN & BODY from iron weapons (Uncommon)	
0	Dependence on water (Very Common), 1d6/Hour	
10	Psych. Limitation: Mischievous (Common)	
139	Creature Bonus	

OCV: 6; DCV: 6; ECV: 5; Phases: 4, 8, 12		
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COSTS:	Char	Powers	Total	Disadv.	Base
	64	+	200	=	264 = 189 + 75

WOOD NYMPH – Fairy Folk

Val	Char	Cost	
8	STR	-2	
18	DEX	24	
13	CON	6	
9	BODY	-2	
13	INT	3	
15	EGO	10	
18	PRE	8	
18	COM	4	
2	PD	2	
3	ED	3	
4	SPD	12	
7	REC	4	
30	END	2	* Cost listed is for 100 pt animals. Cost varies for larger & smaller animals.
25	STUN	5	

Cost	Abilities	END
6	Life Support (Immune to Disease & Aging)	
14	4d6 Mind Control, Non-verbal, only on land animals (-¾)	2
12	Extradimensional Movement (to home), 2x mass, IAF, Immobile (tree, rock, etc.)	
11	4d6 Telepathy, only with land animals (-¾)	2
40	Invisibility to Sight Group, No Fringe, 0 END, not vs other fairy folk (-½)	0
12	Retrocognition (Sight & Sound, 225" Range), only where plants grow (-¼), takes 5 Minutes, Concentrate (½ DCV) – speak w/ plants	4
2	1d6 Aid BODY, only to starting value, Concentrate (½ DCV), Gestures	
20	Multiform (one familiar land animal) *	
6	Running +3" (9" total)	1/5"
5	Ultraviolet Vision	
10	+4 to all Perceptions (16-), only in woods (-)	
9	Concealment 15-	
7	AK: Home Area 16-	
6	KS: Singing, Dancing & Healing 11- (each)	
9	Lang: Local Common, Elven, 1 Misc.	
3	Paramedic 12-	
3	PS: Current Hobby 12-	
9	Seduction 16-	
7	Stealth 15-	
4	Familiarity w/ Common Melee & Common Missile Weapons	
0	ES: Climbing, Conversation, Deduction 8- (each)	

75+ Disadvantages		
15	Psych. Limitation: Protective of Forest (Uncommon, Total)	
5	Reputation 8-	
20	2x STUN & BODY from iron weapons (Uncommon)	
10	Psych. Limitation: Mischievous (Common)	
149	Creature Bonus	

OCV: 6; DCV: 6; ECV: 5; Phases: 4, 8, 12		
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COSTS:	Char	Powers	Total	Disadv.	Base
	79	+	195	=	274 = 199 + 75

WATER NYMPHS

Appearance: Water Nymphs appear as beautiful women with bluish, greenish or white skin, sometimes wearing seaweed, shells or jewelry taken from sunken treasures.

Ecology: Water Nymphs can inhabit any natural body of water. Leaving the water only to socialize with passerby and to defend their homes. They are friends with all watergoing life and can speak with sea animals and plants. They also have the rare ability of precognition.

Other Water Nymphs: Oceanids and Nixies protect oceans. Nereids protect springs, streams and lakes.

Rumors: Many legendary heroes are believed to be the offspring of Nymphs.

WOOD NYMPHS

Appearance: Wood Nymphs appear as beautiful, tan skinned women, sometimes dressed in clothing of plants or feathers.

Ecology: Wood Nymphs can inhabit any tree or wooded area. Here they frolic, sometimes with satyrs or other woodland creatures, unless they are needed to protect their woods. They have the ability to speak with animals and plants and the ability to change into a woodland animal.

Other Wood Nymphs: Oreads protect mountains. Alseids protect forest groves. Dryads and Hamadryads protect specific trees.

Rumors: Stories are told of hunters who fall in love with young maidens in the woods only to have tragedy strike when they find that an animal they have killed is in reality the beloved nymph transformed.

PIXIES

Appearance: Pixies are small, humanoid creatures no bigger than a human hand. They have red hair and green eyes and small, wasp-like wings growing from their backs. They commonly dress in green or brown clothing which provides camouflage in their forest homes. At night Pixies can be seen glowing as they flit about.

Ecology: Pixies live deep within forests, usually in groups of 6-20. They make their homes high in treetops in discarded bird or hornet nests and pass the time frolicking in the woods or tricking passersby.

Motivations: Pixies live to have fun, playing or tricking humans. They are not very bright creatures though and can often be confused or led to believe that their intended victim is already unstable by doing such things as wearing clothing inside out or otherwise acting strangely or unusually.

Combat Techniques: Pixies cannot fight. They can be a danger however to those they beguile, those who are "pixie led". Pixies will often flit about in a curious way some distance from a person. Should that person approach to investigate, the Pixie will fly slowly away and slowly drain the person's will to resist following. These persons sometimes stumble into dangerous situations or are found staggering about in the forest, dumbfounded.

Other Names: Piskie

Rumors: Pixies have the unique ability to cause people to fall asleep.

PIXIE – Fairy Folk

Val	Char	Cost	
0	STR	-10	
18	DEX	24	
10	CON	0	
3	BODY	-14	
8	INT	-2	
14	EGO	8	
5	PRE	-5	
20	COM	5	
2	PD	2	
2	ED	0	
4	SPD	12	
6	REC	8	
30	END	5	
12	STUN	4	* Bonus for Shrinking already figured in.

Cost	Abilities	END
53	Shrinking (40 pts), Persistent, Always On (-8 to others' Sight Perception, +12" KB)	
6	Life Support (Immune to disease & aging)	
13	Invisibility to Sight w/ Fringe, not to other fairy folk (-½)	2
44	15d6 Mind Control w/ telepathic link, 0 END, only to encourage people to follow (-1½), only while flying (-½)	0
36	5d6 EGO Drain (returns 5/day), Gradual Effect (5 minutes), only while flying (-½), Linked to Mind Control	5
14	Flight 10", OIF – wings	1/5"
5	Ultraviolet Vision	
5	Concealment 12-	
4	AK: Home Area 13-	
3	Lang: Local Common (fluent w/ accent)	
3	Stealth 13-	
0	ES: Climbing, Conversation, Deduction 8- (each)	
-10	-5" Running (1" total)	

75+ Disadvantages
15 Distinctive Features (Not Concealable)
20 2x STUN & BODY from iron weapons (Uncommon)
5 Psych. Limitation: Fear of iron (Uncommon)
5 Reputation 8-
93 Creature Bonus

OCV: 6; DCV: 14*; ECV: 5; Phases: 3, 6, 9, 12					
COSTS:	Char	Powers	Total	Disadv.	Base
	37	+	176	=	213
				=	138
				+	75



POOKA – Fairy Folk

Val	Char	Cost	
5	STR	-5	
18	DEX	24	
13	CON	6	
5	BODY	-10	
13	INT	3	
15	EGO	10	
15	PRE	5	
10	COM	0	
2	PD	1	
3	ED	0	
3	SPD	2	
4	REC	0	
26	END	0	
20	STUN	5	* Bonus for Shrinking already figured in.

Cost	Abilities	END
45	Shrinking (30 pts), Persistent, Always On (-6 to others' Sight Perception, +9" KB)	
6	Life Support (Immune to Disease & Aging)	
13	Invisibility to Sight w/ Fringe, not to other fairy folk (-½)	2
24	Shapeshift (animal forms), 0 END, must be black (-¼)	0
30	Growth (30 pts), 0 END, only w/ Shapeshift (-½)	0
13	4d6 Telepathy, only w/ animals (-½)	2
10	Universal Translator, Usable by 8 Others (but not the Pooka), only w/ animals (-½), cannot speak language (-½), Independent	
11	Concealment 16-	
2	AK: Home Area 11-	
2	KS: Misc. 11-	
4	Lang: Local Common	
3	Paramedic 12-	
2	PS: Housekeeping 11-	
0	ES: Climbing, Conversation, Deduction 8- (each)	
-6	-3" Running (3" total)	
-1	-1" Swimming (1" total)	

75+ Disadvantages
15 Distinctive Features (Not Concealable)
10 Reputation 11-
20 2x STUN & BODY from iron weapons (Uncommon)
5 Psych. Limitation: Fear of iron (Uncommon)
74 Creature Bonus

OCV: 6; DCV: 10*; ECV: 5; Phases: 4, 8, 12				
COSTS:	Char	Powers	Total	Disadv. Base
	41	+ 158	= 199	= 124 + 75



Appearance: Pookas are 10 inch tall creatures with human bodies and the heads of animals. They wear tiny replicas of human clothing.

Ecology: Pookas are household fairies who seek to coexist peacefully with humans. They do not think of their condition so much as living in someone else's house but as sharing the house with someone else. They will not usually make themselves known to their "housemates" but will see to it that the house is kept up and protected. To this end Pookas have the ability to change into the shape of animals to scare away intruders or vandals. If the house's owner is aware of the Pooka and accommodates him, the Pooka might grant the person the ability to understand the language of animals.

Motivations: Pookas share motivations common with humans. They wish only to survive and go about their daily business, though they do enjoy the occasional prank.

Combat Techniques: Pookas are all bark and no bite. Though they can change into the shapes of animals they are not capable of doing much damage beyond the poorly placed punch or kick.

Other Names: Puca, Puka

Rumors: Evil Pookas exist who can not only assume the shape of animals but will have all those animal's abilities as well.

GIANT FROG

Val	Char	Cost	
20*	STR	5	
11	DEX	3	
16	CON	12	
14*	BODY	6	
3	INT	-7	
5	EGO	-10	
18	PRE	8	
3	COM	-4	
8	PD	5	
5	ED	2	
2	SPD	-1	
6	REC	0	
36	END	2	
30*	STUN	0	* Bonuses for Growth already figured in.

Cost	Abilities	END
7	Growth (5 pts.), Persistent, Always On, (200 KG, -1 KB)	
8	½d6 HKA, reduced penetration (-¼) – claw	1
2	Damage Resistance, 2 rPD/2 rED	
5	Stretching (2"), tongue only (-½), no noncombat stretching (-½)	
10	Superleap +10" (11" forward, 5½" up)	1/5"
9	Concealment 13-	
4	+2 w/ Grab (tongue)	

Cost	Additional Abilities (Poisonous)	END
27	2d6 DEX Drain (recovers 1/hour), NND (appropriate Life Support, Immunity, Antidote or skin covering), Persistent, Always On, Gradual Effect (1 minute), only affects living things (-½)	
23	2d6 CON Drain (recovers 1/hour), NND (appropriate Life Support, Immunity, Antidote or skin covering), Persistent, Always On, Gradual Effect (1 minute), only affects living things (-½), Linked to DEX Drain	
11	1d6 BODY Drain (recovers 1/hr), NND (appropriate Life Support, Immunity, Antidote or skin covering), Persistent, Always On, Gradual Effect (1 minute), only affects living things (-½), Linked to DEX Drain	

Cost	Additional Abilities (Vampire)	END
8	½d6 HKA, reduced penetration (-¼) – bite	1
44	2d6 BODY Drain (recovers 5/week), 0 END, only if bite does BODY damage (-½), Concentrate (½ DCV)	

75+	Disadvantages
15	Physical Limitation: No fine manipulation
25	Distinctive Features (Not Concealable, Extreme Reaction)
10	1½x STUN & BODY from heat (uncommon)
-33	Creature Bonus, Giant Frog only
2	Creature Bonus, Giant Poisonous Frog only
-7	Creature Bonus, Giant Vampire Frog only

OCV: 4; DCV: 4; ECV: 2; Phases: 6, 12

COSTS:	Char	Powers	Total	Disadv.	Base
Giant	21	+	45	= 66	= 17 + 75
Poison	21	+	106	= 127	= 52 + 75
Vampire	21	+	97	= 118	= 43 + 75

Appearance: Giant Frogs resemble ordinary frogs and toads, though they are capable of growing to a size of 8 feet high and a length of over 15 feet when stretched out. Their weight can reach over 150 kg. Giant Poisonous Frogs are more brightly colored than ordinary frogs. Giant Vampire Frogs are slightly smaller than other Giant Frogs and have a black webbing which stretches between the front and back legs. They also have needle sharp teeth, the incisors of which are noticeably longer and protrude out of the closed mouth.

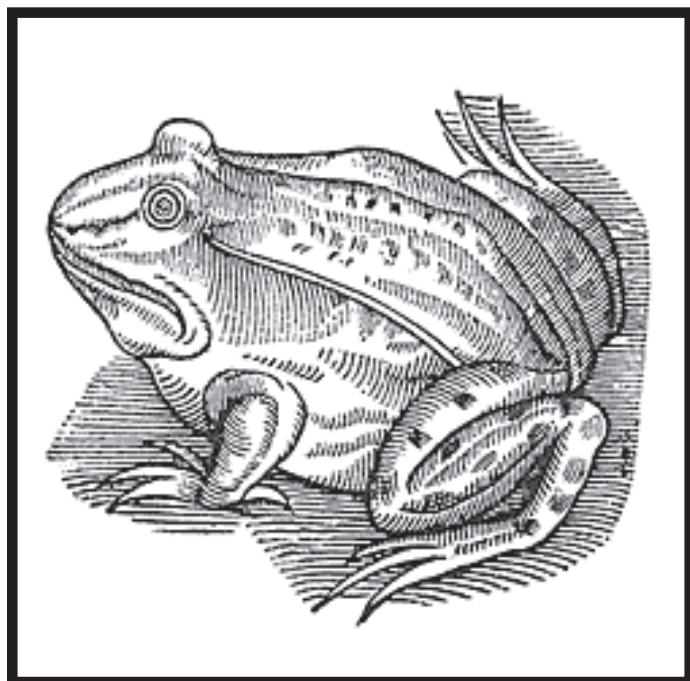
Ecology: Giant Frogs and Giant Poisonous Frogs live deep within swamps and bogs and sometimes along isolated seashores. As many as 2-10 Frogs will often congregate in the same area where they eat birds, small animals, and vast amounts of insects. Near inhabited areas they are a threat as they eat livestock and even the occasional human catch. Giant Vampire Frogs prefer swampy areas near human habitation where they can find an easy supply of victims in the form of livestock and villagers. The Vampire Frog creeps near the edge of villages and farms at night and waits for prey to come near.

Motivations: Normal animal motivations.

Combat Techniques: Giant Frogs attack smaller prey by lashing out with their tongue (Grab) and drawing it into the Frog's mouth to be eaten whole. Larger Prey are leapt into in an attempt to knock them down (Move By). The Frog then lashes it with a single claw until it dies. The wounds of Giant Frogs are highly susceptible to infection. Giant Poisonous Frogs try to pin foes while their poisonous secretions kill it. Giant Vampire Frogs leap onto foes from behind and grab hold while biting and draining blood.

Other Names: Giant Toad, Carrabuncle

Rumors: Tales are told of giant toads called Carrabuncles with gems mounted in their heads. These "Toadstones" are reputed to have a number of magical abilities.



GENII

Val	Char	Cost	
24	STR	14	
14	DEX	12	
20	CON	20	
20	BODY	20	
28	INT	18	
26	EGO	32	
17	PRE	7	
14	COM	2	
10	PD	5	
10	ED	6	
5	SPD	26	
10	REC	2	
60	END	10	
42	STUN	0	

Cost	Abilities	END
60	Desolidification (affected by magic), Immune to mental Powers, 0 END, not through solid objects	0
20	Shrinking (20 pts), 0 END, Linked to Desolid.	0
119	Cosmic Power Pool (75 pts), Change Power is 0 Phase action, No Skill Roll required, only to fulfill master's wishes (-1), not if confined (-½)	
11	Flight 8", not if confined (-½)	1/5"
25	Spatial Awareness	
10	Extra-Dimensional Movement (to Elemental Plane of Air), only when relieved of obligations (-1)	
30	Life Support (Full)	
20	Universal Translator 15-	
9	KS: Ancient History 18-	
4	Familiarity w/ Common Melee & Common Missile Weapons	
20	+4 w/ H-to-H combat	
12	+4 w/ Ranged attacks	
0	ES: Climbing, Conversation, Deduction 8- (each)	

75+	Disadvantages
5	Distinctive Features (Easily Concealable)
15	DNPC: current master 14-
5	Hunted by greedy persons (Less Powerful) 8-
20	Psych. Limitation: indebted to person who freed it (Common, Total)
20	Psych. Limitation: must obey current master (Common, Total)
5	Reputation 8-
369	Creature Bonus

OCV: 5; DCV: 5; ECV: 9; Phases: 3, 5, 8, 10, 12

COSTS:	Char	Powers	Total	Disadv.	Base
	174	+ 340	= 514	= 439	+ 75



and promised release in exchange for a number of services. Through various twists of fate the Genii's original master often disappears leaving the Genii trapped. If released by anyone else the Genii will be honorbound to do him service before returning to its home plane. This service varies from the granting of a single wish to the fulfillment of the original summoner's agreement. Their vast power in our world gives the Genii the ability to grant nearly any wish imaginable.

GM Note: Great care must be taken in the use of Genii within the game as its abilities can quickly destroy game balance. Techniques such as limiting the number of wishes granted and making sure that any negative repercussions from a wish actually come to pass will help maintain balance and keep the Genii's master from becoming too power hungry.

Motivations: Genii are highly honorable creatures, bound to serve whoever frees them. Once their moral obligations have been filled, they will seek to return to their own plane.

Combat Techniques: Genii are typically not aggressive creatures but will defend themselves if threatened or fight if their master commands. Self defense is commonly with sword but if commanded the Genii is capable of launching powerful magic blasts.

Other Names: Jenii, Genie, Jinn, Wishing Spirit

Rumors: Tales are told of Genii from other Elemental Planes such as Efreet who are not so honorable as Genii and will seek to destroy anyone who might prevent them from returning to their home plane.

GHOST

Val	Char	Cost	
10	STR	0	
12	DEX	6	
20	CON	20	
10	BODY	0	
10	INT	0	
20	EGO	20	
20	PRE	10	
10	COM	0	
5	PD	3	
5	ED	1	
2	SPD	0	
6	REC	0	
40	END	0	
35	STUN	10	

Cost	Abilities	END
80	Desolidification, Immune to mental Powers, Persistent, Always On	
30	afterLife Support (full)	
60	Invisibility to Sight, Hearing, Smell/Taste Groups, No Fringe, 0 END, Concentrate (0 DCV)	0
17	Telekinesis (10 STR), Fine Manipulation, Affects Physical World, doesn't affect Desolid (-½)	2
3	Change Environ. (1 hex), No Range – create light	
10	+20 PRE, only for PRE Attacks (-1)	
7	Flight 5", no noncombat flight (-½)	1/5"
5	Ultraviolet Vision	
0	ES: Conversation, Deduction 8- (each)	

75+	Disadvantages
25	Distinctive Features (Not Concealable, Extreme Reaction)
20	2x Effect from PRE Attacks of Holy Men
15	Physical Limitation: cannot appear in direct light (Infrequent, Fully)
20	Physical Limitation: Dead (All the Time, Greatly)
15	Psych. Limitation: Dead (Very Common)
20	Psych. Limitation: Unsettled Spirit (Very Common, Strong)
92	Creature Bonus

OCV: 4; DCV: 4; ECV: 7; Phases: 6, 12					
COSTS:	Char	Powers	Total	Disadv.	Base
	70	+ 212	= 282	= 207	+ 75

Appearance: Unlike banshees, who appear in their burial shrouds, Ghosts usually appear in the garb they most often wore in life or were wearing when they died. Their translucent forms usually (though not always) have no legs being apparitions from the waist up, fading to wispy tendrils of light below. Often though the ghost remains invisible, detectable only by its actions.

Ecology: Ghosts are the disembodied spirits of persons who have died. They roam areas which were special to them or which they often frequented while alive. Their appearances are usually harmless and insignificant but they sometimes wreak havoc in places where they were killed or where a crime has been committed. They do this by wrecking rooms and breaking significant things. Like other undead spirits, Ghosts are susceptible to the ability of devoutly religious persons to dispel, drive away or "turn" the undead away.

Motivations: Ghosts seem to be oblivious to or easily forget their deathly condition. They are usually seen going about the routines they performed in life. Some Ghosts, perhaps those who died a violent death or whose lives were taken from them by others, are particularly violent and sometimes seek to take their vengeance on those who have wronged them.

Combat Techniques: Due to their immaterial nature, Ghosts are extremely difficult to engage in direct combat. When confronted, a Ghost will either throw objects at its foe or simply disappear. When taken by surprise, the Ghost will often turn on the assailant in all its frightening splendor (PRE Attack) and chase the unfortunate soul from its presence.

Other Names: Forso, Mane, Spirit. Ghosts who have died by another's hand and who seek that person's death are often called Revenants.

Rumors: If the Ghost of a rich or powerful person is followed it might lead to treasures which it hid during its life.



GHOUL

Val	Char	Cost	
8	STR	-2	
18	DEX	24	
10	CON	0	
8	BODY	-4	
8	INT	-2	
10	EGO	0	
15	PRE	5	
2	COM	-4	
3	PD	1	
2	ED	0	
3	SPD	2	
4	REC	0	
30	END	5	
18	STUN	1	

Cost	Abilities	END
8	½d6 HKA, reduced penetration (-¼) – claw or bite	1
20	50% Physical Damage Reduction	
6	afterLife Support (Immune to disease & aging)	
3	½ END w/ Running (1/10")	
10	Tracking Scent	
8	Detect (smell) flesh at Range	
6	+2 to Smell Group Perceptions (13-)	
7	Concealment 13-	
5	+1 w/ H-to-H combat	
0	ES: Deduction 8-	

75+	Disadvantages
25	Distinctive Features (Not Concealable, Extreme Reaction)
20	Psych. Limitation: Always hungry for flesh (Very Common, Strong)
15	Psych. Limitation: Wants to kill living (Common, Strong)
15	Psych. Limitation: Fear of fire (Common, Strong)
15	Psych. Limitation: Aversion to bright light (Very Common)
15	Psych. Limitation: Dead (Very Common)
20	Physical Limitation: Dead (All the Time, Greatly)
20	2x Effect from PRE Attacks of Holy Men
5	1½x effect from Flash (Uncommon)
10	1½x BODY from fire (Common)
-136	Creature Bonus

OCV: 6; DCV: 6; ECV: 3; Phases: 4, 8, 12					
COSTS:	Char	Powers	Total	Disadv.	Base
	26	+	73	=	99
				=	24
				+	75

Appearance: Ghouls are hideous humanoid creatures with tight, discolored flesh, glaring eyes and long, sharp teeth. Ghouls gibber and slaver as they howl through the night in their search for flesh.



Ecology: During the daylight hours Ghouls will hide in dark and dim places: crypts, abandoned buildings, caves, etc, as they are pained by the light of the sun. After sunset the Ghouls prowl forth, hungry for flesh, no matter what its condition. Ghouls can often be found running in packs of 4-16 through graveyards and charnel-houses, scavenging for scraps of flesh and fighting amongst themselves over any fleshy morsel. Due to their filthy, desiccated condition of their bodies, the wounds inflicted by Ghouls are highly susceptible to infection.

Motivations: Some say insanity is an affliction of the spirit — a condition spawned of evil. Unless the evil is purged at death, before human light has left the body, the twisted and maligned body will rise from the grave. These wretches are driven by minds warped with animal hunger to seek out and devour any flesh they can find.

Combat Techniques: In battle, Ghouls fight without subtlety or tact, attempting only to overwhelm an opponent and feast upon his warm, living meat. Ghouls will often quit a combat to eat an unconscious or dead foe. They may occasionally employ weapons, but most ghouls attack using fangs and talons.

Other Names: Sometimes mistakenly called Zombies.

Rumors: Emissaries of evil may have banded together vast numbers of ghouls, training them as a loosely organized fighting force. Disciplined packs strive first for the kill and feast only after all foes lie dead.

GIANTS

There are a number of huge humanoid races known as Giants. Some are more powerful than others. Some are more malicious than others. Each race of Giant has its own environment in which it is best adapted to live. That environment is usually used as an easy reference for speaking of the entire race (the race which usually lives in the hills are called HILL Giants, etc).

Common Giant Everycreature Skills:

Climbing
 Concealment
 Conversation
 Deduction
 Survival
 Trading
 Area Knowledge: Home Environment
 4 pts in their own Language

CAVERN GIANT

Val	Char	Cost	
50*	STR	20	* Bonuses for Growth already figured in.
15	DEX	15	
28	CON	36	
25*	BODY	22	
13	INT	3	
12	EGO	6	
30	PRE	20	
10	COM	0	
18	PD	12	
14	ED	8	
3	SPD	5	
13	REC	2	
60	END	2	
70*	STUN	16	
Cost	Abilities		
27	Growth (20 pts), Persistent, Always On, (1,600 KG, +2 to others' Sight Perception, -4 KB, +1" reach)		
20	Magical Spells (20 pts)		
11	Magic Skill 16-		
6	+3 PD, +1 ED Armor		
6	Running +3" (9" total)		1/5"
1	Swimming +1" (3" total)		1/5"
5	Ultraviolet Vision		
6	+2 to all Perceptions (14-)		
3	Bump of Direction		
3	Concealment 12-		
2	AK: Home Area 11-		
2	KS: Caves & Caverns 11-		
3	Lang: Local Common (Fluent w/ Accent)		
2	PS: Current Occupation/Hobby 11-		
3	Survival 11-		
3	Trading 15-		
3	Familiarity w/ Common Melee Weapons		
5	+1 w/ H-to-H combat		
75+	Disadvantages		
25	Dist. Features (Not Concealable, Extreme Reaction)		
15	Reputation (Extreme) 11-		
15	Psych. Limitation: Seclusive (Very Common)		
5	1½x Effect from Flash		
143	Creature Bonus		
OCV: 5; DCV: 3*; ECV: 4; Phases: 4, 8, 12			
COSTS: Char Powers Total Disadv. Base			
167 + 111 = 278 = 203 + 75			

Appearance: Cavern Giants stand nearly 20 feet tall. They have grayish-brown skin and are less muscular and somewhat more rotund than the Stone Giants with whom they associate. Cavern Giants usually sport dwarf-like beards and a fringe of hair. Their clothing, which is relatively well made for most giants, consists of fur and leather.

Ecology: Cavern Giants live in vast cities built in huge caverns that are so far underground that even Stone Giants are not comfortable living there. Cavern Giants prefer to live in total seclusion with their meditations and magical studies. They employ Stone Giants as servants and menial laborers whom they pay with gems and minor magical items.

Motivations: The quest for knowledge, both mundane and magical, is what inspires Cavern Giants. (Much like the Academy of Ancient Knowledge from the Western Shores in the *Fantasy Hero Rulesbook*) a Cavern Giant is motivated to great extremes to obtain more knowledge than his neighbor, sometimes stooping to darker means to get it. They do not part easily with their information and most hoard it for themselves, secreting valuable tomes and scrolls away from all (including the surface world).

Combat Techniques: Cavern Giants' first lines of defense are traps, magical wards, and paid Stone Giant foot soldiers. Should the Cavern Giants themselves fight, they will use hugely proportioned hand held weapons.

Rumors: Dwarven heretics speak of the Cavern Giants as gods, claiming that they are responsible for creating the dwarven race.

CLOUD GIANT

Val	Char	Cost	
50*	STR	10	* Bonuses for Growth already figured in.
15	DEX	15	
30	CON	40	
26*	BODY	20	
18	INT	8	
18	EGO	16	
35	PRE	25	
14	COM	2	
16	PD	12	
18	ED	12	
4	SPD	15	
12	REC	4	
60	END	0	
75*	STUN	35	

Cost	Abilities	END
40	Growth (30 pts), Persistent, Always On, (6,400 KG, +4 to others' Sight Perception, -6 KB, +2" reach)	
15	Magic Skill 19-	
30	Magical Spells (30 pts)	
3	+2 PD Armor	
10	Running +5" (11" total)	1/5"
20	Flight 10"	1/5"
9	Telescopic Vision (+6 to Ranged PER)	
3	Concealment 13-	
4	+3 to Concealment, only in fog or clouds (-½)	
3	AK: Home Area 12-	
3	KS: Skies 12-	
3	KS: Weather 12-	
3	KS: Misc. 12-	
12	Lang: 6 Local languages (all Fluent Conversation)	
3	PS: Current Occupation/Hobby 11-	
7	Navigation 13-	
6	Familiarity w/ Common Melee & Missile Weapons	
0	ES: Stealth 8-	

75+	Disadvantages
25	Distinctive Features (Not Concealable, Extreme Reaction)
15	Reputation (Extreme) 11-
15	Psych. Limitation: Seclusive (Very Common)
15	Psych. Limitation: Greedy (Common, Strong)
10	Dislike of racial enemies (Uncommon, Strong)
8	Hunted (Watched) by Storm Giants (8-)
217	Creature Bonus

OCV: 5; DCV: 1*; ECV: 6; Phases: 3, 6, 9, 12									
COSTS:	Char		Powers		Total		Disadv.		Base
	206	+	174	=	380	=	305	+	75

Appearance: Cloud Giants tower some 20 feet tall. Their smooth skin is the color of the bright, cloudless sky; and their short, curled hair is cloudy white. Their craggy features, however, betray their giantish heritage. Of all the giantish races only they (and some Storm Giants) are sophisticated enough to wear well tailored clothing of fine fabric rather than fur or leather.

Ecology: Like their Storm Giant relatives, Cloud Giants live in enormous castles which float on clouds. The castles float slowly from region to region.

Motivations: As the Giant's castle floats over an area the Cloud Giants appear in towns below extorting "tolls" to allow the people below to be passed by unharmed. These Giants are quite greedy and often demand far more than can be provided. The Giants then amass with their hirelings and rampage across the area taking all they find.

Combat Techniques: Cloud Giants use huge weapons to attack hand to hand and spells and enormous bows to attack from a distance. Some cloud castles are armed with great siege weapons capable of raining vast destruction on the ground below.

Other Names: Sometimes mistakenly called Titans.

Rumors: It is said that in those sections of the world where the cloud cover seldom breaks, the Cloud Giants have a kingdom with not only many castles but a cloud "countryside" of sorts where the Giants, mounted on great beasts, hunt lesser creatures for sport.



FIRE GIANT

Val	Char	Cost	
50*	STR	20	* Bonuses for Growth already figured in.
14	DEX	12	
28	CON	36	
27*	BODY	26	
10	INT	0	
10	EGO	0	
35	PRE	25	
10	COM	0	
18	PD	12	
11	ED	5	
3	SPD	6	
12	REC	0	
60	END	2	
70*	STUN	14	

Cost	Abilities	END
27	Growth (20 pts), Persistent, Always On, (1,600 KG, +2 to others' Sight Perception, -4 KB, +1" reach)	
3	+2 PD Armor	
3	Life Support (Extreme Heat)	
30	75% Resistant Energy Damage Reduction, only vs heat & fire (-1)	
8	Running +4" (10" total)	
3	+1 to all Perceptions (12-)	
3	Concealment 11-	
2	AK: Home Area 11-	
2	KS: Volcanos 11-	
3	Lang: Local Common (Fluent w/ Accent)	
2	PS: Current Occupation/Hobby 11-	
3	Survival 11-	

75+	Disadvantages
25	Distinctive Features (Not Concealable, Extreme Reaction)
20	Reputation (Extreme) 14-
10	Physical Limitation: Large, Bulky & Clumsy (Frequently)
15	Psych. Limitation: Hot Tempered (Very Common)
30	2x STUN & 1½x BODY from cold
5	Psych. Limitation: Steals from others (Uncommon)
10	Dislike of racial enemies (Uncommon, Strong)
7	Hunted (Watched) by local races (Limited Area) 11-
50	Creature Bonus

OCV: 5; DCV: 3*; ECV: 3; Phases: 4, 8, 12									
COSTS:	Char	Powers	Total	Disadv.	Base				
	158	+	89	=	247	=	172	+	75

Appearance: Fire Giants tower nearly 15 feet tall. Their black or brown skinned bodies are well muscled for a giant. Hair color ranges from brown to red to blonde and the men usually have well kept beards. Fire Giants often wear pieces of brass, bronze, or copper armor (DEF 5-7) as part of their daily attire.



Ecology: Fire Giants build castles and fortifications in the hottest places including tropical jungles, desserts, and inside volcanic mountains. From these fiery locations they organize raids against the local communities for food, supplies, and slaves.

Motivations: Fiery and volcanic well describes the Fire Giant's temperament. They are smug and brash and live in extremely aggressive societies. Violence is their way of life. If they're not raiding the locals, they're attacking other giant clans or fighting amongst themselves.

Combat Techniques: Most Fire Giants prefer to use huge swords. The Giants' hot temper usually comes into play at some point, either to get them into fights or to fire them into a rage while in combat (-1 – -3 CV).

Rumors: Some dwarves suspect that Fire Giants manufacture huge gems in volcanic furnaces.

FOREST GIANT

Val	Char	Cost	
45*	STR	5	
14	DEX	12	
28	CON	36	
25*	BODY	22	
11	INT	1	
12	EGO	4	
30	PRE	20	
10	COM	0	
18	PD	15	
10	ED	4	
3	SPD	6	
12	REC	6	
66	END	5	
70*	STUN	27	* Bonuses for Growth already figured in.

Cost	Abilities	END
27	Growth (20 pts), Persistent, Always On, (1,600 KG, +2 to others' Sight Perception, -4 KB, +1" reach)	
3	+2 PD Armor	
8	Running +4" (10" total)	1/5"
5	Ultraviolet Vision	
6	+2 to all Perceptions (13-)	
3	Animal Handling 11-	
7	Concealment 13-	
3	Lang: Local Common (Fluent w/ Accent)	
2	PS: Current Occupation/Hobby 11-	
2, 3	AK: Home Area 11-; KS: Forests 12-	
3, 9	Navigation 11-; Survival 14-	
5, 3	Tracking 12-; Trading 15-	
4	Familiarity w/ Common Melee & Missile Weapons	
10	+2 w/ H-to-H combat	
0	ES: Paramedic 8-	

75+	Disadvantages
25	Dist. Features (Not Concealable, Extreme Reaction)
20	Reputation (Extreme) 14-
10	Physical Limitation: Large, Bulky & Clumsy (Frequently)
15	Psych. Limitation: Seclusive (Very Common)
10	Dislike of racial enemies (Uncommon, Strong)
111	Creature Bonus

OCV: 5; DCV: 3*; ECV: 4; Phases: 4, 8, 12					
COSTS:	Char	Powers	Total	Disadv.	Base
	163	+ 103	= 266	= 191	+ 75

Appearance: Forest Giants stand 13 feet tall. Their skin is darkly tanned, and their hair color ranges more widely than most giants. They wear leather and furs; sometimes their garb consists of a single, giant animal skin. Forest Giants are sometimes in the company of forest animals.

Ecology: Forest Giants make their homes deep in forests, in fortresses of huge logs, or in shallow caves. Often they are not at home as Forest Giants love to roam through the forests. Many a potential thief has died though believing the Giant's home has been left unguarded.



Motivations: Forest Giants are the most benevolent of the giant family. Though they are not Samaritans and prefer to be left undisturbed, they are not as openly hostile as most other giants are. Forest Giants wander the forest tending to dangers to the plants and animals and collecting hidden treasures and things of beauty which they secretly prize.

Combat Techniques: Axes, knives, and bows, all of vast size, are commonly used by Forest Giants. They are as capable of cutting down an opponent as cutting down a tree... often with one swing.

Rumors: Once in its lifetime a Forest Giant will take a member of another race into its home and teach him the ways and secrets of the forest.

FROST GIANT

Val	Char	Cost	
55*	STR	20	
14	DEX	12	
30	CON	40	
28*	BODY	26	
10	INT	0	
10	EGO	0	
35	PRE	25	
10	COM	0	
19	PD	13	
12	ED	6	
3	SPD	6	
12	REC	0	
60	END	0	
75*	STUN	17	* Bonuses for Growth already figured in.

Cost	Abilities	END
33	Growth (25 pts), Persistent, Always On, (3,200 KG, +3 to others' Sight Perception, -5 KB, +3" reach)	
3	+2 PD Armor	
30	75% Resistant Energy Damage Reduction, only vs cold & ice (-1)	
3	Life Support (Extreme Cold)	
10	Running +5" (11" total)	1/5"
3	+1 to all Perception Rolls (12-)	
2	AK: Home Area 11-	
2	KS: Arctic Environment 11-	
3	Lang: Local Common (Fluent w/ Accent)	
2	PS: Current Occupation/Hobby 11-	
9	Survival 14-	
3	Tracking 11-	
3	Trading 16-	
1	Transport Familiarity. w/ boats	
3	Familiarity w/ Common Melee Weapons	
10	+2 w/ H-to-H combat	
0	ES: Navigation 8-	
0	ES: Oratory (storytelling) 8-	

75+ Disadvantages
25 Distinctive Features (Not Concealable, Extreme Reaction)
5 Berserk (Enraged) when in combat 8-, Recovers 14-
20 Reputation (Extreme) 14-
10 Physical Limitation: Large, Bulky & Clumsy (Frequently)
30 2x STUN & 1½x BODY from heat
5 Psych. Limitation: Steals from others (Uncommon)
10 Dislike of racial enemies (Uncommon, Strong)
7 Hunted (Watched) by local races (Limited Area) 11-
98 Creature Bonus

OCV: 5; DCV: 3*; ECV: 3; Phases: 4, 8, 12

COSTS: Char	Powers	Total	Disadv.	Base
165	+	120	=	285 = 210 + 75

Appearance: Frost Giants are frightening to behold. Their bodies, reaching over 25 feet tall, are hard, scarred, and ivory (to blue) skinned. They dress in the furs of animals and adorn themselves with metals and jewels taken in frequent raids.

Ecology: Frost Giants are at home in the coldest of climates, usually in the frozen north but sometimes on the tops of high mountains. Their homes range from frozen caverns to large snowy igloos to vast ice palaces. Usually their homes are on or near rivers or oceans where they moor their raiding boats. They hunt seals, walruses and even whales but often supplement their supplies with food and other materials taken in regular raids on nearby communities.

Motivations: Frost giants are fiery and robust. They fight nearly as often as their Fire Giant cousins but consider it a sport more than a formal discipline. Friendly brawls abound, and they often sing during their raids while cutting down their victims. Honor is more important to Frost Giants than to most others, and owning and displaying wealth is a mark of status.

Combat Techniques: Frost Giants love to fight, and they do it often and well. They usually use axes and swords, but any weapon will do. They are one of the few giant races who commonly use shields. In intense combats a Frost Giant may go into a berserker rage, throwing himself wildly at every opponent.

Rumors: The greatest of Northmen berserkers are reincarnated as Frost Giants.

CLOUD OR STORM GIANT CASTLE

Val	Char	Cost	
10	BODY	8	
7	DEF	15	

Cost	Abilities
30	Size: 8,000 hexes – castle & grounds
20	Location: Distant, Floating in Air
4	Flight 3", 0 END, Always On, moves only with wind (-1)
26	10d6 Dispel all magic, in dungeon (-2), 0 END, Always On
19	Disguise (cloud) 17-

Disadvantages
20 Distinctive Features (Concealable, Extreme)

COSTS: Char	Abilities	Disadv.	Total
23	+	99	- 20 = 102

Appearance: The typical Cloud Giant or Storm Giant castle will usually appear as a large, fluffy cloud from below. However, if the wind should be too brisk on any given day (failed Disguise Roll), the parapets of a mighty castle can be seen from the ground below. Most castles will be of an average design (If a copy of the *Fantasy Hero Companion* is available, the stats here could represent a castle similar in description to Castle Redcliff on page 20), with Storm Giantish proportions.

Surrounding the castle for a few hundred yards around are a cloudy, mist shrouded castle "grounds" or "country-side". It is said that Storm Giants sometimes ride great beasts here and hunt creatures captured from the world below.

MOUNTAIN GIANT

Val	Char	Cost			
40*	STR	15	* Bonuses for Growth already figured in.		
14	DEX	12			
28	CON	36			
25*	BODY	24			
8	INT	-2			
10	EGO	0			
30	PRE	20			
8	COM	-1			
16	PD	11			
10	ED	4			
3	SPD	6			
12	REC	2			
60	END	2			
60*	STUN	8			
Cost	Abilities	END			
20	Growth (15 pts), Persistent, Always On (800 KG, +2 to others' Sight Perception, -3" KB, +1" Reach)				
3	+2 PD Armor				
8	Running +4" (10" total)	1/5"			
3	+1 to all Perceptions (12-)				
5	Climbing 13-				
3	Concealment 11-				
2	AK: Home Area 11-				
2	KS: Mountains 11-				
1	Lang: Local Common (Basic Conversation)				
2	PS: Current Occupation/Hobby 11-				
9	Survival 14-				
3	Familiarity w/ Common Melee Weapons				
5	+1 w/ H-to-H combat				
3	+1 w/ H-to-H combat, only on mountains (-½)				
0	ES: Trading 8-				
75+	Disadvantages				
25	Distinctive Features (Not Concealable, Extreme Reaction)				
20	Reputation (Extreme) 14-				
10	Physical Limitation: Large, Bulky & Clumsy (Frequently)				
10	Psych. Limitation: Steals from others (Common)				
10	Dislike of racial enemies (Uncommon, Strong)				
7	Hunted (Watched) by local races (Limited Area) 11-				
49	Creature Bonus				
OCV: 5; DCV: 3*; ECV: 3; Phases: 4, 8, 12					
COSTS: Char		Powers	Total	Disadv.	Base
137		+	69	=	206 = 131 + 75

Appearance: Mountain Giants stand well over 10 feet tall. They look much like Hill Giants except they are tougher and in better shape due to their harsher, more demanding environment.

Ecology: The rugged, craggy cliffs and mountainsides of temperate regions are home to Mountain Giants. They build their homes of huge stone slabs or in caves. They forage the mountainsides for food, hunting small animals and stealing bird eggs. They do not raid local villages for food as often as Hill Giants because of the long climb back to their homes.

Motivations: Like the Hill Giants, Mountain Giants are moved by a want to have everything they can think of. Their success is only slightly greater than that of Hill Giants.

Combat Techniques: Mountain Giants use clubs or roughly made swords or maces in close combat. When fighting in the mountains they throw huge rocks or even start avalanches to crush their foes.

Rumors: Somewhere deep in the mountain ranges, Mountain Giants have vast mines which produce gemstones and precious metals.

STORM GIANT

Val	Char	Cost			
60*	STR	20	* Bonuses for Growth already figured in.		
15	DEX	15			
30	CON	40			
30*	BODY	28			
18	INT	8			
15	EGO	10			
40	PRE	30			
14	COM	2			
20	PD	14			
14	ED	8			
4	SPD	15			
12	REC	0			
60	END	0			
80*	STUN	20			
Cost	Abilities	END			
40	Growth (30 pts), Persistent, Always On, (6,400 KG, +4 to others' Sight Perception, -6 KB, +2" reach)				
6	+2 PD, +2 ED Armor				
16	Flight 10", Concentrate (½ DCV)		1/5"		
30	3d6 Energy RKA, Gestures, 12 Charges – lightning				
17	2d6 Flash Sight & Sound, Gestures, 12 Charges, Linked to RKA – lightning				
31	Change Environment (64" Radius), Variable, takes 1 Turn, Gestures – control weather		7		
12	Running +6" (12" total)		1/5"		
12	Telescopic Vision (+4 to Ranged PER)				
3	AK: Home Area 12-				
4	KS: Weather 13-				
10	Lang: 5 Languages (all Fluent Conversation)				
2	PS: Current Occupation/Hobby 11-				
3	Navigation 11-				
6	Familiarity w/ Common Melee & Common Missile Weapons				
5	+1 w/ H-to-H combat				
2	+1 w/ lightning				
75+	Disadvantages				
25	Distinctive Features (Not Concealable, Extreme Reaction)				
15	Reputation (Extreme) 11-				
20	Psych. Limitation: Superior (Very Common, Strong)				
15	Psych. Limitation: Seclusive (Very Common)				
10	Psych. Limitation: Hot Tempered (Common)				
10	Dislike of racial enemies (Uncommon, Strong)				
8	Hunted (Watched) by Cloud Giants (8-)				
231	Creature Bonus				
OCV: 5; DCV: 1*; ECV: 6; Phases: 3, 6, 9, 12					
COSTS: Char		Powers	Total	Disadv.	Base
210		+	199	=	409 = 334 + 75



Appearance: Storm Giants are nearly 30 feet tall. Only Titans are taller. Skin color ranges from sky blue to stormy blue to dusky violet. Hair is always some shade of black, white, or gray. They wear flowing clothes of fur, leather and fabrics.

Ecology: Storm Giants live in grand castles of floating stone built on clouds. These cloud castles travel slowly, moved by the wind, around the world.

Motivations: Storm Giants like to think of themselves as gods (which they may be). When their castles pass over populated areas they send messages carried by flying animals to the people below demanding worship and sacrifice in the form of food, livestock, gold and other finery. If the terrified populace is cooperative, the Storm Giants will pass them by perhaps even causing favorable rains to fall on their fields or ending floods. If the Giants are denied by the people, they will send regiments down from their castles to raid the area possibly even hurling lightning down at the town.

Combat Techniques: Storm Giants are generals first and soldiers second. They send others to deal with most confrontations but are quite capable of doing great damage themselves. They wield great weapons with skill and hurl spells and lightning at their foes.

Rumors: Once long ago the world was enshrouded in clouds and Storm Giant Castles were everywhere.

GOLEMS

Appearance: Golems are creatures fashioned of some substance and magically given a semblance of life. Though normally made of substances which are commonly sculpted such as clay, stone, and metal, other types are also possible. The golem will always have the same features as the substance it was made from, clay will be rough and malleable; stone will be course, etc. The shape golems are made in varies; they can appear as humanoids, animals, trees, or whatever their creator chooses. A golem's basic form could be just the beginning. The golem could have clothing, armor, or be carrying just about anything. Or it could be of unconventional design such as a man with a number of arms or a tail (add Extra Limbs), a bull with wings (add Flight), or a small animal with a gaping maw and rows of teeth (add Killing Attack). Though artificial constructions, golems do not have exposed joints like constructs or manikins and seem to move without restrictions that might impair an artificial creation.

Ecology: Golems can exist in any setting though some inappropriate settings could become harmful to a golem over time. Each type of material a golem is made from seems to imbue the golem with unique abilities and characteristics.

Motivations: Golems are never self motivated. They will always follow the directions of their master or have pre-programmed instructions (see Automatons, pg 180 of the *Hero System Rulesbook*).

Combat Techniques: Golems employ whatever technique is appropriate for their form, usually dictated by whoever created them. Most are humanoid in form and can use human armor and weapons. Since Golems are usually created for a specific reason they will not attack unless they are ordered to do so or perhaps if prevented from the performance of their designated tasks.

Other Names: Animaton, Automaton, Collossus

Rumors: Whispered tales speak of golems with great cunning and independence who jealously hunt and slay those who created them.

HIT LOCATION: Golems have no vital organs so all damage is applied normally. Use appropriate table for each different form to determine location.

OPTIONAL GOLEM ABILITIES: Golems come in different sizes and shapes. Larger and smaller Golems have the following additional abilities:

Cost Optional Abilities (2'-4' tall Golems)

- 13 Shrinking (10 pts), Persistent, Always On (+2 DCV, -2 to others' Sight Perception, +3" KB)
- 2 -1 DC w/ HKA (only w/Glass, Ice Golems)
- 6 -2d6 HA (only w/Wood Golems)
- 4 Running -2" (4" total)
- 5 -5 STR (-5 STR total)
- 6, -5 -3 BODY; -5 PRE

Cost Optional Abilities (10'-20' tall Golems)

- 20 Growth (15 pts), Persistent, Always On (+15 STR, +3 BODY, -2 DCV, +2 to others' Sight Perception, +1" reach, -3" KB)
- 5 +5 PRE
- 2 +1 DC w/ HKA (only w/Glass, Ice Golems)
- 6 +2d6 HA (only w/Wood Golems)
- 4 Running +2" (8" total)
- 10 -10 STR (5 STR total)

CLOTH GOLEM

Val	Char	Cost							
0*	STR	-10	* Varies for other sizes. See Optional Abilities.						
12	DEX	6							
0	CON	-20							
6*	BODY	-8							
8	INT	-2							
0	EGO	-0							
15*	PRE	5							
10	COM	0							
2	PD	2							
1	ED	1							
4	SPD	18							
0	REC	0							
0	END	0							
0	STUN	-0							
Cost Abilities									
60	Takes no STUN. Takes only BODY (Automaton)								
6	0 END w/ Running								
48	Darkness to Sound (6" radius), 4 Continuing Charges of 1 minute								
1	Damage Resistance 2 rPD								
30	75% Resistant Physical Damage Reduction, only vs blunt weapons (-1)								
2	Familiarity w/ Common Melee Weapons								
5	+1 w/ H-to-H combat								
0	ES: Climbing 8-								
75+ Disadvantages									
20	Berserk when master gives order contrary to initial programming (Uncommon) 11-, 8-								
20	2x BODY from fire (burns for 2 Phases)								
10	Distinctive Features (Concealable)								
19	Creature Bonus								
OCV: 4; DCV: 4; ECV: 0; Phases: 3, 6, 9, 12									
COSTS: Char		Powers	Total	Disadv.	Base				
-8		+	152	=	144	=	69	+	75

Appearance: Cloth Golems appear as large, stuffed, figures, almost like dolls, made of cloth, fur or leather. As they have little rigid material within their bodies, their movements are erratic, exaggerated and somewhat comical.

Ecology: Cloth Golems are thought to make ideal personal assistants, hence they are frequently employed by kings as companions and guardians for their children, and by traveling entertainers who often include them in their acts.

Combat Techniques: Cloth Golems are not combat oriented creatures. Though they are capable of wielding small hand held weapons, their low strength prevents them from being a serious threat. Their soft, padded bodies also prevent them from doing any serious striking damage. The only defensive capability which is usually designed into them is the ability to create areas of silence. This enables the Golem to quietly sneak a child out of a dangerous area or prevent attackers from communicating with each other.

FLESH GOLEM

Val	Char	Cost			
15*	STR	5	* Varies for other sizes. See Optional Abilities.		
12	DEX	6			
15	CON	10			
12*	BODY	4			
8	INT	-2			
10	EGO	0			
15*	PRE	5			
4	COM	-3			
4	PD	1			
3	ED	0			
3	SPD	8			
6	REC	0			
35	END	2			
30	STUN	2			
Cost	Abilities	END			
4	½ END w/ STR				
15	2d6 Aid BODY, END & STUN, 0 END, only to starting values (-½), only when connected w/ electricity (-1), self only (-½)				
6	+2d6 HA	1			
2	Familiarity w/ Common Melee Weapons				
10	+2 w/ H-to-H combat				
0	ES: Climbing, Deduction 8- (each)				
75+	Disadvantages				
20	Berserk when confused or frustrated (Common) 11-, 11-				
15	Distinctive Features (Concealable, Major Reaction)				
15	Fear of fire (Common, Strong)				
-50	Creature Bonus				
OCV: 4; DCV: 4; ECV: 0; Phases: 4, 8, 12					
COSTS:	Char	Powers	Total	Disadv.	Base
	38	+	37	=	75 = 0 + 75

Appearance: Flesh Golems are of a different nature than other Golems. Their bodies are composed of various parts taken from different corpses and given life. This often gives them the appearance of walking corpses and hence are often mistaken for undead.

Ecology: Restoring life to the dead is often the excuse given by the creators of Flesh Golems for their creations. The various body parts, including a brain, are surgically connected together and the entire being is suffused with electricity in a process which restores life to the dead form. Though often superhumanly strong, this resurrected form is seldom as fit as a normal living being. The Flesh Golem can be healed of damage or fatigue by small bursts of electricity.

Motivations: Since the Flesh Golem has an active brain, it is capable of some self motivation. At first the Flesh Golem will usually follow the instructions of its creator but will eventually develop its own motivations. These motivations are as simple as survival or as complex as being the motivations of the person whose brain it now utilizes (though often twisted by the revitalizing process).

Combat Techniques: Though Flesh Golems are usually capable of using weapons, they usually resort to their fists and natural strength in the confusion of combat.

Other Names: (Name of mad doctor)'s Monster

GLASS GOLEM

Val	Char	Cost			
10*	STR	0	* Varies for other sizes. See Optional Abilities.		
18	DEX	24			
0	CON	-20			
11*	BODY	2			
5	INT	-5			
0	EGO	-0			
15*	PRE	5			
10	COM	0			
2	PD	0			
8	ED	8			
3	SPD	2			
0	REC	-4			
0	END	0			
0	STUN	-0			
Cost	Abilities		END		
60	Takes no STUN. Takes only BODY (Automaton)				
5	0 END w/ STR				
6	0 END w/ Running				
15	1d6 STUN Drain (recovers 5/hour), Area Effect (8" Radius), 6 Continuous Charges of 1 Turn (1 per arm, leg, torso & head), only when a section takes BODY damage (-½)				
12	1½d6 HKA, reduced penetration (-¼), not vs armor (-½), only when limbs take BODY damage (-½) – shards				
5	Damage Resistance 2 rPD/8 rED				
15	Life Support (doesn't breath, eat, sleep, etc.)				
10, 0	+2 w/ H-to-H combat; ES: Climbing 8-				
75+	Disadvantages				
20	Berserk when master gives order contrary to initial programming (Uncommon)11-, 8-				
15	Distinctive Features (Not Concealable)				
30	Creature Bonus				
OCV: 6; DCV: 6; ECV: 0; Phases: 4, 8, 12					
COSTS:	Char	Powers	Total	Disadv.	Base
	12	+	128	=	140 = 65 + 75

Appearance: Glass Golems are animated figures composed of multiple chambers of blown glass bound together by rope or other line. This arrangement can be as simple as a number of specially created bottles strung together in a humanoid shape or as intricate as a person sculpted of glass, each muscle being a separately blown chamber.

Ecology: Because Glass Golems will eventually be broken, they are most often utilized in situations where that breakability is an advantage, in fact expected. Glass Golems are used to guard treasures, assassinate people, or a number of them can be used in the front line of a surprise assault.

Combat Techniques: During the Glass Golem's creation the multiple glass chambers are often filled with gas, usually poisonous gas. Thus when a chamber breaks, either in combat or by the Golem itself, it will release the gas. Wizards of invading forces will often employ Glass Golems as a delivery system to get the poison gas into enemy encampments. If death is not the intention, the glass chambers can be filled with other types of gas or obscuring smoke.

Once a Glass Golem's appendage is broken it will use the shards at the stump to slice at its opponent.

ICE GOLEM

Val	Char	Cost			
30†*	STR	15	† Bonuses for Density Increase already figured in.		
16	DEX	18			
0	CON	-20			
12*	BODY	4			
5	INT	-5			
0	EGO	-0			
30*	PRE	20			
10	COM	0			
6†	PD	0			
1†	ED	1			
3	SPD	4			
0	REC	-10			
0	END	0			
0	STUN	-0	* Varies for other sizes. See Optional Abilities.		
Cost	Abilities		END		
60	Takes no STUN. Takes only BODY (Automaton)				
7	Density Increase (5 pts), Persistent, Always On (200 kg, -1 KB)				
15	0 END w/ STR				
6	0 END w/ Running				
19	1d6 HKA, 0 END, reduced penetration (-¼) – claws				
24	2d6 RKA, Area Effect (Cone), Personal Immunity, No Range, 4 Charges – frost breath				
2	2d6 BODY Aid, only to starting value, self only (-1), Linked to RKA, 4 Charges – frost breath				
3	Damage Resistance 5 rPD/1 rED				
7	25% Resistant Physical Damage Reduction, only vs edged weapons (-1)				
18	Life Support (doesn't breathe, eat, sleep, etc., immune to intense cold)				
17	Regeneration (3 BODY/Turn), only when attacked by heat or fire (-½), only if below 32°F (-¼)				
2	Familiarity w/ Common Melee Weapons				
10	+2 w/ H-to-H combat				
0	ES: Climbing 8-				
75+	Disadvantages				
20	Berserk when master gives order contrary to initial programming (Uncommon) 11-, 8-				
20	2x BODY from heat & flame (Common)				
10	Dependance on -32°F cold (Very Common) 1d6/Turn				
92	Creature Bonus				
OCV: 5; DCV: 5; ECV: 0; Phases: 4, 8, 12					
COSTS:	Char	Powers	Total	Disadv.	Base
	27	+	190	=	217 = 142 + 75

Appearance: Ice Golems look like sculptures carved or molded of ice. These Golems are often hard to discern in cold, winter settings.

Ecology: Ice Golems are created to serve in the coldest climates. Their icy form provides them with resistance to cold and some weapon damage. Their frost breath is not only an effective weapon, but will be used by the Golem to repair itself, which can also be accomplished by brief exposure to heat so long as the surrounding temperature is below freezing.

Combat Techniques: Ice Golems attack by using their icy breath or by slashing with their claws or sharp edges. They are, of course, particularly susceptible to heat.

PAPER GOLEM

Val	Char	Cost	
-30	STR	-40	Varies for other sizes. See Optional Abilities.
20	DEX	30	
0	CON	-20	
1	BODY	-18	
5	INT	-5	
0	EGO	-0	
5	PRE	-5	
10	COM	0	
0	PD	0	
0	ED	0	
5	SPD	20	
0	REC	0	
0	END	0	
0	STUN	-0	
Cost	Abilities	END	
60	Takes no STUN. Takes only BODY (Automaton)		
53	Shrinking (40 pts), Persistent, Always On (-8 to others' Sight Perception, +12" KB)		
9	Superleap +6" (6" forward, 3" up), 0 END		
60	75% Resistant Physical Damage Reduction		
2	1 pip HKA, only vs exposed flesh (-1), heals after 1 minute (-1)		
30	6d6 STUN Drain (recovers 5/hour), Gradual Effect (1 minute), only if HKA does BODY (-½), 4 Charges – poison		
7	2d6 RKA, No Range, Gradual Effect (1 minute), only if HKA does BODY (-½), 4 Charges, Linked to STUN Drain – poison		
15	Concealment 16-		
10	+2 w/ H-to-H combat		
6	+3 w/ Roll with Punch		
0	ES: Climbing 8-		
75+	Disadvantages		
15	Distinctive Features (Not Concealable)		
20	Berserk when master gives order contrary to initial programming (Uncommon) 11-, 8-		
104	Creature Bonus		
OCV: 7; DCV: 15; ECV: 0;Phases: 3, 5, 8, 10, 12			
COSTS: Char Powers Total Disadv. Base			
-38 + 252 = 214 = 139 + 75			

Appearance: Paper Golems look like small human shaped figures formed of folded paper (origami). When crouched down and immobile they are indistinguishable from crumpled paper. When active they are little men a few inches tall which leap around constantly to avoid destruction.

Ecology: Paper Golems are created by mages, who often use several at a time, to protect their laboratories or work-rooms from intruders. The Golem also makes an ideal means of assassination.

Combat Techniques: Though absolutely incapable of causing direct physical damage, the sharp edges of a Paper Golem are coated with a fast acting poison which quickly renders the target unconscious but is seldom fatal. This poison can vary from a simple paralyzer (DEX or SPD Drain) to an intensely deadly venom (+2d6 RKA).

STONE GOLEM

Val	Char	Cost	
35†	STR	0	
15	DEX	15	
0	CON	-20	
14	BODY	8	
5	INT	-5	
20	EGO	-0	
35	PRE	25	
10	COM	0	
7†	PD	0	
5†	ED	0	
3	SPD	5	† Bonuses for Density Increase already figured in.
0	REC	-4	
0	END	0	
0	STUN	-0	* Varies for other sizes. See Optional Abilities.

Cost	Abilities	END
60	Takes no STUN. Takes only BODY (Automaton)	
37	Density Increase (25 pts), Persistent, Always On (3.2 ton, -5 KB)	
17	0 END w/ STR	
6	0 END w/ Running	
28	9d6 Suppress DEX, Area Effect (9" Radius), only for Suppressing CV (-¾), No Range (-½), stopped by walls (-½), not vs deafness or ear protection (-½) – teeth gnashing	9
40	Darkness to Sound (10" Radius), No Range (-½), stopped by walls (-½), Linked to Suppress – teeth gnashing	10
13	END Reserve, 80 END, Recovers 14/5 hours, (powers Suppress & Darkness)	
6	Damage Resistance 7 rPD/5 rED	
30	50% Resistant Physical Damage Reduction	
30	50% Resistant Energy Damage Reduction	
15	Life Support (doesn't breath, eat, sleep, etc.)	
2	Familiarity w/ Common Melee Weapons	
2	Familiarity w/ Common Missile Weapons	
10	+2 w/ H-to-H combat	
0	ES: Climbing 8-	

75+	Disadvantages
20	Berserk when master gives order contrary to initial programming (Uncommon) 11-, 8-
225	Creature Bonus

OCV: 5; DCV: 5; ECV: 0; Phases: 4, 8, 12					
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COSTS:	Char		Powers		Total		Disadv.		Base
	24	+	296	=	320	=	245	+	75



Appearance: Stone Golems are one of the most common of the Golems. Their stone bodies can be carved of anything from sandstone to granite. The Stone Golem makes an irritating scraping sound when it moves.

Ecology: The Stone Golem is suitable for many purposes because of its power and its resistance to wear. It is used mainly as a guardian for castles or mages sanctuaries.

Combat Techniques: Stone Golems will either use huge weapons or smash with their stone fists. When engaging in combat, a Stone Golem will gnash its teeth (or some other appendages) together causing a loud, unbearable noise. This noise prevents any conversation and causes difficulty in concentration.

WOOD GOLEM

Val	Char	Cost							
20*	STR	10	* Varies for other sizes. See Optional Abilities.						
16	DEX	18							
0	CON	-20							
12*	BODY	4							
5	INT	-5							
0	EGO	-0							
20*	PRE	10							
10	COM	0							
5	PD	1							
3	ED	3							
4	SPD	14							
0	REC	-8							
0	END	0							
0	STUN	-0							
Cost	Abilities			END					
60	Takes no STUN. Takes only BODY (Automaton)								
10	0 END w/ STR								
6	0 END w/ Running								
12	+4d6 HA – solid arms								
43	3d6 DEX Drain (recovers 5/minute), Continuous, Uncontrolled, Sticky, 4 Charges, not vs oil coated targets (-¼) – sap								
24	2d6 Running Drain (recovers 5/minute), Continuous, Uncontrolled, Sticky, 4 Charges, not vs oil coated targets (-¼), Linked to DEX Drain – sap								
4	Damage Resistance 5 rPD/3 rED								
20	50% Resistant Physical Damage Reduction, only vs blunt weapons (-1)								
7	25% Resistant Physical Damage Reduction, only vs sharp weapons (-1)								
2	Familiarity w/ Common Melee Weapons								
2	Familiarity w/ Common Missile Weapons								
10	+2 w/ H-to-H combat								
0	ES: Climbing 8-								
75+	Disadvantages								
20	Berserk when master gives order contrary to initial programming (Uncommon) 11-, 8-								
20	2x BODY from fire (burns for 2 Phases)								
112	Creature Bonus								
OCV: 5; DCV: 5; ECV: 0; Phases: 3, 6, 9, 12									
COSTS: Char		Powers	Total	Disadv.	Base				
27		+	200	=	227	=	152	+	75

Appearance: Wood Golems are also a very common type of Golem. They resemble statues carved of green wood which can be of various types.

Ecology: Wood Golems are often used by rangers and woodsmen as guards or servants. The innate strength of the Wood Golem makes it suitable for a wide variety of tasks. Over a long period of time, however, Wood Golems are susceptible to insects and the effects of weather.

Combat Techniques: Wood Golems are able to use most weapons or their massive arms in combat. Wood Golems also have the ability to spit a gout of concentrated tree sap at their opponents, slowing it and spreading to anyone who touches it. This sap doesn't work on items or persons which have been coated with oil. It can be removed by soaking in hot water for several minutes or in alcohol for a few Turns.

GREMLIN

Val	Char	Cost							
10	STR	0	* Bonus for Shrinking already figured in.						
18	DEX	24							
13	CON	6							
4	BODY	-12							
18	INT	8							
18	EGO	16							
10	PRE	0							
10	COM	0							
4	PD	2							
4	ED	1							
4	SPD	12							
7	REC	4							
40	END	7							
20	STUN	4							
Cost	Abilities	END							
45	Shrinking (30 pts), Persistent, Always On (-6 to others' Sight Perception, +9" KB)								
18	Life Support (Immune to Disease, Doesn't Eat, Sleep, or Breath)								
20	Invisibility to normal sight, w/ Fringe								
10	Clinging								
5	Ultraviolet Vision								
5, 3	Climbing 14-; Computer Programming 13-								
11, 17	Concealment 17-; Electronics 18-								
13, 3	Inventor 18-; Lockpicking 13-								
17, 4	Mechanics 18-; PS: Mechanic or Electrician 13-								
4	Sciences: Aerodynamics, Metallurgy 11- (each)								
3	Security Systems 13-								
3	Systems Operation 13-								
6	Transport Familiarity w/ Ground, Air, Water Vehicles								
9	Weaponsmith (Slugthrowers) 14-								
0	ES: Combat Driving, Combat Piloting, Conversation, Deduction, Demolitions, Navigation 8- (each)								
75+	Disadvantages								
15	Distinctive Features (Not Concealable)								
15	Psych. Limitation: Can't resist mechanical devices (Common, Strong)								
15	Psych. Limitation: Mischievous (Common, Strong)								
20	Psych. Limitation: Moody & Stubborn (Very Common, Strong)								
10	Reputation 11-								
10	2d6 Unluck								
108	Creature Bonus								
OCV: 6; DCV: 12*; ECV: 6; Phases: 3, 6, 9, 12									
COSTS:	Char	Powers	Total	Disadv.	Base				
	72	+	196	=	268	=	193	+	75

Appearance: Gremlins resemble tiny, pinch-faced elves with pointy ears and dirty faces. They usually wear dark, greasy coveralls or jumpsuits with pockets full of tools.

Ecology: Some believe that Gremlins are descended from sylvan creatures. They live in colonies of 10-100 in places where mechanical things are often built or repaired such as tinker's shops, garages, factories, and airplane hangers. They also enjoy travelling in vehicles such as cars, trains and planes. In less technologically advanced areas they frequent blacksmith's shops and armories. Here they spend all their time tinkering with mechanical things.

Motivations: Gremlins are obsessed with all things mechanical and can't resist taking them apart and reassembling them (with various degrees of success). They also consider broken machines a challenge and can seldom leave them alone. They are moody little creature, happily tinkering one minute and offended the next. This causes them to retaliate against the offender through his mechanical possessions which begin to malfunction frequently. Gremlins as a race are somewhat bitter because they have never been given credit for the many inventions which they have helped

discover.

Combat Techniques: Gremlins engage in guerilla combat, sabotaging their foes' equipment, causing it to malfunction or even become dangerous to their user.

Other Names: Gremlins are often synonymous for their work which is often known as "Gremlin Effect" (GE).

Rumors: It is said that Gremlins taught man how to forge steel and the dwarves how to smith.

GORGON

Val	Char	Cost	
18	STR	8	
15	DEX	15	
22	CON	24	
12	BODY	4	
13	INT	3	
14	EGO	8	
13	PRE	3	
2	COM	-4	
6	PD	2	
5	ED	1	
4	SPD	15	
10	REC	4	
44	END	0	
44	STUN	12	

Cost	Abilities	END
8	½d6 HKA, reduced penetration (-¼) – claws	1
3	+2 PD Armor	
53	8d6 Major Transformation (to stone), All or Nothing, Persistent, Always On, Requires PER Roll, OIF (head), target must make eye contact (-1), only living things (and their possessions)(-½), not via reflective surfaces (-½)	
3, 2	Concealment 12-; KS: Misc. 11-	
2, 3	PS: Misc. 11-; Stealth 12-	
3, 3	+1 w/ swords; +1 w/ bows	
6	Familiarity w/ Common Melee & Missile Weapons	
10	+2 w/ H-to-H combat	
0	ES: Climbing, Conversation, Deduction 8- (each)	

75+	Disadvantages
20	Distinctive Features (Concealable, Extreme Reaction)
20	Psych. Limitation: Seclusive (Very Common, Strong)
20	Reputation (Extreme) 14-
15	Hatred of all other races (Common, Strong)
41	Creature Bonus

OCV: 5; DCV: 5; ECV: 5; Phases: 3, 6, 9, 12	
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COSTS:	Char	Powers	Total	Disadv.	Base
	95	+	96	=	191 = 116 + 75

Appearance: Gorgons have the bodies of women with greenish faces and protruding teeth. Instead of hair the tops of their heads are covered by hundreds of writhing snakes which seem to serve no other purpose other than to add to its ghastly appearance. They wear a variety of clothes which they apparently make themselves since they do not trade. Gorgons usually speak the Local Common language.

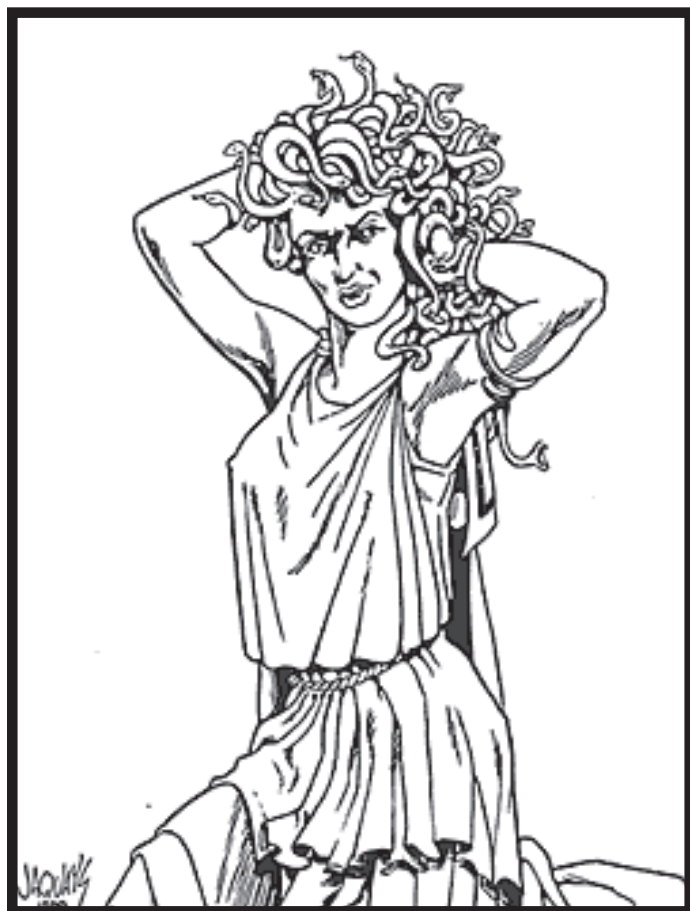
Ecology: Gorgons are horrible, pathetic creatures who were once women of such beauty that they were transformed by jealous gods. Secluded places such as abandoned ruins, deserted islands, and isolated woodland huts are the typical habitats of Gorgons. A Gorgon is forced to hunt game by aiming her bow at the target without making direct visual contact and must forage for berries and edible plants with her eyes closed as her gaze would turn the food to stone.

Motivations: The viscous, hateful nature of Gorgons moves them to destroy anyone they meet.

Combat Techniques: Gorgons use swords and bows, but their most formidable weapon is their gaze which will turn anything they gaze at to stone. This power is so potent that it will persist even if the Gorgon's head is cut from its body.

Other Names: Medusa, though this was the name of a specific Gorgon as is Stheno and Euryale.

Rumors: Gorgons have wings on their backs, hidden beneath their clothing, and are able to fly. Legend has it that a lock of Gorgon "hair" is proof against the evil eye.



GRYPHON

Val	Char	Cost	
25*	STR	10	
23	DEX	39	
20	CON	20	
16*	BODY	10	
8	INT	-2	
10	EGO	0	
25	PRE	15	
18	COM	4	
12	PD	8	
10	ED	6	
4	SPD	7	
10	REC	4	
40	END	0	
40*	STUN	4	* Bonuses for Growth already figured in.

Cost	Abilities	END
7	Growth (5 pts), Persistent, Always On (200 KG, -1" KB)	
15	1d6 HKA – bite	1
32	2½d6 HKA, reduced penetration (-¼) – claws	4
9	+3 PD, +3 ED Armor	
16	Running +8" (14" total)	1/5"
13	Flight 10", OIF – wings	1/5"
5	Ultraviolet Vision	
6	+3 to Sight Perception (14-)	
4	+2 to Hearing Perception (13-)	
3	Stealth 14-	
10	+2 w/ H-to-H combat	
0	ES: Climbing, Deduction 8- (each)	
-2	-2" Swimming (0" total)	

75+	Disadvantages
20	Distinctive Features (Not Concealable, Major Reaction)
15	Physical Limitation: No fine manipulation
20	Reputation (Extreme) 14-
113	Creature Bonus

OCV: 8; DCV: 8; ECV: 3; Phases: 3, 6, 9, 12	
COSTS:	Char Powers Total Disadv. Base
	125 + 118 = 243 = 168 + 75

Appearance: Gryphons are very large creatures with the bodies of lions, the head, wings and forelegs of eagles, and pointed ears like those of a dog. Its head, breast, and wings growing from its shoulders are covered with feathers; the rest of its body is covered with feline fur. Coloration varies between species, from a rather drab tawny body with brown feathers to white, gold, or cream flecked with pastel colors.

Ecology: Gryphons were originally believed to inhabit arid craggy regions though reports have it that they have adapted into other climes. They build nests in secluded areas much like birds, but it is not known if they lay eggs like birds or give live birth like mammals. Gryphons are often encountered singly, or in mated pairs, sometimes with 1-3 young. They hunt farmlands and mountainous herding areas for sheep and smaller animals.



Motivations: Normal animal motivations.

Combat Techniques: Gryphons attack by swooping down upon and raking opponents with razor-sharp claws. If hampered or unable to fly, they will attack by biting and clawing their foe. Groups of gryphons use intricate flight patterns to confuse their prey in order to concentrate on one opponent at a time.

Other Names: Godsteeds.

Rumors: Huge, perfect specimens of gryphons are said to serve gods by pulling their chariots. Other rumors depict gryphons as punishers of greedy humans. They inhabit areas strewn with precious stones used to lure the greedy to the gryphon's lair where they are torn to pieces, though it is said that a few have escaped.

HARPY

Val	Char	Cost	
13	STR	3	
15	DEX	15	
15	CON	10	
12	BODY	4	
8	INT	-2	
10	EGO	0	
15	PRE	5	
2	COM	-4	
8	PD	5	
4	ED	1	
4	SPD	15	
6	REC	0	
30	END	0	
27	STUN	0	

Cost	Abilities	END
24	2d6 HKA, reduced penetration ($-\frac{1}{4}$) – talons	3
4	+2d6 HA, OIF – wing buffet	1
6	+10 PRE, create fear only ($-\frac{1}{2}$), only while attacking ($-\frac{1}{4}$)	
13	Flight 10", OIF – wings	1/5"
2	+2 to Sight Perception (12-)	
1	Lang: Local Common (Basic Conversation)	
3	Stealth 12-	
3	+1 w/ Move Through, Move By & Grab	
0	ES: Breakfall, Climbing, Conversation, Deduction 8- (each)	
-8	-4" Running (2" total)	
-2	-2" Swimming (0" total)	

75+ Disadvantages	
20	Distinctive Features (Not Concealable, Major Reaction)
15	Physical Limitation: No fine manipulation
25	Berserk at anything 11-, 11-
20	Reputation (Extreme) 14-
-57	Creature Bonus

OCV: 5; DCV: 5; ECV: 3; Phases: 3, 6, 9, 12	
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COSTS:	Char	Powers	Total	Disadv.	Base
	52	+ 46	= 98	= 23	+ 75

Appearance: A Harpy is the unwholesome fusion of the head, arms and breasts of a wretched human female with the body of a huge, filthy bird. A harpy's physical condition is frightfully unhealthy. Its hair is a befouled tangle; its face smeared with refuse and the remains of its last feed; and its huge oily feathers are in a constant state of moult. A harpy's inhuman scream and its offensive reek follow in its wake wherever it goes.

Ecology: Harpies prefer to nest in high treetops or rocky crags within easy flight of inhabited areas, or near well-traveled roads from where humans can be easily plucked. Harpies avoid heavily populated areas where numbers could mean an organized threat to them. Several Harpies may nest in the same area, though this often leads to squabbles and scavenging. Harpies are omnivorous but prefer meat. Little

restriction is placed on the food's condition, though fresh human flesh is thought to be a Harpy's meal of choice. Though somewhat intelligent, Harpies are psychotic by nature, preventing them from caring much about their general condition. Consequently, Harpies die most often from infection and food poisoning.

Motivations: Harpies are unreasoning, antagonistic, and violently argumentative. Humanoids, especially humans, are a Harpy's favorite target for abuse. Harpies hoard items with no particular interest in their value; knives, bones, jewels, feces, etc. are all common in a harpy cache. A Harpy's one satisfaction in life seems to be wreaking havoc and assaulting the random unfortunates who cross its path.

Combat Techniques: The Harpy's preferred method of attack is to swoop upon an unsuspecting ground-bound victim, using its terrible screech to freeze the target (PRE Attack) and snatch its foe into the air (Move By) to some terrific height. Once in the air, a victim may look forward to being scratched by talons or plummeting to certain death. If a Harpy is confined and cannot take to the air it will attempt to buffet opponents with its huge wings and close in with its teeth and claws or even some crude weapon. Wounds inflicted by a harpy often become infected.

Other Names: Winged Hags, Feathered Torments.

Rumors: Stories tell of beautiful Harpies called sirens that live on islands and lure ships with sweet, haunting melodies.



HELL HOUND

Val	Char	Cost	
15	STR	5	
18	DEX	24	
15	CON	10	
12	BODY	4	
8	INT	-2	
8	EGO	-4	
18	PRE	8	
6	COM	-2	
5	PD	2	
8	ED	5	
4	SPD	12	
7	REC	2	
30	END	0	
30	STUN	2	

Cost	Abilities	END
15	1d6 HKA – bite	1
10	½d6 HKA – claw	1
22	3d6 Energy Blast, NND (Immune to heat), Cone Area Effect (6"), No Range, Reduced by Range, Takes full Phase – breath	4
3	+1 PD, +1 ED Armor	
2	Running +1" (7" total)	1/5"
10, 5	Tracking Scent; Discriminatory Smell	
5, 3	Infrared Vision; +1 to all Perceptions (12-)	
10, 0	+2 w/ H-to-H combat; ES: Climbing 8-	

75+	Disadvantages
15	Physical Limitation: No fine manipulation
20	Dist. Features: Aura of evil (Not Conc., Major Reaction)
10	2x BODY from holy weapons (Uncommon)
25	4d6/Turn when on holy ground (Uncommon)
15	2d6 RKA from holy water & items (Uncommon)
10	2x Effect from PRE Attacks of Holy Men
15	Phys. Limit.: blocked by pentagrams (Infrequent, Fully)
15	Psych. Limit.: Fear of holy symbols (Uncommon, Total)
-49	Creature Bonus

OCV: 6; DCV: 6; ECV: 3; Phases: 3, 6, 9, 12

COSTS:	Char	Powers	Total	Disadv.	Base
	66	+	85	=	151 = 76 + 75

Appearance: Hell Hounds are huge, demonic dogs the size of men. Like Demon Steeds, they are impenetrably black with glowing eyes and mouths.

Ecology: Demons employ Hell Hounds as guards, as independent implements of destruction, or, in numbers, as part of their personal protection. Like demon steeds, Hell hounds are created from the souls of dogs who have done evil or went insane in their former lives. They are found in abundance in Hell and are usually encountered in our world as emissaries of demonic evil, spreading death and destruction under the guise of normal dogs.

Motivations: Hell Hounds retain some innate instinct to survive. Beyond this they are compelled to do evil deeds and usually share the same goals as their masters.

Combat Techniques: Hell Hounds attack viciously with bite and claw and are able to spray a wide stream of flame.

Other Names: Devil Dog

Rumors: Hell Hounds are not only employed by demons but also by evil deities of other pathos.

HIPPOCAMPUS

Val	Char	Cost	
20*	STR	0	
14	DEX	15	
23	CON	26	
15*	BODY	6	
8	INT	-2	
13	EGO	6	
15	PRE	5	
10	COM	0	
8	PD	6	
6	ED	1	
3	SPD	6	
9	REC	4	
46	END	0	
36*	STUN	2	

* Bonuses for Growth already figured in.

Cost	Abilities	END
13	Growth (10 pts), Persistent, Always On (400KG, +1 to others' Sight Perception, -2" KB)	
5	1 pip HKA – bite	
9	+3d6 HA – kick/tail lash	1
3	+1 PD, +1 ED Armor	
2	+2 PD, +2 ED Armor, Activation 8-, or only covers areas 13-18 (-2) – scales	
5	Life Support (Breath Underwater)	
7	Swimming +7" (9" total)	1/5"
6, -12	+2 to all Perceptions (13-); -6" Running (0" total)	

75+	Disadvantages
15	Physical Limitation: No fine manipulation
15	Distinctive Features (Not Concealable)
5	Reputation 8-
15	2d6/Turn when out of water (Uncommon)
10	Psych. Limit.: Fear of flashes of bright light (Unc., Str.)
-22	Creature Bonus

OCV: 5; DCV: 4*; ECV: 4; Phases: 4, 8, 12

COSTS:	Char	Powers	Total	Disadv.	Base
	75	+	38	=	113 = 38 + 75





Appearance: Hippocampi are marine mammals with the upper portions of a horse and the lower body of a great fish. The upper body is covered with short, horselike fur which varies in color as normal horses do. The lower portion is covered with scales and usually of a complimentary color to the upper body. The hooves of the front legs are usually webbed in the middle.

Ecology: Hippocampi live in seas, oceans and large lakes. They roam the waters in herds of up to 20 individuals, grazing on kelp and other vegetation. Like horses on the land, Hippocampi are often captured by mermen and tritons and tamed to become fine riding animals.

Motivations: Hippocampi are intelligent and playful. Unless captured and trained, they have normal animal motivations. Once captured and trained they are highly loyal and self-sacrificing.

Combat Techniques: Hippocampus usually avoid combat, using their great swimming speed to flee potential dangers. If cornered or if their young are threatened, they will attack by kicking or lashing out with their tails, biting only if the opponent is too close.

Other Names: Sea Horse, Lake Horse, Aughisky

Rumors: Hippocampi are a gift from the sea god to his subjects. The finest of Hippocampus are used to pull the god's chariots.

HOMUNCULUS

Val	Char	Cost	
0	STR	-10	
14	DEX	12	
13	CON	6	
7	BODY	-6	
10	INT	0	
10	EGO	0	
10	PRE	0	
8	COM	-1	
2	PD	0	
2	ED	-1	
3	SPD	6	
5	REC	4	
26	END	0	
24	STUN	10	* Bonus for Shrinking already figured in.

Cost	Abilities	END
27	Shrinking (20 pts), Persistent, Always On (-4 to others' Sight Perception, +6" KB)	
6	+2 to all Perceptions (13-)	
3	Climbing 12-	
3	Concealment 11-	
2	Familiarity w/ Common Melee Weapons	
-6	-3" Running (3" total)	
-1	-1" Swimming (1" total)	
0	ES: Conversation, Deduction 8- (each)	

Cost	Optional Abilities	END
13	Flight 10", OIF – wings	1/5"
8	½d6 HKA, reduced penetration (-¼) – claws	1

75+	Disadvantages
20	Distinctive Features (Not Concealable, Major Reaction)
1	Creature Bonus

OCV: 5; DCV: 9*; ECV: 3; Phases: 4, 8, 12					
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COSTS:	Char	Powers	Total	Disadv.	Base
	20	+	34	=	54
				=	21
				+	75

Appearance: Homunculi (plural) look like 12" tall, gnarled humans. Skin color often varies from normal flesh color to black. They run naked unless they can produce or are given some type of clothing. Homunculus are usually made to speak a specific language or speak the language of their creator.

Ecology: Homunculi are the magical creations of mages or alchemists and are painstakingly produced to act as servants or spies. A lone Homunculus will almost always be under the control of its maker since only a fool would create a Homunculus without first making sure he can control it. Such creations strive to destroy their makers and thus assure their continued freedom.

Motivations: The motivation of a Homunculus is usually that of its creator.

Combat Techniques: A few Homunculi have sharp, stinging claws but most are helpless unless trained to use diminutive weapons.

Rumors: Mad sages claim that Homunculi are not created but actually summoned from a magical realm, and they will some day rise up and take over this world.

HOARDLING

Val	Char	Cost	
15	STR	5	
14	DEX	12	
13	CON	6	
9	BODY	-2	
8	INT	-2	
8	EGO	-4	
15	PRE	5	
2	COM	-4	
5	PD	2	
4	ED	1	
3	SPD	6	
6	REC	0	
26	END	0	
25	STUN	1	

Cost	Abilities	END
15	1d6 HKA – stinger	1
36	3d6 Drain STUN (recovers 5/5 minutes), NND (appropriate Immunity, alien metabolism, or anti-venom, +2), Persistent, Gradual Effect (5 minutes), only if sting does BODY damage (-½), only affects living things (-½), 12 Charges – venom	
12	+4 PD, +4 ED Armor	
10	25% Resistant Physical Damage Reduction, not vs silver or magic (-½)	
10	25% Resistant Energy Damage Reduction, only vs heat & cold (-½)	
6	Life Support (Immune to disease & aging)	
14	Flight 8", x2 noncombat (32"), OIF – wings	1/5"
5, 3	Breakfall 13-; Stealth 12-	
2	Familiarity w/ Common Melee Weapons	
0	ES: Climbing, Conversation, Deduction 8- (each)	

75+	Disadvantages
10	2x BODY from holy weapons (Uncommon)
25	4d6/Turn when on holy ground (Uncommon)
15	2d6 RKA from holy water & items (Uncommon)
10	2x Effect from PRE Attacks of Holy Men
20	Dist. Features: Aura of evil (Not Conc., Major Reaction)
15	Physical Limit.: blocked by pentagrams (Infreq., Fully)
15	Psych. Limit.: must obey those who invoke true name (Uncommon, Total)
15	Psych. Limit.: Malicious (Very Common)
15	Psych. Limit.: Fear of holy symbols (Uncommon, Total)
-76	Creature Bonus

OCV: 5; DCV: 5; ECV: 3; Phases: 4, 8, 12					
COSTS:	Char	Powers	Total	Disadv.	Base
	26	+	113	=	139 = 64 + 75

Appearance: Hoardlings are skeletal figures with red, chitinous skin stretched tightly over their bones. Bat-like wings sprout from their shoulders and at the base of their spines grow stinger-tipped tails like those of scorpions. They are usually encountered carrying weapons.

Ecology: Hoardlings make up the bulk of the “working class” demons in hell. Their purpose in life is to carry out the menial tasks set them by the various demon lords. They also make up the majority of most demon fighting forces. More wily and capable Hoardlings advance through the demonic ranks, sometimes (rarely) even to become minor demon lords.

Motivations: The underling of a demon lord who does not follow commands does not exist for long. This is not to say that all Hoardlings are loyal, but those who are discovered to be too conniving are instantly destroyed.

Combat Techniques: Hoardlings are not graceful fighters. Their standard technique is to hack away with their weapon or strike with their stinger until their foe falls.

Other Names: Underling, Low Demon

Rumors: Hoardlings who aspire to be demon lords are often willing to make deals with mortals whom they might take advantage of.

HYDRA

Val	Char	Cost			
55*	STR	15	* Bonuses for Growth already figured in.		
18	DEX	24			
35	CON	50			
38*	BODY	44			
8	INT	-2			
11	EGO	2			
35	PRE	25			
4	COM	-3			
15	PD	10			
15	ED	8			
3	SPD	2			
12	REC	0			
70	END	0			
70*	STUN	1			
Cost	Abilities	END			
40	Growth (30 pts), Persistent, Always On, (6,400 KG, +4 to others' Sight Perception, -6 KB, +2" reach)				
20	1½d6 HKA, reduced penetration (-¼) – bites	6			
16	+4 SPD, only to bite (-1½)				
15	1d6 HKA – claw	1			
9	+3d6 HA – tail	1			
21	+7 PD, +7 ED Armor				
5	Extra Limbs – multiple heads & tail				
4	Running +2" (8" total)	1/5"			
5, 10	Ultraviolet Vision; 360° Vision, OIF (heads)				
3, 5	+1 to all Perceptions (12-); Defensive Maneuver				
3, 10	Lightsleep; +2 w/ H-to-H combat				
0	ES: Climbing, Deduction 8- (each)				
Cost	Optional Abilities	END			
48	2d6 Energy RKA, Area Effect (Any), Reduced by Range – breath	6			
4	END Reserve (30 pts), Recovers 2/hour				
30	75%Resistant Energy Damage Reduction, only vs own breath type (-1)				
14	Flight 10", OIF (wings)	1/5"			
3	Extra Limbs (2 heads), only if a head is cut off (-½)				
75+	Disadvantages				
15	Physical Limitation: No fine manipulation				
25	Dist. Features (Not Concealable, Extreme Reaction)				
15	Psych. Limit.: Likes shiny objects (Common, Strong)				
15	Reputation (Extreme) 11-				
197	Creature Bonus				
OCV: 6; DCV: 2*; ECV: 4; Phases: 4, 8, 12					
COSTS:	Char	Powers	Total	Disadv.	Base
	176	+	166	=	342 = 267 + 75

Appearance: Hydras look like lesser dragons without wings and having 6 heads. Coloring is also similar with the occasional brightly colored individuals.

Ecology: Hydras seem to prefer dryer, less hospitable regions than other dragons. They usually make their lairs in caves but a few have been known to build their own dwellings out of loosely piled stones. Some believe, however, that this is only a temporary structure to conceal the Hydra's hoard until a suitable abode can be found. Hydras are extremely unfriendly with their own kind and will only be found in pairs during the brief mating season every 5-10 years. Once mated, the male and female separate again, sometimes attacking each other. The female lays a clutch of 1-4 eggs producing 1-2 young which are immediately abandoned by the female to fend for themselves.

Motivations: Hydra are extremely hostile to all other creatures, often attacking on sight. Though very clever, they have only simple animal motivations and a fondness for shiny objects.

Combat Techniques: Hydras attack by lashing out with their multiple heads, biting their foes. They may also strike their foe with their whiplike tail.

Other Names: Pyrohydra (fire breathing), Cryohydra (frost breathing)

Rumors: Many cases have been reported of Hydras that have breath weapons like their dragon cousins, such as fire breath and frost breath.



IMP

Val	Char	Cost	
10	STR	0	
18	DEX	24	
15	CON	10	
9	BODY	-2	
11	INT	1	
8	EGO	-4	
10	PRE	0	
8	COM	-1	
2	PD	0	
3	ED	0	
4	SPD	12	
6	REC	1	
30	END	0	
22	STUN	0	* Bonus for Shrinking already figured in.

Cost	Abilities	END
13	Shrinking (10 pts), Persistent, Always On (-2 to others' Sight Perceptions, +3" KB)	
10	½d6 HKA – bite	1
5	1 pip HKA – claw	
21	6d6 Suppress STUN, NND (Immune to disease), Persistent, No Range, only if claws do damage (-½), Gradual Effect (1 Minute), 4 Charge, ends after 6 hours sleep (-¼) – venom	
7	2d6 Suppress INT, NND (Immune to disease), Persistent, No Range, only if claws do damage (-½), Gradual Effect (1 Turn), 4 Charge, Linked to 6d6 Suppress, ends after 6 hours sleep (-¼) – venom	
5	Extra Limb – tail	
11	Flight 8", OIF – wings	1/5"
5	Ultraviolet Vision	
3	Concealment 11-	
3	Shadowing 11-	
5	+1 w/ H-to-H combat	
0	ES: Breakfall, Climbing, Conversation, Deduction 8- (each)	

75+ Disadvantages
10 2x BODY from holy weapons (Uncommon)
25 4d6/Turn when on holy ground (Uncommon)
15 2d6 RKA from holy water & items (Uncommon)
15 Distinctive Features: Aura of evil (Concealable, Major Reaction)
10 2x Effect from PRE Attacks of Holy Men
15 Physical Limitation: blocked by pentagrams (Infrequent, Fully)
15 Psych. Limitation: Fear of holy symbols (Uncommon, Total)
10 Psych. Limitation: Cowardly (Common)
-61 Creature Bonus

OCV: 6; DCV: 8*; ECV: 3; Phases: 3, 6, 9, 12				
COSTS:	Char	Powers	Total	Disadv. Base
	41	+ 88	= 129	= 54 + 75

Appearance: Imps are small, demonic creatures that range in size from 1-2 feet tall and come in a variety of descriptions. Some are fat with bulbous noses and short horns. Others are frail and skeletal, resembling a large red bat.

Ecology: Imps are one of the lowest underlings of Hell. They perform the most menial of tasks, often serving as entertaining diversions for demon lords, much like pets. Since they

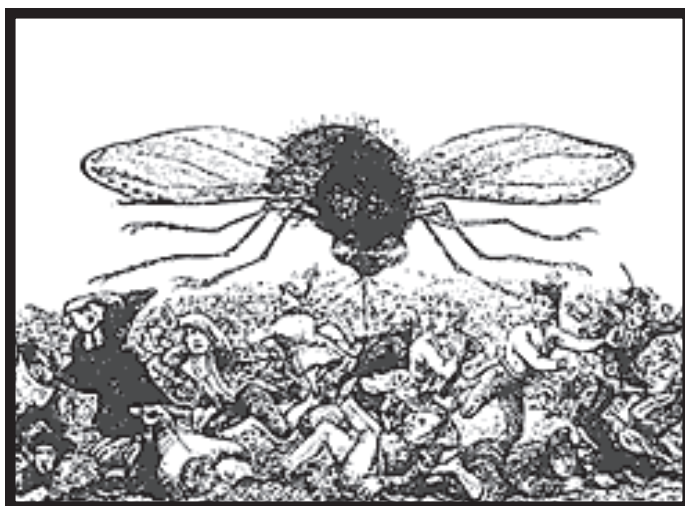
are conniving, and demon lords are easily angered, Imps do not exist for very long and none has ever advanced in the demonic ranks.

Motivations: Serve the master... or else. Few Imps have any hidden agenda of their own.

Combat Techniques: Imps are craven, cowardly fighters, attacking only if they have considerable advantage or surprise. Normal attack is with venomous, infected claws which inflict a fast acting disease much like anthrax. The Imp slashes with his claws and then flees to a safe distance to watch for the venom to take effect. They then hesitantly approach to finish off the victim. Close combat, where there is no room to flee is usually done by biting.

Other Names: Gremlin

Rumors: Imps are merely powerful homonculi created by demons.



GIANT INSECTS — NON-FLYING

Val	Char	Cost	
30*	STR	5	
15	DEX	15	
20	CON	20	
16*	BODY	6	
2	INT	-8	
5	EGO	-10	
25	PRE	15	
2	COM	-4	
6	PD	3	
4	ED	0	
3†	SPD	5	
9	REC	4	* Bonuses for Growth already figured in.
40	END	0	
34*	STUN	0	† +1 SPD for Scorpions & Spiders.

Cost	Abilities	END
20	Growth (15 pts.), 0 END, Persistent, Always On, (800 KG, +2 to others' Sight Perception, -3" KB, +1" Reach)	
24	+8 PD, +8 ED Armor	
5	Extra Limbs	
4	Running +2" (8" total)	
4	+2 Hearing Perception (11-)	
8	+4 Smell Perception (13-)	
-2	-2" Swimming (0" total)	
0	ES: Climbing 8-	

Cost	Additional Abilities (Ant)	END
12	1d6 HKA, reduced penetration (-¼) – mandibles	1
37	5d6 STUN Drain (Recover 5/hour), Persistent, Gradual Effect (5 minutes), only if mandibles do BODY damage (-½), 6 Charges – venom	
10	Clinging, normal STR	
10	Tunneling 2" (2 DEF)	1/5"

Cost	Additional Abilities (Beetle)	END
20	1½d6 HKA – mandibles	2
12	+4 PD, +4 ED Armor (additional)	
4	Running +2" (10" total)	1/5"
7	Climbing 14-	

Cost	Additional Abilities (Scorpion)	END
10	+1 SPD	
8	½d6 HKA, reduced penetration (-¼) – pincers	1
5	½d6 HKA, OAF – tail stinger	1
40	3d6 RKA, NND (appropriate Immunity, alien metabolism, or anti-venom, +2), Persistent, Gradual Effect (5 Minutes), No Range, only if stings do BODY damage (-½), only affects living things (-½), 8 Charges – venom	
4	Running +2" (10" total)	1/5"
10	+2 w/ H-to-H combat	

Cost	Additional Abilities (Spider)	END
10	+1 SPD	
10	½d6 HKA, bite	
26	2d6 RKA, NND (appropriate Immunity, alien metabolism, or anti-venom, +2), Persistent, Gradual Effect (5 Minutes), No Range, only if stings do BODY damage (-½), only affects living things (-½), 8 Charges – venom	
40	4d6 Entangle (4 DEF), Sticky, Takes full Phase – webbing	4
18	3d6 Entangle (3 DEF), Sticky, Area Effect (28 hexes), Independent, takes 30 minute (5 minute Limitation level) – web	9
13	Clinging +9 STR (39 STR total)	
2	Running +1" (9" total)	1/5"
5	+1 w/ H-to-H combat	

75+	Disadvantages
15	Physical Limitation: No fine manipulation
10	Physical Limitation: Cannot Leap
25	Dist. Features (Not Concealable, Extreme Reaction)
58	Creature Bonus, <i>Ant Only</i>
32	Creature Bonus, <i>Beetle Only</i>
66	Creature Bonus, <i>Scorpion Only</i>
113	Creature Bonus, <i>Spider Only</i>

OCV:5; DCV: 3*; ECV: 2; Phases: 4, 8, 12 †					
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COSTS:	Char	Powers	Total	Disadv.	Base
Ant	51	+	132	=	183 = 108 + 75
Beetle	51	+	106	=	157 = 82 + 75
Scorpion	61	+	130	=	191 = 116 + 75
Spider	61	+	177	=	238 = 163 + 75

GIANT INSECTS — BEES & WASPS

Val	Char	Cost	
10	STR	0	
15	DEX	15	
20	CON	20	
8	BODY	-4	
2	INT	-8	
5	EGO	-10	
25	PRE	15	
2	COM	-4	
4	PD	2	
4	ED	0	
3	SPD	5	
8	REC	4	
40	END	0	
28	STUN	5	* Bonus for Shrinking already figured in.

Cost	Abilities	END
13	Shrinking (10 pts), Persistent, Always On (+2 DCV, -2 to others' Sight Perception, +3" KB)	
5	1 pip HKA – stinger	
48	7d6 STUN Drain (Returns 5/hour), Persistent, Gradual Effect (1 minute), only if stinger does BODY damage (-½), 2 Charges – venom	
3	+4 PD, +4 ED Armor	
5	Extra Limbs	
18	11" Flight, ½ END, OIF – wings	1/10"
4	+2 Hearing Perception (11-)	
8, -2	+4 Smell Perception (13-); -2" Swimming (0" total)	
-4, 0	-2" Running (4" total); ES: Climbing 8-	

75+	Disadvantages
15	Physical Limitation: No fine manipulation
10	Physical Limitation: Cannot Leap
25	Distinctive Features (Not Concealable, Extreme Reaction)
13	Creature Bonus

OCV: 5; DCV: 7*; ECV: 2; Phases: 4, 8, 12					
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COSTS:	Char	Powers	Total	Disadv.	Base
	40	+	98	=	138
				=	63
				+	75



Appearance: Giant insects look like common insects, except. that they are very large, sometimes larger than humans.

Ecology: It is not known whether Giant Insects are the product of bizarre mutations, or if they occur naturally. They can be found almost anywhere, usually in the same areas as their smaller counterparts. Ants and bees are encountered in groups of 20-100. Giant Spiders, beetles, and scorpions, are usually solitary.

Motivations: Normal animal motivations.

Combat Technique: Giant insects fight as do their miniscule counterparts, with as little subtlety as possible. Giant Spiders often spin huge, sticky webs in treetops and caves. Bees will swarm around a victim and sting it to death. Ants, on the other hand, march in straight lines or in waves, swarming over and literally devouring everything in their path. Beetles and scorpions both attack by charging and biting/stinging their foes.

Rumors: Some giant insects are larger than a house and can swallow cattle whole.



KELPIE

Val	Char	Cost	
23*	STR	3	
20	DEX	30	
18	CON	16	
15*	BODY	6	
8	INT	-2	
10	EGO	0	
10	PRE	0	
10	COM	0	
8	PD	5	
5	ED	1	
4	SPD	10	
10	REC	6	
42	END	3	
33*	STUN	4	* Bonuses for Growth already figured in.

Cost	Abilities	END
13	Growth (10 pts), Persistent, Always On (400KG, +1 to others' Sight Perception, -2" KB)	
5	1 pip HKA – bite	
7	+3d6 HA, reduced penetration (-¼) – kick	1
6	+3 PD, +1 ED Armor	
5	Life Support (Breath Underwater)	
20	3d6 Entangle (3 DEF), Takes No Damage, 0 END, No Range, IAF (bridle), Kelpie takes damage done to Entangle (-1)	0
10	Shapeshift (shaggy humanoid)	1
16	Running +8" (14" total)	1/5"
4	Swimming +4" (6" total)	1/5"
12	+3 to Hearing & Smell Perception (14-)	
9	Concealment 14-	
1	Transport Familiarity w/ Horses, etc.	
7	Riding 15-	
3	Stealth 13-	
5	+1 w/ H-to-H combat	
0	ES: Climbing, Deduction 8- (each)	

75+ Disadvantages	
15	Physical Limitation: No fine manipulation
10	Psych. Limitation: Temporary Steed (Uncommon, Strong)
15	Psych. Limitation: Walls Before Storms (Uncommon, Strong)
10	Reputation (Extreme) 8-
80	Creature Bonus

OCV: 7; DCV: 6*; ECV: 3; Phases: 3, 6, 9, 12				
COSTS:	Char	Powers	Total	Disadv. Base
	82	+	123	= 205 = 130 + 75

Appearance: A Kelpie in its natural form appears as a splendid riding horse wearing a bridle. When it appears in its bestial form its is a slouching, shambling, shaggy humanoid with a face which is featureless except for staring black eyes.

Ecology: Kelpie are dark, magical creatures who lie in wait along rivers, lakes, and oceans for unsuspecting riders along waterside paths. Their natural habitat is deep underwater however, and they only come to land for sport or to "hunt". In its horse form the Kelpie wears a magic bridle (whose origin is unknown) which traps any unsuspecting rider on the Kelpie's back. The presence of a Kelpie can be detected by its habit of wailing before an approaching storm.

Motivations: Kelpie enjoy sporting with passing riders. When not in search of prey they will "play" violently with riders while in their humanoid form and offer a kind of gamble to passersby while in their equine form. If the rider is smart enough to replace the Kelpie's bridle with one of his own, the Kelpie will serve for a time as a willing steed.

Combat Techniques: In its humanoid form the Kelpie waits, hidden in the water or nearby cover, for a passing rider. It then leaps onto the horse's back and grabs the rider, crushing him while his animal bolts wildly. Once the victim is unconscious it is taken underwater for consumption. In its natural form the Kelpie waits for an unsuspecting rider to mount it. If the Kelpie's bridle is not removed, its magic prevents the rider from leaping from its back as the Kelpie plunges into the water and swims to its underwater lair while its prey dies on its back. Bits of a Kelpie's victim are often found floating at the waters edge giving indication of its lair's potential whereabouts.

Other Names: Water Horse, Ech-Ushkya.

Rumors: During storms Kelpies are invisible and can only be detected by their hoof prints in the water.

KNOCKER

Val	Char	Cost	
14	STR	4	
12	DEX	6	
18	CON	16	
10	BODY	0	
10	INT	0	
10	EGO	0	
10	PRE	0	
6	COM	-2	
3	PD	0	
4	ED	0	
3	SPD	8	
7	REC	0	
36	END	0	
28	STUN	2	* Bonus for Shrinking already figured in.

Cost	Abilities	END
27	Shrinking (20 pts), Persistent, Always On (-4 to others' Sight Perception, +6" KB)	
5	Life Support (Breath Underground)	
20	Invisibility w/ Fringe to Sight Group, only underground (-½)	3
10	N-Ray Vision (not through organic matter), only through earth & stone (-1)	
13	Detect minerals at Range, Discriminatory	
4	+2 to Detect (13-)	
27	Tunnelling 5" through 8 DEF, Fills in Behind, only through earth & stone (¼)	1/5"
3	Bump of Direction	
3	Climbing 11-	
7	Concealment 13-	
7	Demolitions (Sapping) 13-	
2	AK: Home Area 11-	
2	KS: Tunnels & Underground 11-	
4	KS: Mining/Minerals 13-	
3	Stealth 11-	
1	Familiarity w/ Axes, Maces & Picks	
0	ES: Conversation, Deduction 8- (each)	

75+ Disadvantages					
15	Distinctive Features (Not Concealable)				
15	Psych. Limitation: Seclusive (Common, Strong)				
5	1d6/Minute when not underground (Uncommon)				
5	Reputation 8-				
57	Creature Bonus				
OCV: 4; DCV: 8*; ECV: 3; Phases: 4, 8, 12					
COSTS: Char Powers Total Disadv. Base					
34	+	138	=	172	= 97 + 75

Appearance: Knockers stand just over a foot tall, have large ears, a flat nose and a short stubble of hair. They are rarely seen however since they become invisible while in the tunnels of miners. They communicate with each other, and with others, by systematically knocking on the surrounding stone. Clever miners who work in areas frequented by Knockers have learned to understand this tapping language through a system they call Knockology (1 pt Language Skill). Knockers are not known to engage in "conversation" with miners, however, preferring to merely assist them occasionally.

Ecology: Knockers may be creatures from the elemental plane of earth though they seem to move as comfortably in air as they do through the ground (unlike most earth elementals). They are absolutely seclusive in their personal lives so almost nothing is known of their way of life beyond their helpful nature. It can be assumed that they do not eat minerals since they often guide miners to rich veins of ore. They are considered by the dwarves to be the fairie of the underground.

Motivations: Unknown. They often knock on rock within mines to guide miners or to warn of impending collapse. Their assistance is sporadic however, perhaps because no one has learned the proper way to thank or reward Knockers for their help.

Combat Techniques: Knockers have never been known to engage in combat with anyone. They are very familiar with mining tools such as picks and axes and could certainly use them in more violent ways.

Other Names: Knacker, Goldfind (dwarven nickname).

Rumors: A Knocker was once trapped by a greedy mine owner who wanted to force him to seek gold in his existing mines, but soon after taking the Knocker from the underground passages it shrivelled, died and turned to gravel. Miners now believe that Knockers die when taken to the surface.

LAND SHARK

Val	Char	Cost							
40*	STR	0	* Bonuses for Growth already figured in.						
12	DEX	6							
21	CON	22							
20*	BODY	8							
4	INT	-6							
5	EGO	-10							
24	PRE	14							
7	COM	-2							
12	PD	10							
6	ED	2							
3	SPD	8							
6	REC	0							
42	END	0							
44*	STUN	8							
Cost	Abilities	END							
40	Growth (30 pts), Persistent, Always On, (6,400 KG, +4 to others' Sight Perception, -6 KB, +2" reach)								
60	2d6 HKA, Armor Piercing, Continuous, reduced penetration (-½) – bite	7							
9	+5 PD, +1 ED Armor								
5	Life Support (Breath Underground)								
56	Tunnelling 9", 5 DEF, Fills in Behind,½ END	1/10"							
16	N Ray Vision (not through water), only through earth & stone (-¼)								
9, 3	+3 to all Perceptions (13-); Concealment 10-								
3, 15	Stealth 11-; +3 w/ H-to-H combat								
75+	Disadvantages								
15	Physical Limitation: No fine manipulation								
5	Physical Limitation: Cannot Leap								
15	Always hungry (goes out of way to find food)(Com.,Str.)								
15	2d6/Turn when not underground (Uncommon)								
10	1d6/Turn when not moving through ground (Uncom.)								
141	Creature Bonus								
OCV: 4; DCV: 0*; ECV: 2; Phases: 4, 8, 12									
COSTS:	Char	Powers	Total	Disadv.	Base				
	60	+	216	=	276	=	201	+	75

Appearance: Land Sharks look like huge sharks with skin like marble, teeth like iron and eyes like piercing black onyx. When first encountered in our world they are seen as a large fin slicing through the ground.

Ecology: Land Sharks come from the Elemental Plane of Earth and move through earth and stone as easily as we do through air. They come to our world by summoning or through rifts between the planes created by magical conflicts. Here they "swim" through the ground attacking villages and bursting from the ground to snatch their unlucky prey. Like sharks of our world, Land Sharks must remain constantly moving through the earth, or they will suffocate.

Motivations: Normal animal motivations.

Combat Techniques: Land Sharks hear the sound of people and animals walking about and swim towards the sound and lash up from underground, usually taking the prey by the legs and dragging it underground where it is eaten by the Land Shark or torn apart by its passage through the earth.

Rumors: If a Land Shark is detected, its attack can be avoided by remaining motionless.

GIANT LIZARD

Val	Char	Cost	
50*	STR	5	
15	DEX	15	
33	CON	46	
38*	BODY	42	
4	INT	-6	
5	EGO	-10	
30	PRE	20	
4	COM	-3	
13	PD	10	
10	ED	3	
4	SPD	15	
10	REC	0	
66	END	0	
63*	STUN	0	* Bonuses for Growth already figured in.

Cost	Abilities	END
47	Growth (35 pts), Persistent, Always On, (12,800 KG, +4 to others' Sight Perception, -7 KB, +3" reach)	
20	1½d6 HKA, reduced penetration (-¼) – bite	2
12	1d6 HKA, reduced penetration (-¼) – claw	1
15	+6 PD, +4 ED Armor	
8	Running +4" (10" total)	1/5"
4	+2 Smell Perception (12-)	
0	ES: Climbing 8-	

Cost	Optional Abilities	END
2	Swimming +2" (4" total)	1/5"
26	3d6 RKA, NND (appropriate Life Support, Immunity, Antidote), Gradual Effect (1 hour), No Range, only if bite does BODY (-¼) – venom	

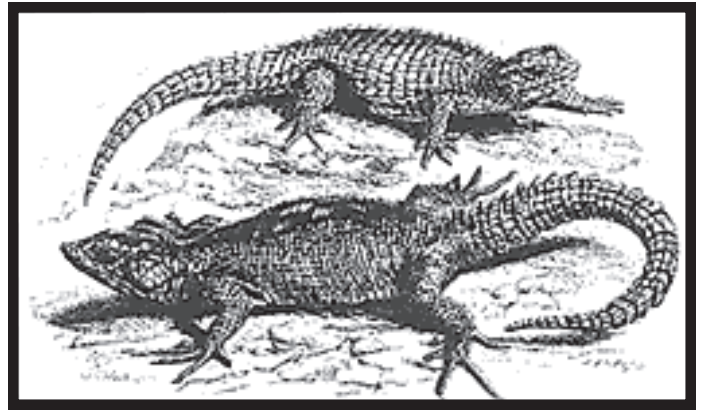
75+	Disadvantages
15	Physical Limitation: No fine manipulation
25	Distinctive Features (Not Concealable, Extreme Reaction)
128	Creature Bonus

OCV: 5; DCV: 1*; ECV: 2; Phases: 3, 6, 9, 12					
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COSTS:	Char	Powers	Total	Disadv.	Base
	137	+	106	=	243
				=	168
				+	75

Appearance: Giant Lizards grow to lengths over 50 feet long and heights up to 15 feet. They are said to resemble a number of normal species of lizards. Some resemble wingless dragons.

Ecology: Giant Lizards live in a variety of areas from Giant Water Lizards that live near rivers and oceans to those confused with dragons that live in secluded, mountainous areas. They are normally encountered singly or in pairs, sometimes with 1-6 young. They are omnivorous, eating anything from trees and shrubs to rabbits, horses, and even small elephants.



Motivations: Normal animal motivations.

Combat Techniques: Targets several feet away are lashed with the tail. Nearer targets are bitten until they fall down and are then raked with a clawed foot. The wounds from a Giant Lizard's claws are rather susceptible to infection.

Other Names: Land Dragon

Rumors: Giant Lizards are in fact the immature stage of dragons, sprouting wings as they reach maturity.



MANTICORE

Val	Char	Cost	
25*	STR	10	
21	DEX	33	
22	CON	24	
16*	BODY	10	
8	INT	-2	
8	EGO	-4	
25	PRE	15	
4	COM	-3	
10	PD	6	
9	ED	5	
4	SPD	9	
9	REC	2	
44	END	0	
40*	STUN	3	* Bonuses for Growth already figured in.

Cost	Abilities	END
7	Growth (5 pts), Persistent, Always On (200 KG, -1" KB)	
37	1d6 HKA, Armor Piercing, Continuous – bite	4
12	1d6 HKA, reduced penetration ($-\frac{1}{4}$) – claws	1
12	$\frac{1}{2}$ d6 RKA, Penetrating, 12 Charges – tail spines	
78	4d6 DEX Drain (recovers 5/min.), NND (appropriate Immunity, alien metabolism, or anti-venom, +2), Persistent, only if bite does BODY damage ($-\frac{1}{2}$), only affects living things ($-\frac{1}{2}$), 12 Charges – venom	
25	2d6 RKA, NND (appropriate Immunity, alien metabolism, or anti-venom, +2), Persistent, Gradual Effect (1 min.), No Range, only if bite does BODY damage ($-\frac{1}{2}$), only affects living things ($-\frac{1}{2}$), Linked to DEX Drain, 12 Charges – venom	
3	+1 PD, +1 ED Armor	
10	Running +5" (11" total)	1/5"
10	Tracking Scent	
6	+2 to all Perceptions (12-)	
8	+2 to Hearing & Smell Perceptions (14- total)	
3	Climbing 13-	
5	Concealment 11-	
3	Stealth 13-	
10	+2 w/ H-to-H combat	

75+	Disadvantages
15	Physical Limitation: No fine manipulation
15	Reputation (Extreme) 11-
232	Creature Bonus

OCV: 7; DCV: 7; ECV: 2; Phases: 3, 6, 9, 12					
COSTS:	Char	Powers	Total	Disadv.	Base
	108	+ 229	= 337	= 262	+ 75

Appearance: Manticore have the bodies of large lions with a scaly, snake-like tail tipped with long, sharp spines. Its face is that of a man with a gaping mouth hiding rows of pointed teeth.



Ecology: Wooded plains and forests are homes to manticore. Living in small family groups of 2-4 they stalk all other living creatures for food. All parts of the prey are eaten, sometimes including clothing and some possessions.

Motivations: Manticore are extremely clever but possess little more than animal intelligence. Though they usually hunt only for food, they do enjoy dismembering and eating their prey. Manticore have little or no concern for possessions so seldom is anything of value found in their lairs, and the belongings of its victims are left at the sight of the kill.

Combat Techniques: After the Manticore stalks near its prey it looses one or more of its tail spines at its victim. Within moments the muscle numbing poison drops the victim, and he begins to die. Quickly the Manticore moves in to finish its prey off with its claws and bite.

Other Names: Manticora

Rumors: Precious gemstones do not pass through a manticore's digestive system and remain inert in a cavity near its stomach.

MINOTAUR

Val	Char	Cost	
23*	STR	3	* Bonuses for Growth already figured in.
18	DEX	24	
25	CON	30	
15*	BODY	6	
10	INT	0	
10	EGO	0	
20	PRE	10	
4	COM	-3	
12	PD	9	
6	ED	1	
3	SPD	2	
12	REC	8	
50	END	0	
41*	STUN	6	

Cost	Abilities	END
13	Growth (10 pts), Persistent, Always On (400KG, +1 to others' Sight Perception, -2" KB)	
15	1d6 HKA – bite	1
30	2d6 HKA, reduced penetration (-¼) – horns	3
9	+4 PD, +2 ED Armor	
9	+15 PRE, create fear only (-½), only while roaring (-¼)	
8	Running +4" (10" total)	1/5"
5	Ultraviolet Vision	
10	Tracking Scent	
8	+2 to Hearing & Smell Perceptions (13-)	
3	Stealth 12-	
2	Familiarity w/ Common Melee Weapons	
10	+2 w/ H-to-H combat	
6	+1 w/ Move By & Move Through	
0	ES: Climbing, Deduction 8- (each)	

75+	Disadvantages
20	Distinctive Features (Not Concealable, Major Reaction)
10	Psych. Limitation: Short Tempered (Common)
15	Reputation (Extreme) 11-
106	Creature Bonus

OCV: 6; DCV: 5*; ECV: 3; Phases: 4, 8, 12					
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COSTS:	Char		Powers		Total		Disadv.		Base
	98	+	128	=	226	=	151	+	75

Appearance: A Minotaur appears as a large, muscular humanoid with the head and neck of a bull. Its body is covered with thick, coarse hair. Though generally dark in coloring (presumably for camouflage), tales speak of blonde and even white pelts taken from Minotaurs and sold for high prices. A Minotaur's horns are large and sharp and coveted by artisans for decorative carvings and armor. A Minotaur's head differs from ordinary bulls only in the eyes, which gleam with human-like cunning, and the mouth, which sports the canine teeth of a carnivore.



Ecology: Minotaurs are generally encountered in long-deserted ruins; they appear to prefer abandoned dwellings over making their own shelter. Minotaurs are carnivorous, though they have been witnessed grazing. They prefer fresh meat to stored provisions — many a Minotaur “hunter” has been plucked from his hiding place while waiting for the “ignorant beast” to take preserved meat used as bait. Minotaurs live in mated pairs only until the female gives birth to the “calf”. The male then leaves. Except during this mating, minotaurs associate only with their own sex and are only encountered in groups of 1-5.

Motivations: The habits of the Minotaur are shrouded in mystery, so well do they isolate themselves from the civilized world. Minotaurs are known to be solitary creatures, and seem to be nomadic. They do not appear to care for human (or any other) company.

Combat Techniques: A Minotaur prefers solitary combat, where its size, skill and strength assure an easy victory. Minotaurs use human weapons, though if hard pressed in combat they will often resort to natural weaponry. Minotaurs charge their foes head-on, while terrifying opponents with horrible bellows (PRE Attack & Move Through). At close range a minotaur will pummel, bite or gore its victim to death. Minotaurs are beginning to understand the usefulness of armor, booty they normally discard. A typical suit of “Minotaur armor” will consist of a variety of ill-matched pieces in various conditions.

Other Names: Bullman, Horned Man, Man-bull.

Rumors: Wanderers have reported see large tribes of Minotaurs, including females and calves, living a more civilized lifestyle in mountain caves and valleys.

MOUNDS

"Mounds" is a general name used to describe the wide variety of non-intelligent, potentially dangerous, organic creatures which grow in and inhabit isolated areas of various climates. They range from huge one celled organisms which wander isolated tombs scavenging flesh to semi-amorphous pools which move undetected about battlefields drawing blood from the numerous corpses. These types of creatures vary widely from location to location and the GM should be encouraged to alter the creatures (as well as their color) slightly for each encounter to reflect these differences and keep the heroes from becoming too familiar with them.

The Mounds presented here are of various thicknesses but all cover about one hex. For Mounds covering larger areas either treat each hex as a separate creature or multiply the BODY by the number of hexes covered.

Motivations: All Mounds are non-intelligent and exist only to survive.

Other Name: Piles, Slimes, Blobs.

HIT LOCATION: As Mounds have no vital organs (except Clear Mounds), apply normal damage from all attacks.



BLACK MOUND

Val	Char	Cost	
-20	STR	-30	
10	DEX	0	
0	CON	-20	
5	BODY	-10	
0	INT	-10	
0	EGO	-0	
12	PRE	2	
0	COM	-5	
5	PD	5	
4	ED	4	
3	SPD	10	
4	REC	8	
18	END	9	
15	STUN	10	

Cost	Abilities	END
15	Cannot be Stunned (Automaton)	
12	2d6 Entangle (2 DEF), Stops Sight Sense Gp., No Range, Mound takes damage done to Ent. (-1)	3
15	2d6 Drain, first STUN then BODY (recovers 1/min.), 0 END, only vs Entangled targets (-½)	0
15	25% Resistant Physical Damage Reduction	
10	Stretching 2"	1
25	Spatial Awareness (senses movement & vibrations)	
13, -8	Concealment 14-; -4" Running (2" total)	

75+	Disadvantages
15	Distinctive Features (Not Concealable)
15	Physical Limitation: No fine manipulation
20	Aversion to bright light (Common, Total)
10	1d6/minute in direct sunlight (Common)
20	No sight or smell
-85	Creature Bonus

OCV: 3; DCV: 3; ECV: n/a; Phases: 4, 8, 12					
COSTS:	Char	Powers	Total	Disadv.	Base
	-27	+ 97	= 70	= -5	+ 75

Appearance: Black Mounds resemble huge, black bladders of water or giant leeches (which they are sometimes mistaken for). Their shape is constantly shifting however, and they can appear as other shapes such as a seven foot wide puddle 6" deep. They have no obvious features or organs and they travel by "flowing" along tunnels or through swamps.

Ecology: Like all Mounds, Black Mounds grow like mold or fungus, apparently from nowhere. Black Mounds thrive best in damp caves, swamps and sometimes rainforests (though they seem to prefer cooler climates). They lie hidden in cracks, dark corners or hollow logs in wait for prey. Once the prey is dead the Mound covers it as it feeds. It consumes only flesh and soft materials, leaving bones and more durable possessions behind as it moves on. It reproduces by splitting itself into multiple pieces at some mysterious time.

Combat Techniques: When prey comes within striking distance the Black Mound flows quickly over it forcing itself into nose and mouth in an attempt to "drown" it.

Other Names: Dark Pudding, Black Ooze.

Rumors: A lighter colored or Grey Mound is sometimes encountered in swamps. They fill deep holes and wait for passing prey, acting much like quicksand.

CLEAR MOUND

Val	Char	Cost	
-5	STR	-15	
3	DEX	-21	
0	CON	-20	
6	BODY	-8	
0	INT	-10	
0	EGO	-0	
10	PRE	0	
0	COM	-5	
6	PD	6	
4	ED	4	
2	SPD	7	
2	REC	4	
10	END	5	
16	STUN	10	

Cost	Abilities	END
15	Cannot be Stunned (Automaton)	
13	1d6 RKA, Damage Shield, Persistent, Always On, No Range, only vs animal matter (-¾)	
17	2d6 Entangle (2 DEF), Damage Shield, persistent, always on, no rng., takes damage done to Entg. (-1)	
2	Damage Resistance 3 rPD/1 rED	
15	25% Resistant Physical Damage Reduction	
25	Images (-5 to others' Perception), Persistent, one effect only (simulates invisibility)(-1)	
18	Detect animal matter at Range, Targeting Sense	
6,21	+3 w/ Detect (12-); Concealment 18-	
11,-10	Stealth 14-; -5" Running (1" total)	

75+	Disadvantages
15	Physical Limitation: No fine manipulation
20	No sight or smell
15	Enraged when detects organic material (Com.) 14-, 8-
15	Distinctive Features (Not Concealable)
-50	Creature Bonus

OCV: 1; DCV: 1; ECV: n/a; Phases: 6, 12					
COSTS:	Char	Powers	Total	Disadv.	Base
	-43	+ 133	= 90	= 15	+ 75

Appearance: Clear Mounds appear as roughly cube or ball shaped forms of transparent matter that are extremely difficult to see (-5 to PER Rolls). Usually the only visible features are the creature's small brain (the size of a child's fist) and perhaps small items it has picked that appear to be floating in the air (e.g., coins, small rocks, etc.).

Ecology: Clear Mounds roam slowly about damp places, preferring areas with little vegetation. They can sense and seek out animal matter to pick up and digest. Any non-organic matter picked up remains inert within the Mound and is expelled after several days. They reproduce by depositing small bits of themselves on or near the remains of dead animals (it takes several days to grow to full size).

Combat Techniques: Clear Mounds allow their natural invisibility to camouflage them as they approach their prey. Upon contact with a target the Mound's adhesive quality grabs the victim and begins to draw it into its body.

Other Names: Invisible Cubes (or Spheres).

Rumors: Some say that these creatures may be trapped in deep pits that they cannot climb out.

RED MOUND

Val	Char	Cost			
-35	STR	-45			
2	DEX	-24			
0	CON	-20			
4	BODY	-12			
0	INT	-10			
0	EGO	-0			
13	PRE	3			
0	COM	-5			
5	PD	5			
3	ED	3			
3	SPD	18			
2	REC	4			
12	END	6			
10	STUN	6			
Cost	Abilities	END			
15	Cannot be Stunned (Automaton)				
48	1d6 BODY Drain (recovers 5/week), 1" Radius Effect, Continuous, ½ END – blood drain		1		
3	Damage Resistance 5 rPD/1 rED				
30	50% Resistant Physical Damage Reduction				
30	Detect (Sense) blood at Range, Targeting Sense				
10, 19	+5 w/ Detect (14-); Concealment 17-				
10	Regeneration (1 BODY/Turn)				
-12	Running -6" (" total noncombat move)				
75+	Disadvantages				
5	Dependence on blood (Common) 2d6/hour				
15	Physical Limitation: No fine manipulation				
20	No senses other than Detect (All the Time, Greatly)				
15	Distinctive Features (Not Concealable)				
-48	Creature Bonus				
OCV: 1; DCV: 1; ECV: n/a; Phases: 4, 8, 12					
COSTS:	Char	Powers	Total	Disadv.	Base
	-71	+ 153	= 82	= 7	+ 75

Appearance: Red Mounds look exactly like pools of blood. They can be detected as something other than normal blood by its lack of contaminants and always fresh appearance.

Ecology: It is not known how Red Mounds come into being. They always appear out of the ground at the sites of massive or regular bloodletting such as torture chambers, executioners' blocks, and battle fields. Red Mounds feed on the blood on and around these areas and their presence can often be detected by the total lack of blood in the area (except for the appearance of the blood-like Mound itself).

Combat Techniques: Red Mounds drain blood indiscriminately from everything within their reach, from the ground, from corpses, and from anyone nearby. Living victims of Red Mounds describe the effect as a painful seeping of blood out through the very skin. The blood trickles through the victim's pores and to the Mound which consumes it. Survivors are physically disfigured for several days due to the large bloody splotches which pool under the victim's skin and must be reabsorbed by the body.

Other Names: Blood Mounds, The Devil's Leaches.

Rumors: A description, strikingly similar to that of the Red Mound, was once given by an ancient vampire hunter or a never before seen vampire form.

WHITE MOUND

Val	Char	Cost					
0	STR	-10					
8	DEX	-6					
0	CON	-20					
4	BODY	-12					
0	INT	-10					
0	EGO	-0					
12	PRE	2					
0	COM	-5					
7	PD	7					
2	ED	2					
2	SPD	2					
3	REC	6					
20	END	10					
15	STUN	11					
Cost	Abilities						
15	Cannot be Stunned (Automaton)		1/5"				
7	+15 STR, only w/ Grab (-1)						
15	1d6 Energy RKA, Persistent, No Range, only after target is Grabbed (-½) – intense cold						
9	+5 PD, +1 ED Armor						
23	Invisibility to Sight, Persistent, Always on, only in appropriate settings (-¼)						
10	Tunnelling 2" through 2 DEF						
5	Infrared Vision						
10	+5 to Infrared Vision (14-)						
9	Concealment 12-						
9	Stealth 14-						
3	Tracking 11-						
-6	Running -3" (3" total)						
-2	Swimming -2" (0" total)						
75+	Disadvantages						
15	Distinctive Features (Not Concealable)						
15	Physical Limitation: No fine manipulation						
20	No senses (other than IR)						
15	Aversion to intense heat (Uncommon, Total)						
0	1d6/5 minutes when above 32°F (Uncommon)						
-56	Creature Bonus						
OCV: 3; DCV: 3; ECV: n/a; Phases: 6, 12							
COSTS:		Char	Powers	Total	Disadv.	Base	
		-23	+ 107	= 84	= 9	+ 75	

Appearance: White Mounds appear as white, lumpy, lightly textured mounds which, when immobile, are nearly indistinguishable from surrounding snow. Their shuffling through the snow leaves a continuous track four foot wide and a few inches deep, resembling something being dragged.

Ecology: White Mounds appear in areas after many days of heavy snow and intense cold. They track through the snow in search of warm blooded things to eat. Some cold dwelling creatures trap White Mounds and use them to guard areas surrounding important places.

Combat Techniques: White Mounds creep up on their prey slowly and strike suddenly, grabbing it and draining the heat from its body.

Other Names: Ice Leach, Snow Monster

Rumors: Some ancient sages say that White Mounds come from a polar region of the Elemental plane of water.

YELLOW MOUND

Val	Char	Cost	
-35	STR	-45	
1	DEX	-27	
0	CON	-20	
10	BODY	0	
0	INT	-10	
0	EGO	-0	
10	PRE	0	
6	COM	-2	
5	PD	5	
5	ED	5	
1	SPD	-1	
2	REC	4	
0	END	0	
16	STUN	6	

Cost	Abilities	END
15	Cannot be Stunned (Automaton)	
15	Does Not Bleed (Automaton)	
38	4d6 STUN Drain (recovers 1/hour), Radius Effect, Persistent, Damage Shield, Always On, only if touched (-1½), 2" Radius (-1), 12 Charges – spores	
60	75% Resistant Physical Damage Reduction	
15	25% Resistant Energy Damage Reduction	
8	Detect animal flesh at Range	
-12, -1	Running -6" (immobile); Swimming -1" (1" total)	

75+ Disadvantages	
15	Physical Limitation: No fine manipulation
20	No senses (other than Detect)
15	Becomes dormant in winter (Infrequent, Fully)
0	Dependence on water (Very Common) 2d6/hour
-62	Creature Bonus

OCV: 0; DCV: 0; ECV: n/a; Phases: 7; Base PER: n/a					
COSTS:	Char	Powers	Total	Disadv.	Base
	-85	+ 138	= 63	= -12	+ 75

Appearance: Yellow Mounds appear in various forms and shades of yellow, from pale, yellowish, softly textured fungus to patches of deep, muddy-brown toadstools. The Mound is found partially covering or totally concealing animal carcasses and sometimes decaying logs.

Ecology: It is believed that when something dies deep within the forest or in a forested lake or river, a Yellow Mound sometimes appears. It spreads slowly over the carcass like a mold, digesting the flesh from the bones until it eventually covers the carcass. Once established, the Mound sprouts hundreds of spore pods over its surface and releases a scent which attracts other animals. If an animal disturbs the Mound the spores burst from the pods, rendering the animal unconscious. Other animals arrive, either feasting on the unconscious animal or becoming victims themselves. Once the surviving animals leave, the Mound slowly grows onto the fresh remains.

Combat Techniques: Yellow Mounds are not capable of engaging in combat but are dangerous, as listed above.

Other Names: Yellow Fungus, Brown Spores

Rumors: In cases when humans fall victim to the Yellow Mounds, their possessions can be found unharmed beneath the Mound. The hard part is getting to them.

MUMMY

Val	Char	Cost	
23	STR	13	
10	DEX	0	
20	CON	20	
18	BODY	16	
8	INT	-2	
18	EGO	16	
18	PRE	8	
2	COM	-4	
8	PD	3	
4	ED	0	
2	SPD	0	
10	REC	2	
50	END	5	
50	STUN	10	

Cost	Abilities	END
9	+3d6 HA	1
10	+20 PRE, only defense against PRE Attacks (-1)	
40	75% Resistant Physical Damage Reduction, not vs magic (-½)	
9	25% Resistant Energy Damage Reduction, not vs fire (-¾)	
1	Damage Resistance 2 rPD	
1	Mental Defense (5 pts)	
30	afterLife Support (full)	
15	Detect (Sense) life at Range, Discriminatory	
0	ES: Climbing, Deduction 8- (each)	
-2	-1" Running (5" total)	
-2	-2" Swimming (0" total)	

75+	Disadvantages
15	1½ BODY from fire (Very Common)
20	2x Effect from PRE Attacks of Holy Men
20	Physical Limitation: Dead (All the Time, Greatly)
15	Psych. Limitation: Dead (Very Common)
20	Psych. Limitation: stalking living things (Com., Total)
15	Berserk in combat (Common) 8-, 11-
15	Reputation (Extreme) 11-
25	Distinctive Features (Not Concealable, Extreme Reaction)
20	Psych. Limitation: Driven (Very Common, Strong)
-42	Creature Bonus

OCV: 3; DCV: 3; ECV: 3; Phases: 6, 12					
COSTS:	Char	Powers	Total	Disadv.	Base
	87	+	111	=	198 = 123 + 75

Appearance: Mummies appear as shambling, desiccated creatures whose bodies have been filled with herbs and flowers and wrapped tightly in cloth from head to toe. By the time the Mummy becomes active the cloth has loosened and deteriorated, falling limply about the dried, putrid body.



Ecology: In some regions the dead are buried in carved sarcophagi, the bodies emptied of organs and filled with herbs, flowers and precious materials and wrapped in strips of cloth. Persons who were particularly driven in life may sometimes reanimate long after their death, to follow their original driving motivations in some rudimentary or twisted way. It is not known what causes the Mummies to reanimate and their appearances are sporadic so they are seldom encountered more than one at a time.

Motivations: Mummies are unswerving driven. Nothing short of utter destruction will deter them from their chosen task. Typically, mummies exist to protect their honor or the treasures which were entombed with them. Occasionally a Mummy will return to life with its own agenda. This can range from revenge upon hereditary enemies to reviving the mummified corpses of loved ones to reestablishing its power among men. Mummies are also reborn with a burning bitterness against all things living and they will take time enough to destroy anyone between them and their goal.

Combat Techniques: Mummies are blunt and straightforward with their attacks, hammering away unforgivingly at their chosen victims.

Other Names: Spirit of (deity or long dead ruler)

Rumors: All of the valuable possessions owned by the Mummy during its previous life are sealed within its mummified corpse.

GIANT OCTOPUS

Val	Char	Cost	
65*	STR	10	
12	DEX	6	
40	CON	60	
46*	BODY	54	
3	INT	-7	
5	EGO	-10	
35	PRE	25	
2	COM	-4	
14	PD	10	
8	ED	0	
2	SPD	-2	
12	REC	0	
80	END	0	
76*	STUN	0	* Bonuses for Growth already figured in.

Cost	Abilities	END
67	Growth (45 pts), Persistent, Always On (fills 36 hexes, 50,000 KG, +6 to others' Sight Perception, -9" KB, +4" reach)	
20	2d6 HKA, only after target is Grabbed (-½) – beak	3
2	Damage Resistance 2 rPD/2 rED	
13	50% Damage Reduction, only vs blunt attacks (-½)	
5	Life Support (breath underwater)	
26	Darkness to sight (8" R.), No Range, 2 Continuous Charges of 1 Turn, only underwater (-½), not in strong current (-¼) – ink cloud	
5	Extra Limbs (8 tentacles)	
7	Clinging (normal STR), cannot move up vertical surfaces (-½)	
16	Swimming +16" (18" total)	1/5"
40	Stretching 4" (8" total reach), 0 END, no noncombat stretching (-½)	
20	Spatial Awareness	
6	+3 w/ Grab	
-10	-5" Running (1" total)	
-12	-4 to all Perceptions (except Spatial Awareness) (6-)	

75+ Disadvantages

15	Physical Limitation: No fine manipulation
25	Distinctive Features (Not Concealable, Extreme Reaction)
20	2x BODY damage from heat & flame (Common)
15	2d6/Turn when out of water (Uncommon)
195	Creature Bonus

OCV: 4; DCV: -2*; ECV: 2; Phases: 6, 12

COSTS:	Char	Powers	Total	Disadv.	Base
	142	+	205	=	345
				=	270
				+	75

Appearance: Giant Octopi look just like ordinary octopi, only bigger. *Much* bigger.

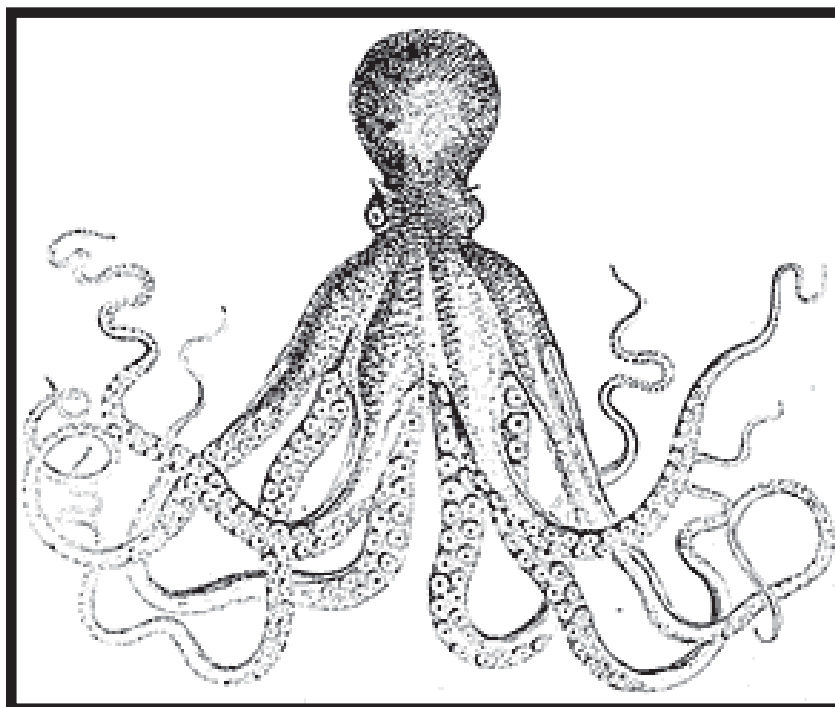
Ecology: Giant Octopi live deep in the deepest oceans, perhaps on the ocean floor. They travel to the surface only to hunt for food. They eat giant clams, squid, whales, sharks, and other large fish. Sometimes they will even pull people from passing ships or sink an entire ship. Groups of more than one have never been encountered.

Motivations: Normal animal motivations.

Combat Techniques: Giant Octopi have no subtlety. Victims are torn apart or simply drawn into the beak and eaten. Giant Octopi are capable of squirting a cloud of ink of vast size. They use this to take prey unseen or to cover escape.

Other Names: Kraken

Rumors: The territory of Giant Octopi are highly sought after since there are likely to be many sunken ships nearby ripe for salvage.



OGRE

Val	Char	Cost	
30*	STR	10	* Bonuses for Growth already figured in.
14	DEX	12	
23	CON	26	
20*	BODY	16	
8	INT	-2	
10	EGO	0	
25	PRE	15	
2	COM	-4	
12	PD	8	
9	ED	4	
3	SPD	6	
10	REC	2	
50	END	2	
50*	STUN	8	

Cost	Abilities	END
13	Growth (10 pts), Persistent, Always On (400KG, +1 to others' Sight Perception, -2" KB)	
10	1d6-1 HKA – bite	1
3	+2 PD Armor	
4	Running +2" (8" total)	1/5"
3	+1 to all Perceptions (12-)	
2	AK: Home Area 11-	
3	Survival 11-	
2	Familiarity w/ Common Melee Weapons	
0	ES: Climbing, Conversation, Deduction 8- (each)	

75+	Disadvantages
20	Distinctive Features (Not Concealable, Major)
10	Physical Limitation: Bulky (Frequently)
10	Dislike of Racial Enemies (Uncommon, Strong)
28	Creature Bonus

OCV: 5; DCV: 4*; ECV: 3; Phases: 4, 8, 12					
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COSTS:	Char		Powers		Total		Disadv.		Base
	103	+	40	=	143	=	68	+	75

Appearance: An ogre is any of a wide variety of giantish humanoid, ranging from eight to ten feet tall. Ogres are hideous and uncouth, as stupid as they are ugly. Some types are entirely human-like, while others are horribly grotesque, complete with tusks and fur. Skin color is usually tan to brown, but examples of black, green and purple can be found.

Ecology: Being truly omnivorous and tougher than the harshest environment, ogres can be found almost anywhere. They eat whatever they can find, but savor the occasional feast of maiden flesh. Ogres typically den in caves, living in small family groups. The art of building even rudimentary huts is beyond them.

Motivations: Most ogres are driven by hunger, but those who live near civilization also adopt greed as a motive. Especially strong and intelligent specimens sometimes sign up with unscrupulous mercenaries in pursuit of cash. Ogres are fiercely territorial and will fight to protect their home and family.

Combat Techniques: "Tek-neek? Wats dat?" Ogres use brute force with a dash of intimidation (PRE attack) to crush their foes. Although perfectly happy to fight with bare fists, a few ogres (the smart ones) wield some form of great club, inflicting 9d6 (total) normal damage. Occasionally, a really bright one will get his hands on a battle axe or greatsword, but shields are totally beyond them. Ogres favor uncured skins and hides for armor (1 rPD, 1 rED), but lucky ones find pieces of heavier armor which they strap loosely about their bodies.

Other Names: Troll (the line between Ogre and Troll is hazy at best, although scaled hide seems to be a particularly Trollish trait that Ogres lack).

Rumors: The race of Ogres is rumored to have been created by an ancient, incompetent Hill Giant mage.



ONCA

Val	Char	Cost							
18*	STR	3	* Bonuses for Growth already figured in.						
20	DEX	30							
13	CON	6							
15*	BODY	4							
5	INT	-5							
10	EGO	0							
18	PRE	8							
6	COM	-2							
7	PD	4							
4	ED	1							
4	SPD	10							
8	REC	4							
30	END	2							
33*	STUN	4							
Cost	Abilities			END					
7	Growth (5 pts), Persistent, Always On (200 KG, -1" KB)								
15	1d6 HKA – bite or front claws		1						
22	2d6 HKA, Continuous, reduced penetration (-¼), only after target is Grabbed (-½) – hind claws		6						
20	1d6+1 HKA – arms		2						
5	Extra Limbs – 2 arms & tail								
4	Running +2" (8" total)		1/5"						
1	Swimming +1" (3" total)		1/5"						
6	+2 to all Perceptions (12-)								
3	Ambidexterity (all limbs are “good”)								
7	Concealment 12-								
3	Stealth 13-								
32	+8 w/ all combat, DCV only (-1) – displacement effect								
0	ES: Climbing 8-								
75+	Disadvantages								
20	Distinctive Features (Not Concealable, Major)								
15	Physical Limitation: No fine manipulation								
10	Reputation (Extreme) 8-								
66	Creature Bonus								
OCV: 7; DCV: 7; ECV: 3; Phases: 3, 6, 9, 12									
COSTS:	Char	Powers	Total	Disadv.	Base				
	69	+	117	=	186	=	111	+	75

Appearance: The Onca is a dark, panther-like cat with glowing green eyes and two hinged, chitinous appendages, or arms, growing from its shoulders. These arms somewhat resemble large mandibles with a flexible joint in the middle and a ridge of sharp, horny plates running down their length. The reflective nature of the Onca's coloration causes a visual distortion (see Ecology).

Ecology: It is not known if this beast's origin is natural or magical. Its mannerisms are feline but its appearance and abilities suggests something supernatural. Its coat is a dark, highly reflective blue color, but is capable of somehow diffracting light causing visual distortions and making the cat appear as if he were some 1-3 feet away from where he truly is. It is not known if this effect is controlled but the fact that it only manifests itself in combat indicates that it is either conscious or caused by some change in adrenaline.

Oncas live singly or in mated pairs hunting all creatures. No Onca "kitten" has ever been seen indicating that they are raised in a den until they are grown and then leave to fend for themselves.

Motivations: Normal animal motivations.

Combat Techniques: Though not as skilled at hunting as tigers, Oncas prefer to climb a tree or ledge above animal paths and pounce on its prey from above, biting it. Once bitten (Grabbed), it will rake its prey with its hind claws. If the prey is not Grabbed, or if the Onca is encountered unprepared, it will attack with its arms. If a victim is bitten and pinned, the Onca may proceed to rake it with its hind claws and defend itself using its arms. Attacks against Oncas when their diffracting effect is active are nearly impossible. A guess must be made as to where the beast really is and "placed shots" should always be ineffective (roll on Hit Location table).

Other Names: Thrasher Cat, Spiny Panther, Ebony or Black Onca, Demon Cat.

Rumors: Cloaks made of Onca hide imparts the wearer with the same displacement effect.

PEGASUS

Val	Char	Cost	
25*	STR	0	* Bonuses for Growth already figured in.
15	DEX	15	
20	CON	20	
16*	BODY	6	
8	INT	-2	
8	EGO	-4	
20	PRE	10	
18	COM	4	
8	PD	6	
4	ED	0	
3	SPD	5	
12	REC	12	
40	END	0	
49*	STUN	18	

Cost	Abilities	END
20	Growth (15 pts), Persistent, Always On (800 KG, +2 to others' Sight Perception, -3" KB, +1" Reach)	
5	1 pip HKA – bite	
7	+4d6 HA, reduced penetration (-¼) – hooves	1
6	+3 PD, +1 ED Armor	
12	Running +6" (12" total)	1/5"
13	Flight 20", OIF – wings	1/5"
6	+2 to all Perceptions (13-)	
4	+2 to Hearing Perception (15- total)	
15	+3 w/ H-to-H combat	
0	ES: Breakfall, Climbing 8- (each)	

75+	Disadvantages
15	Distinctive Features (Not Concealable)
15	Physical Limitation: No fine manipulation
10	Reputation 11-
63	Creature Bonus

OCV: 5; DCV: 3*; ECV: 3; Phases: 4, 8, 12					
COSTS:	Char	Powers	Total	Disadv.	Base
	90	+	88	=	178 = 103 + 75

Appearance: Pegasi are thoroughbred horses with wings sprouting from their fore shoulders. Coloration varies from common horse tones to rare Pegasi of gold, silver, or pastel hues. Pegasi are always healthy-looking.

Ecology: Pegasi are solitary, nonaggressive creatures which prefer to graze among the secluded cliffs and meadows in hilly or mountainous terrain. They usually live in pairs and choose shallow, cliffside caves for domiciles. One or two foals are born every few years. Once a foal reaches three or four years it leaves its parents in search of a mate and an appropriate area in which to raise its own family.

Motivations: Normal animal motivations.

Combat Techniques: Pegasi attack en masse like horses, using the greater flexibility offered by flight to their advantage. Like wild horses, Pegasi can be tenacious fighters when cornered—they bite, kick, and trample (Move By).

Other Names: Steed of the gods.

Rumors: Stories have been told of extremely secluded areas where Pegasi live in herds large enough to black out the sun when they take flight. It has also been reported that other breeds of pegasi, like other breeds of horses, exist.

PHOENIX

Val	Char	Cost			
-5	STR	-15	* Bonus for Shrinking already figured in.		
17	DEX	21			
13	CON	6			
8	BODY	-4			
6	INT	-4			
8	EGO	-4			
15	PRE	5			
10	COM	0			
3	PD	3			
4	ED	1			
3	SPD	3			
6	REC	6			
26	END	0			
20	STUN	5			
Cost	Abilities	END			
13	Shrinking (10 pts), Persistent, Always On (-2 to others' Sight Perceptions, +3" KB)				
10	½d6 HKA – beak	1			
12	1d6 HKA, reduced penetration (-¼) – talons	1			
3	+2 PD, +2 ED Armor, Activation 11-, or only covers areas 6-14 (-1)				
6	+10 PRE, create fear only (-½), only while shrieking (-¼)				
37	Flight 22", ½ END, OIF – wings	1/10"			
6	Telescopic Vision (+4 to Ranged PER)				
10	+2 w/ H-to-H combat				
6	+3 w/ Move By				
-10	-5" Running (1" total)				
-2	-2" Swimming (0" total)				
75+	Disadvantages				
15	Distinctive Features (Not Concealable)				
15	Physical Limitation: No fine manipulation				
10	Reputation 11-				
-1	Creature Bonus				
OCV: 6; DCV: 8*; ECV: 3; Phases: 4, 8, 12					
COSTS:	Char	Powers	Total	Disadv.	Base
	23	+	91	=	114 = 39 + 75

Appearance: The Phoenix is a bird about the size of an eagle and appears to be a relative of the peacock family. Some say that it is royal purple in color with gold neck and head, scarlet back and black wings. Others say that it is pure gold. It is possible that the bird has different colors at different stages of its life.

Ecology: The Phoenix lives anywhere from 500-5000 years. During its life it lives much as a normal eagle would, hunting small fish and animals. It is friendly to humans, who are enthralled by its plumage and voice, and treat it as if it were a representative of the gods, not molesting it in any way. At the end of its life cycle the Phoenix carries myrrh to a secluded nest it has built of twigs of cassia and frankincense on a rock ledge. It then dies, combusting in a magnificent ball of fire which ignites the nest. In the nest, beneath the Phoenix's ashes, is a tiny egg. When the nest has burned entirely the egg hatches into a small Phoenix which grows into an adult in several hours.



Motivations: Normal animal motivations.

Combat Techniques: In flight, the Phoenix swoops down on its foe, screeching wildly (PRE Attack), and raking with its claws (Move By & claws). If not in flight it will first attack with its beak and then attempt to take flight.

Other Names: Firebird, Eagle King

Rumors: Researchers tell tales of Phoenixes that speak, cast spells, and are immune to fire.

RAKSHASA

Val	Char	Cost	
25*	STR	5	
20	DEX	30	
25	CON	30	
15*	BODY	6	
20	INT	10	
18	EGO	16	
23	PRE	13	
0	COM	-5	
6 §	PD	3	
7 §	ED	2	
3 §	SPD	0	
9 §	REC	6	* Bonuses for Growth already figured in.
50	END	0	
42*	STUN	6	§ Varies at dawn & dusk. see powers.

Cost	Abilities	END
13	Growth (10 pts), Persistent, Always On (400 KG, +1 to others' Sight Perception, -2" KB)	
10	½d6 HKA – front claws	1
30	1d6 HKA, Continuous – bite	3
11	1d6+1 HKA, reduced penetration (-¼), only after target is bitten (-½) – hind claws	2
30	Life Support (Full)	
27	8d6 Telepathy, Invisible to Sight, 0 END, Instant, read thoughts only (-1)	0
8	+3d6 Telepathy(as above), only at dawn&dusk (-1)	0
30	Shapeshift (any humanoid form), 0 END	0
9	Shrinking (10 pts), 0 END, only w/ Shapeshift (+2 DCV, -2 to others' Sight Perceptions, +3" KB)	0
12	Extradiimensional Movement (to home dimension), 2x mass, only at dawn & dusk (-1)	
10	+2 PD, +2 ED, +1 SPD, +3 REC, only at dawn & dusk (-1)	
3, 3	KS: Misc. 12-; PS: Misc. 12-	
5, 15	Stealth 14-; +3 w/ H-to-H combat	
30	Individual Powers & Abilities	
0	ES: Climbing, Conversation, Deduction 8- (each)	
75+ Disadvantages		
15	Dist. Features (Easily Concealable, Extreme Reaction)	
15	Reputation (Extreme) 11-	
20	2x BODY & STUN from blessed weapons (Uncommon)	
15	Psych. Limitation: Fear of Fire (Common, Strong)	
228	Creature Bonus	
OCV: 7; DCV: 6*; ECV: 6; Phases: 4, 8, 12 §		
COSTS: Char Powers Total Disadv. Base		
122	+	246 = 368 = 293 + 75

Appearance: Rakshasas are capable of taking many forms. The natural form is huge, dark and hairy, resembling that of an orangutan with a gaping mouth, viscous teeth and claws. Their voices roar like thunder.

Ecology: Rakshasas normally inhabit their own plane of existence (sometimes called the Twilight Plain) and travel to our world to create havoc and hunt. Travel between these planes is only possible for them at dawn and dusk, typically arriving at dusk and leaving at dawn. Other Rakshasa abilities also grow stronger or exist only during the hour before and after dawn and dusk.

Motivations: Rakshasas crave creating chaos and causing death. They love to "haunt" cemeteries and stalk dark alleys, terrifying or killing any who approach. It is believed that they

hunt mainly for sport since they only consume a small part of their victims.

Combat Techniques: When a single person or two weak persons pass nearby the Rakshasa uses its telepathic ability to pull an image from the victim's mind of someone they love or trust, and taking the shape of that person. They then call the victim over or approach them, sometimes offering a friendly embrace. The Rakshasa then Grabs his victim, changes to its original form, and guts him with its claws, biting at its head.

Other Names: Called Doppleganger in the desert countries.

Rumors: Some victims are said to be taken back to the Twilight Plane and used as slaves and food.

GIANT RAT

Val	Char	Cost	
8	STR	-2	
17	DEX	21	
15	CON	10	
7	BODY	-6	
4	INT	-6	
5	EGO	-10	
15	PRE	5	
6	COM	-2	
5	PD	3	
4	ED	1	
3	SPD	3	
5	REC	0	
30	END	0	
22	STUN	4	

Cost	Abilities	END
10	½d6 HKA, bite	1
8	½d6 HKA, reduced penetration (-¼), claws	1
3	+2 PD Armor	
8	+4 Hearing PER (15-)	
8	+4 Smell PER (15-)	
5	Ultraviolet Vision	
7	Climbing 14-	
7	Concealment 13-	
3	Tactics, Pack 11-	

75+	Disadvantages
25	Distinctive Features (Not Concealable, Major Reaction)
-20	Creature Bonus

OCV: 6; DCV: 6; ECV: 2; Phases: 4, 8, 12									
COSTS:	Char	Powers	Total	Disadv	Base				
	21	+	59	=	80	=	5	+	75

Appearance: Giant rats range from 3 feet long, including tail, to well over 6 feet in length, not including tail. Weigh ranges from 25 kg to 125 kg. They have long, leathery tails and are covered in thick, coarse fur of brown or black.

Ecology: Giant rats can be found in swamps, damp caves, and dense woods, often in the company of many ordinary rats. Ruins or slums in large cities are often a breeding ground, especially in or near drainage sewers and garbage heaps. Giant Rats feed on refuse and offal, though they will gnaw fresh meat or grain if given the opportunity. Giant Rats are encountered in groups of three to five or in packs of thirty or more. Rats carry both plague and rabies. The latter results from being bitten.

Combat Technique: Giant Rats swarm over their opponents, biting and scratching him to death. While in a pack, they can neither be turned aside nor frightened until at least half of them are dead.

Rumors: Giant Albino Rats live in deep caves and carry no diseases. Other giant rodents are possible, including cute rabbits which can kill the most skilled of knights.



ROC

Val	Char	Cost							
60*	STR	5	* Bonuses for Growth already figured in.						
11	DEX	3							
23	CON	26							
46*	BODY	54							
5	INT	-5							
5	EGO	-10							
28	PRE	18							
10	COM	0							
14	PD	11							
18	ED	13							
3	SPD	9							
10	REC	4							
50	END	2							
66*	STUN	0							
Cost	Abilities		END						
60	Growth (45 pts), Persistent, Always On (8" long, 4" wide, 50,000 KG, +6 to others' Sight Perception, -9" KB, +4" reach)								
32	2½d6 HKA, reduced penetration (-¼) – beak		4						
24	2d6 HKA, reduced penetration (-¼) – talons		3						
9	+6 PD, +6 ED Armor, Activation 11-, or only covers areas 6-14 (-1)								
27	Flight 20", OIF – wings		1/5"						
15	Telescopic Vision (+10 to Ranged PER)								
9	+3 to all Perceptions (13-)								
5	+1 w/ H-to-H combat								
4	+2 w/ Move By								
75+	Disadvantages								
15	Physical Limitation: No fine manipulation								
20	Distinctive Features (Not Concealable, Major Reaction)								
15	Reputation (Extreme) 11-								
10	Physical Limitation: Cannot Leap								
180	Creature Bonus								
OCV: 4; DCV: -1*; ECV: 2; Phases: 4, 8, 12									
COSTS:	Char	Powers	Total	Disadv.	Base				
	130	+	185	=	315	=	240	+	75



Combat Techniques: Rocs flee from anything they consider a threat (unimaginable as it is). They fight only if seriously annoyed or if the foe is a threat to the young, using their claws from the air or their beak from the ground. They hunt by simply swooping down and carrying off prey, dashing it to the ground if it proves troublesome.

Other Names: Rocs themselves are sometimes thought to be gods by tribesmen and are often given other names by those tribesmen.

Rumors: Storm Giants speak of their brothers who have caught and trained Rocs as mounts.

Appearance: The Roc appears to be an immense eagle of brown or gold color. The beast stands nearly 40 feet high with a wingspan of over 150 feet.

Ecology: Rocs nest on secluded mountain peaks, preferably on uninhabited islands. Here they live on elephants, rhinoceros and giant animals and raise a nest of 1-3 young each year. Animals smaller than bears are seldom attacked by Rocs unless that creature is considered a threat to the young hatchlings whom the Roc is very protective of.

Motivations: Normal animal motivations.

SALAMANDER

Val	Char	Cost	
5	STR	-5	
18	DEX	24	
18	CON	16	
8	BODY	-4	
3	INT	-7	
5	EGO	-10	
13	PRE	3	
10	COM	0	
4	PD	3	
8	ED	4	
4	SPD	12	
4	REC	0	
32	END	0	
26	STUN	6	* Bonus for Shrinking already figured in.

Cost	Abilities	END
27	Shrinking (20 pts), Persistent, Always On (-4 to others' Sight Perception, +6" KB)	
10	1 pip HKA, Continuous – bite	1
10	1d6 RKA, Damage Shield, Always On, No Range	2
6	END Reserve, 40 END, Recovers 5/Turn, only Recovers in fire (-½), (powers RKA)	
22	+30 PD Armor, only vs heat & fire (-1)	
30	75% Resistant Energy Damage Reduction, only vs heat & fire (-1)	
3	Life Support (Immune to Intense Heat)	
10	Detect (Sense) Fire at Range	
6	+3 to Detect Fire (13-)	
7	Concealment 12-	
0	ES: Climbing 8-	

75+ Disadvantages
15 Physical Limitation: No fine manipulation
20 Distinctive Features (Not Concealable, Major Reaction)
5 Reputation 8-
20 Psych. Limitation: Likes to play in fire (Very Common, Strong)
15 Hunted by Alchemists (More Powerful) 8-
-15 Creature Bonus

OCV: 6; DCV: 10*; ECV: 2; Phases: 3, 6, 9, 12					
COSTS:	Char	Powers	Total	Disadv.	Base
	42	+	131	=	173
				=	98
				+	75

Appearance: Salamanders resemble ordinary black and yellow patterned lizards of the swamps. Close observation (PER Roll) of these foot long lizards, though, will reveal waves of heat rising from their bodies.

Ecology: Salamanders are believed to come from the elemental plane of fire. Through means as yet unknown they are transported to our world in various numbers. In this world Salamanders are always found near intensely hot places such as in the lava and on the slopes of active volcanos. They seem to eat combustible materials. The more combustible the better.

Motivations: Salamanders are energetic and playful lizards. They often play in flowing lava and bask in the heat of geyser pools. They are not normally aggressive beasts but seem to have no fear of humans or other creatures.

Combat Techniques: Salamanders are not aggressive fighters but are capable of delivering a stinging bite and hanging on while their victims are severely burned by their radiant heat.

Other Names: Fire Lizard, Alchemist's Lizard.

Rumors: Salamanders are reputed to have magical properties and are highly sought after by alchemists.



SATYR

Val	Char	Cost	
18	STR	8	
14	DEX	12	
15	CON	10	
10	BODY	0	
13	INT	3	
15	EGO	10	
13	PRE	3	
13	COM	1	
4	PD	0	
3	ED	0	
3	SPD	6	
7	REC	0	
36	END	3	
31	STUN	4	

Cost	Abilities	END
37	10d6 Mind Control (w/ telepathic contact), Area Effect (13" Radius), Personal Immunity, No Range, OAF (pipes), Incantations (playing), only to inspire intense emotions (-½), not vs deafness or heavy ear protection (-½)	7
4	Running +2" (8" total)	1/5"
9	+3 to all Perceptions (15-)	
9	Concealment 15-	
4	KS: Vinting 13-	
4	PS: Flute, Cymbal or Drum Playing 13-	
9	Stealth 15-	
11	Survival 15-	
2	Familiarity w/ Spears & Bows	
6	+2 w/ Spears	
0	ES: Climbing, Conversation, Deduction, Seduction 8- (each)	

75+	Disadvantages
15	Distinctive Features (Concealable, Major Reaction)
15	Reputation 14-
15	Psych. Limitation: Mischievous (Common, Strong)
10	Psych. Limitation: Territorial (Uncommon, Strong)
25	Creature Bonus

OCV: 5; DCV: 5; ECV: 5; Phases: 4, 8, 12

COSTS:	Char	Powers	Total	Disadv.	Base
	60	+	95	=	155 = 80 + 75

Appearance: Satyrs are woodland creatures with goatlike features, such as furry, hooved legs, tails and horns. Most are predominantly human from the waste up and all are male. They wear no clothing and are often encountered with musical pipes or bottles of alcohol.



Ecology: The life of a Satyr is a life of endless frolic and debauchery. Hunting, dancing, playing their pipes, making wine, and chasing Wood Nymphs are all part of the Satyr's lifestyle. Satyrs make their homes in woods, preferably sylvan woods, sleeping beneath the trees and eating what the woods provide.

Motivations: Satyrs are manic and playful. They will go to great lengths to enjoy themselves. They are also very territorial. When unwary intruders enter a Satyr's territory the Satyr will play its pipes. If the intruders are inoffensive they will be put to sleep and carried out of the territory. If the intruders are considered dangerous, the intent of the music will be to instill fear in hopes of driving them off.

Combat Techniques: Satyrs will always attempt to enthrall opponents with their pipes first. If this method fails they will employ spears and bows, preferring not to fight bare-handed.

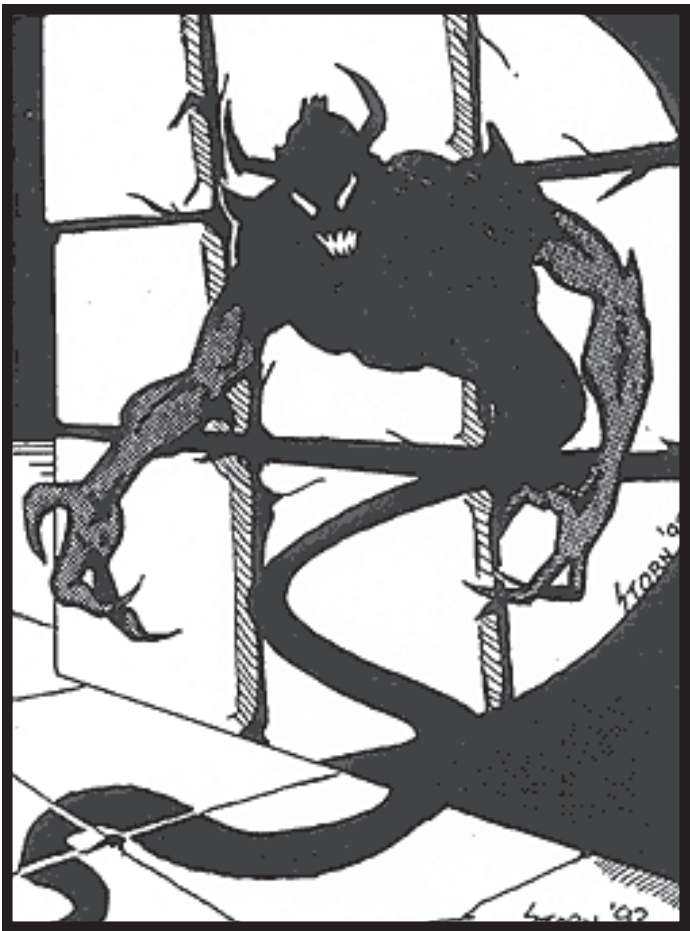
Other Names: Faun, Sileni (horselike features)

Rumors: Beautiful females encountered by the Satyr will be magically influenced into joining the Satyrs in their frolic.

SHADOW

Val	Char	Cost				
8	STR	-2				
23	DEX	39				
13	CON	6				
6	BODY	-8				
10	INT	0				
10	EGO	0				
13	PRE	3				
2	COM	-4				
3	PD	1				
3	ED	0				
4	SPD	7				
8	REC	6				
30	END	2				
26	STUN	0				
Cost	Abilities			END		
53	Desolidification, Persistent, Always On					
25	1d6 BODY Drain (returns 5/5 minutes), Indirect, Affects Real World, takes full Phase afterLife Support (full)			4		
30	Infrared Vision					
5	Concealment 16-, only to hide self (-½)					
9	Shadowing 11-					
3	Stealth 16-					
7	+2 w/ Drain					
4	ES: Deduction 8-					
0						
75+	Disadvantages					
25	Distinctive Features (Not Concealable, Extreme Reaction)					
10	1½x STUN & BODY from light based attacks (Com.)					
20	1d6 RKA from direct sunlight (Common)					
20	2x Effect from PRE Attacks of Holy Men					
15	Psych. Limitation: Dead (Very Common)					
15	Psych. Limitation: fear of bright lights (Uncommon, Total)					
15	Psych. Limitation: Cowardly (Common, Strong)					
10	Physical Limitation: Mute (Infrequent, Greatly)					
-19	Creature Bonus					
OCV: 8; DCV: 8; ECV: 3; Phases: 3, 6, 9, 12						
COSTS: Char		Powers	Total	Disadv.	Base	
50		+	136	=	186	
			=	111	=	
				75		

Appearance: Shadows appear as merely that ... shadows. Maintaining the outline of their former owner, Shadows are seen as disembodied silhouettes scurrying about more common shadows. Or an adventurer, stalking dimly lit halls of castles or ruins, might look down to find that he has two shadows, one which does not resemble him.



Ecology: Some say that when a person of unspeakably malevolence dies, a shadow of his former evil continues to exist after his death. It is this palpable substance that composes Shadows. Shadows inhabit the darkened hallways and rooms of ruins and the perpetual twilight of dense woods where they tend to exist together in groups of 2-8. They steal into the streets of towns and cities at night, blending into the shadows of buildings where they stalk lone passersby. The Shadow affixes itself to a person and drains away its life energy by making contact with the victim's own shadow. In the predawn hours the Shadows slink back to their lairs to digest the stolen life energy.

Motivations: Shadows are creatures who exist only to feed on the life of living beings and perhaps also to kill others. They are cowardly creatures who will flee anything that they perceive as a threat. This, combined with their undead nature makes them unusually susceptible to the ability of religious persons to influence undead.

Combat Techniques: Shadows will not (and perhaps cannot) fight directly. Their only offensive ability to inflict harm lies in their life draining nature.

Other Names: Shadow Demon, Shadow of Death

Rumors: Locked somewhere deep within the mind of the Shadow lies all of the knowledge the Shadow's owner possessed in its former life.

SIREN

Val	Char	Cost							
8	STR	-2	* DCV bonus already figured in.						
18	DEX	24							
13	CON	6							
9	BODY	-2							
13	INT	3							
13	EGO	6							
12	PRE	2							
20	COM	5							
5	PD	3							
3	ED	0							
3	SPD	2							
5	REC	0							
26	END	0							
20	STUN	0							
Cost	Abilities	END							
6	½d6 HKA, reduced penetration (-¼) – claws	1							
36	15d6 Mind Control (w/ telepathic contact) Explosion (-1d6/3"), 0 END, No Range, Concentrate (½ DCV), Incantations, Requires a PS (Singing) Roll, only on men (-¾), only to inspire uncontrollable longing (-2), only if victim hears singing (-½)	0							
5	Life Support (Breath Underwater)								
10	Shapeshift (human woman)								
13	Flight 10", OIF – wings	1/5"							
6	+2 DCV								
2	Swimming +2" (4" total)	1/5"							
3	Perfect Pitch								
7	Conversation 13-								
2	AK: Home Area 11-								
3	Mimicry 11-								
3	Oratory 11-								
9	Persuasion 14-								
6	PS: Singing 15-								
13	Seduction 16-								
3	Shadowing 11-								
3	Stealth 13-								
3	Survival 11-								
0	ES: Breakfall, Climbing, Deduction 8- (each)								
75+	Disadvantages								
15	Distinctive Features (Easily Concealable, Extreme Lust)								
20	2x BODY from heat & fire (Common)								
15	Psych. Limitation: Toys with prey (Common, Strong)								
15	Psych. Limitation: Arrogant & Overconfident (Common, Strong)								
10	Reputation 11-								
0	2d6/Hour when out of water more than 1 day (Uncommon)								
30	Creature Bonus								
OCV: 6; DCV: 8*; ECV: 4; Phases: 4, 8, 12									
COSTS:	Char	Powers	Total	Disadv.	Base				
	47	+	133	=	180	=	105	+	75

Appearance: A Siren is almost always encountered in its alternate form, that of a beautiful, naked woman. In its natural form the Siren has the legs of a bird, wings sprouting from its back and viciously clawed fingers. In either form the Siren has a beautiful, entrancing song.

Ecology: Normally Sirens are encountered in groups of 1-6. They commonly sit on secluded beaches and rocky islands where they sing throughout the day. Popular locations include bays with sharp, shallow coral reefs and beaches with strong undertows. Lairs vary widely from small wooden huts to air filled underwater caves.

Motivations: Sirens use their remarkable beauty and luring song to obtain food and the pleasure of rending innocent sailors. They are outwardly charming and beguiling but inwardly are malicious and hateful.

Combat Techniques: Sirens sing to sailors on passing ships with hopes of luring some to leap into the water and go to the Sirens. The joyfully entranced victim either drowns on his way to his reward or are ripped to exhausted shreds by a Siren.

Other Names: Those who see Sirens in their natural form mistakenly call them harpies due to their similar description.

Rumors: Extremely talented musicians have been known to counteract the alluring song of the Sirens.



SKELETON

Val	Char	Cost			
13	STR	3			
14	DEX	12			
10	CON	0			
10	BODY	0			
5	INT	-5			
0	EGO	-0			
13	PRE	3			
2	COM	-4			
1	PD	0			
1	ED	0			
3	SPD	6			
5	REC	0			
0	END	-10			
0	STUN	-0			
Cost	Abilities				
45	Takes No STUN (Automaton)				
15	Does Not Bleed (Automaton)				
5	1 pip HKA – claws				
12	+3 PD, +5 ED Armor				
30	afterLife Support (Full)				
10	Detect (Sense) life at Range				
6	0 END w/ STR				
6	0 END w/ Running				
3	Concealment 10-				
2	Familiarity w/ Common Melee Weapons				
2	Familiarity w/ Common Missile Weapons				
5	+1 w/ H-to-H combat				
0	ES: Climbing 8-				
75+	Disadvantages				
25	Distinctive Features (Not Concealable, Extreme Reaction)				
10	1½x BODY from blunt weapons (Common)				
10	Psych. Limitation: Wants to kill living (Common)				
20	2x Effect from PRE Attacks of Holy Men				
6	Creature Bonus				
OCV: 5; DCV: 5; ECV: n/a; Phases: 4, 8, 12					
COSTS:	Char	Powers	Total	Disadv.	Base
	5	+	141	=	146
				=	71
				+	75

Appearance: Skeletons are the bones of humanoids given a semblance of life by powerful magics. Usually human Skeletons are encountered but dwarf, halfling, and even giant skeletons have been reported.

Ecology: Skeletons are the reanimated corpses of dead warriors. Their bodies are too far decayed to become zombies, and the animating magic usually wipes the remaining flesh from the bones. They have no need for sleep or food and can survive any climate or hardship. They can be encountered in any number, anywhere, depending on the needs of the mage who creates them.

Motivations: Skeletons have no self-motivation. They simply follow the instructions of the one who created them.

Combat Techniques: Skeletons follow the commands of their master, fighting until the bones of their bodies are broken and strewn about the battlefield. They are capable of simple combat — their master doesn't have to command them to swing their swords for instance. However, Skeletons have no concept of tactics, and will fight to the death to carry out their master's commands.

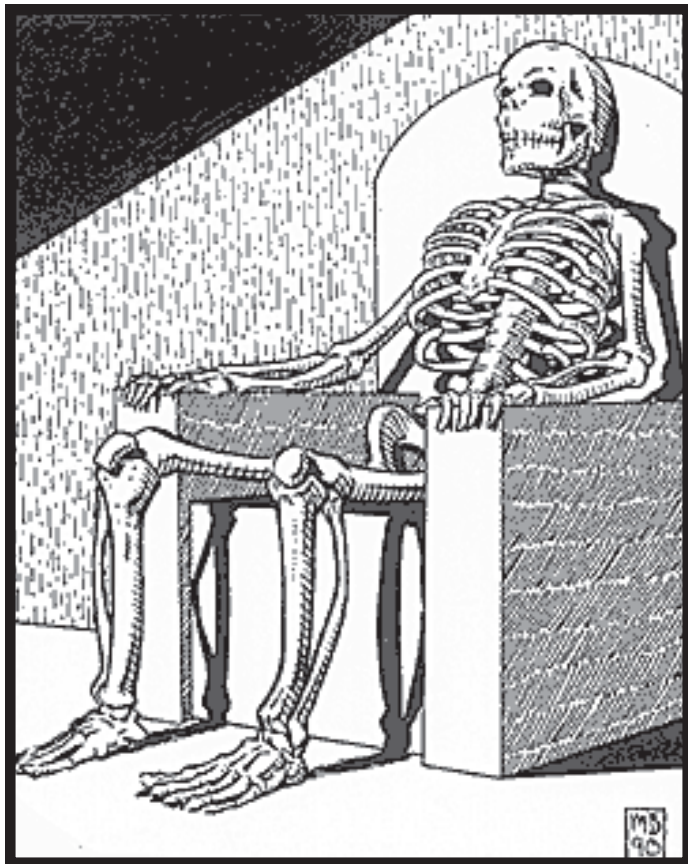
Skeletons sometimes wear bits of armor (DEF 5-6, does not add to natural rPD or rED.), perhaps the remains of that which they were buried in. The GM should remember that skeletons never take STUN damage and cannot be Stunned. EGO and PRE attacks also have no effect. However, each time an attack successfully penetrates its DEF, some portion of the Skeleton breaks away, and with it some of its effectiveness. The GM should choose an appropriate loss or roll on the table below:

Roll 1d6 Abilities Lost

- | | |
|---|------------------------------------|
| 1 | 10 STR (bones fractured or broken) |
| 2 | ½ Running speed (broken leg bones) |
| 3 | Normal sight (skull damage) |
| 4 | Normal hearing (skull damage) |
| 5 | Life Detection (skull damage) |
| 6 | 1 pip HKA (hands broken) |

Other Names: Skeletal Warrior, Baykole

Rumors: Tales are told of mages who can not only animate humanoid Skeletons, but Skeletons of animals and greater beasts.



GIANT SNAKE

Val	Char	Cost	
40*	STR	0	
15	DEX	15	
25	CON	30	
16*	BODY	0	
2	INT	-8	
5	EGO	-10	
35	PRE	25	
2	COM	-4	
12	PD	3	
8	ED	3	
3	SPD	5	
14	REC	14	
50	END	0	
50*	STUN	16	* Bonuses for Growth already figured in.

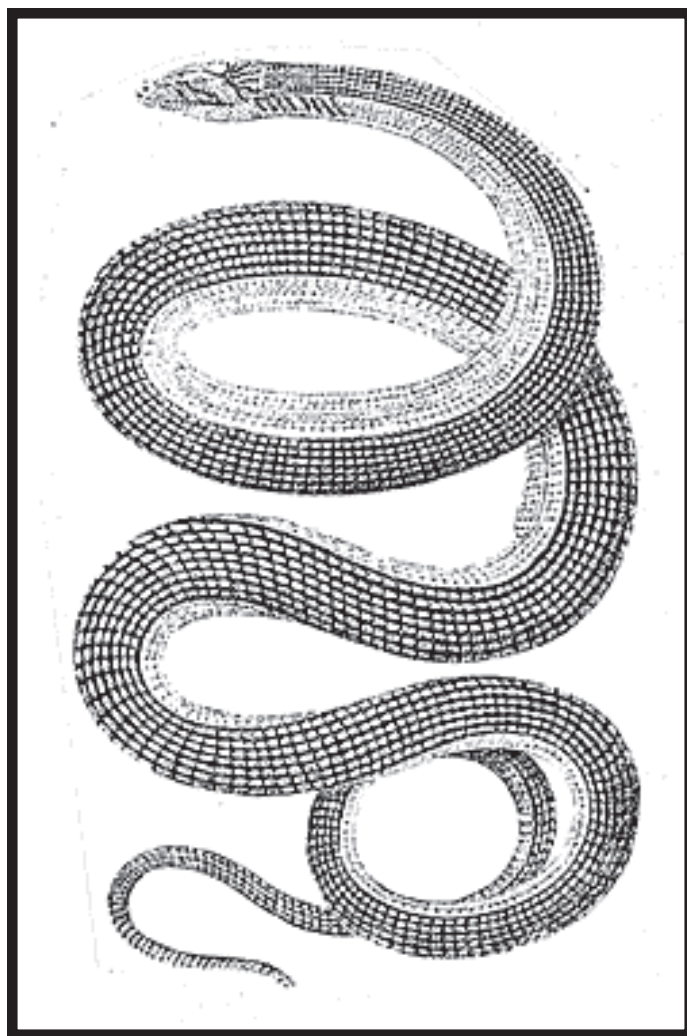
Cost	Abilities	END
27	Growth (20 pts), Persistent, Always On, (1,600 KG, +2 to others' Sight Perception, -4 KB, +1" reach)	
30	2d6 HKA – bite	
15	+6 PD, +4 ED Armor	
20	Running +10" (16" total)	1/5"
16	Swimming +8" (10" total)	1/5"
8	+4 Hearing Perception (14-)	
5	+1 w/ H-to-H combat	
3	Concealment 9-	
5	Stealth 13-	
0	ES: Climbing 8-	

Cost	Optional Abilities (poisonous)
50	4d6 RKA, NND (appropriate Immunity, alien metabolism, or anti-venom, +2), Persistent, Gradual Effect (1 Hour), No Range, only if bite does BODY damage (-½), only affects living things (-½), 30 Charges – venom

Cost	Optional Abilities (constrictor)
8	STR is Penetrating (+½), only with squeezing (-¼).
21	Choke Hold (+4 DC), 4d6 NND, Grab, -2 OCV

75+	Disadvantages
15	Phys Limitation: No Fine Manipulation
25	Distinctive Features (Not Concealable, Extreme Reaction)
103	Creature Bonus, Giant
153	Creature Bonus, Poisonous
132	Creature Bonus, constrictor

OCV: 5; DCV: 3*; ECV: 2; Phases: 4, 8, 12					
Costs:	Char	Powers	Total	Disadv	Base
Giant	89	+ 129	= 218	= 143	+ 75
Poisonous	89	+ 179	= 268	= 193	+ 75
Constrictor	89	+ 158	= 247	= 172	+ 75



Appearance: Giant Snakes have been described in a number of ways. Most are over 25 feet long and resemble giant versions of ordinary snakes. Others have more exotic features such as a long dorsal fin running down their backs or a cold repelling, fur coat.

Ecology: Giant snakes can be found in relatively secluded places of all climates. They live in places such as caves, high in trees, and burrows in swamps. They are encountered in groups of 1-6, usually while they search for food such as wild pigs, deer, and even animals as large as hippopotamuses.

Motivations: Normal animal motivations.

Combat Techniques: Non-poisonous Giant Snakes coil around their prey (Grab) and hold them while biting them. Giant Poisonous Snakes use the same technique but need only wait for the poison to take effect. Giant Constrictors, in addition to biting, can crush their prey with their powerful muscles.

Other Names: Sea Serpent, Sometimes mistakenly called Dragons.

Rumors: There is said to be a rare species of Giant Snake which has a head at each end.

SPHINX

Val	Char	Cost	
20	STR	10	
20	DEX	30	
20	CON	20	
12	BODY	4	
18	INT	8	
13	EGO	6	
20	PRE	10	
18	COM	4	
12	PD	8	
10	ED	6	
5	SPD	20	
12	REC	8	
50	END	5	
40	STUN	8	

Cost	Abilities	END
10	½d6 HKA – claws	1
29	1½d6 HKA, Continuous, reduced penetration (-¼), only after target is Grabbed (-½) – hind claws	5
14	+5 PD, +5 ED Force Field, Persistent, not vs magic (-½)	0
15	Magic Spells	
9	Magic Skill 16-	
20	Flight 15", OIF – wings	1/5"
5	Ultraviolet Vision	
10	Tracking Scent	
2	Familiarity w/ Common Melee Weapons	
2	Familiarity w/ Common Missile Weapons	
10	+2 w/ H-to-H combat	
0	ES: Climbing, Conversation, Deduction 8- (each)	

75+	Disadvantages
20	Distinctive Features (Not Concealable, Major Reaction)
15	Reputation (Extreme) 11-
15	Berserk when deprived of kill (Uncommon) 11-, 11-
148	Creature Bonus

OCV: 7; DCV: 7; ECV: 5; Phases: 3, 5, 8, 10, 12					
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COSTS:	Char	Powers	Total	Disadv.	Base
	147	+	126	=	273
				=	198
				+	75

Appearance: Sphinxes have the face and chest of a human woman, the body of a lion and the wings of an eagle. Sphinxes are predominantly female.



Ecology: Sphinxes travel from city to city, walking on their hind legs and wearing concealing cloaks, searching for human prey. Sphinxes often build lairs in isolated places such as on islands or in mountain caves and fly to the surrounding towns and cities to hunt.

Motivations: Sphinxes are intelligent, aggressive, and predatory. They are darkly playful when hunting and socialize with their intended prey before striking. If the victim cannot escape, the Sphinx will sometimes reveal itself and play games with the prey, offering it freedom if it can perform some impossible feat. Often the victim is eaten anyway.

Combat Techniques: Though familiar with the use of bows, Sphinxes prefer to engage their foe in close combat. They first deceptively embrace or Grab their prey, knocking it to the ground. The hind claws are then used to dispatch the unfortunate individual.

Rumors: Wherever Sphinxes are encountered, you can be sure that some treasure of the gods is hidden nearby.

SUCCUBUS

Val	Char	Cost	
20	STR	10	
15	DEX	15	
16	CON	12	
15	BODY	10	
18	INT	8	
18	EGO	16	
20	PRE	10	
30	COM	10	
10	PD	6	
8	ED	5	
3	SPD	5	
8	REC	2	
40	END	4	
35	STUN	2	

Cost	Abilities	END
20	Shape Shift (any humanoid form)	2
29	10d6 Mind Control, humanoids only (-¼), opposite sex only (-½)	5
2	Damage Resistance 2 rPD/2 rED	
20	50% Resistant Physical Damage Reduction, not vs silver or magic (-½)	
6	25% Resistant Energy Damage Reduction, only vs demonic heat & cold (-1½)	
22	Life Support (Doesn't breath, immune to heat, cold, disease & aging)	
2	Mental Defense (5 pts)	
10	Infrared & Ultraviolet Vision	
14	Flight 14"	1/5"
36	Conversation, Interrogation, Persuasion, Seduction 16- (each)	
2	Familiarity w/ Common Melee Weapons	
5	+1 w/ H-to-H combat	
0	ES: Climbing, Deduction 8- (each)	

75+	Disadvantages
15	Distinctive Features: aura of evil (Easily Concealable, Extreme Reaction)
25	4d6/Turn when on holy ground (Uncommon)
15	2d6 RKA from holy water & items (Uncommon)
10	2x BODY from holy weapons (Uncommon)
10	2x Effect from PRE Attacks of Holy Men
15	Physical Limitation: Blocked by pentagrams (Infrequent, Fully)
15	Psych. Limitation: must obey anyone who invokes true name (Uncommon, Total)
15	Psych. Limitation: Devious (Very Common)
15	Psych. Limitation: Malicious (Very Common)
10	Psych. Limitation: Fear of holy symbols (Uncommon, Strong)
63	Creature Bonus

OCV: 5; DCV: 5; ECV: 6; Phases: 4, 8, 12					
COSTS:	Char	Powers	Total	Disadv.	Base
	115	+	168	=	283
				=	208
				+	75

Appearance: Succubi are demons who assume the shape of beautiful women. When in disguise they are indistinguishable from normal persons save for their irresistible beauty.

Ecology: It is not known what part of Hell Succubi come from or how they come by their unnatural beauty. Many have been encountered though as they often meddle in the affairs of

man. a Succubus will normally appear to a man in a form he will find irresistible and quickly seduce and beguile him with her abilities, until he is oblivious to any wrongdoing of the Succubus. She then steals his soul, whether physically or by demonic contract is not known, and disappears from his life.

Motivations: Succubi are some of the most deceptive of demons, preferring guile and trickery to force and intimidation as means of gaining souls and spreading evil. The end goal is of course the same, to populate Hell with the souls of the tempted and to spread chaos throughout the world.

Combat Techniques: A Succubus will often run from a fight unless significantly more powerful than her opponent. The typical weapon of a Succubus is a decorative, often magical, dagger.

Other Names: Deceiver, Witch

Rumors: It has been said that a Succubus can be defeated if her victim is aware of her powers and can beguile her before she can affect him.



COMMON TROLL

Val	Char	Cost	
30*	STR	10	
14	DEX	12	
25	CON	30	
22*	BODY	20	
8	INT	-2	
10	EGO	0	
25	PRE	15	
0	COM	-5	
13	PD	9	
9	ED	4	
3	SPD	6	
10	REC	2	
50	END	0	
55*	STUN	10	* Bonuses for Growth already figured in.

Cost	Abilities	END
13	Growth (10 pts), Persistent, Always On (400 KG, +1 to others' Sight Perception, -2" KB)	
15	1d6 HKA – bite	1
24	2d6 HKA, reduced penetration (-¼) – claws	3
6	+3 PD, +1 ED Armor	
10	Regeneration 1 BODY/Turn	
4	Running +2" (8" total)	1/5"
5	Ultraviolet Vision	
3	Bump of Direction	
3	Concealment 11-	
2	AK: Home Area 11-	
2	KS: Caves & Tunnels	
1	Lang: Local Common (Basic Conversation)	
3	Shadowing 11-	
3	Stealth 12-	
2	Familiarity w/ Common Melee Weapons	
10	+2 w/ H-to-H combat	
0	ES: Climbing, Conversation, Deduction 8- (each)	

75+	Disadvantages
25	Distinctive Features (Not Concealable, Extreme Reaction)
10	2x effect from Flash (Uncommon)
10	Physical Limitation: Blind in direct sunlight (Uncommon, Greatly)
15	Reputation (Extreme) 11-
82	Creature Bonus

OCV: 5; DCV: 4*; ECV: 3; Phases: 4, 8, 12					
COSTS:	Char	Powers	Total	Disadv.	Base
	111	+ 106	= 217	= 142	+ 75

Appearance: Trolls are huge, wicked and horrible creatures. The Common Troll stands ten feet tall with slimy, green, scaled skin and sharp claws.

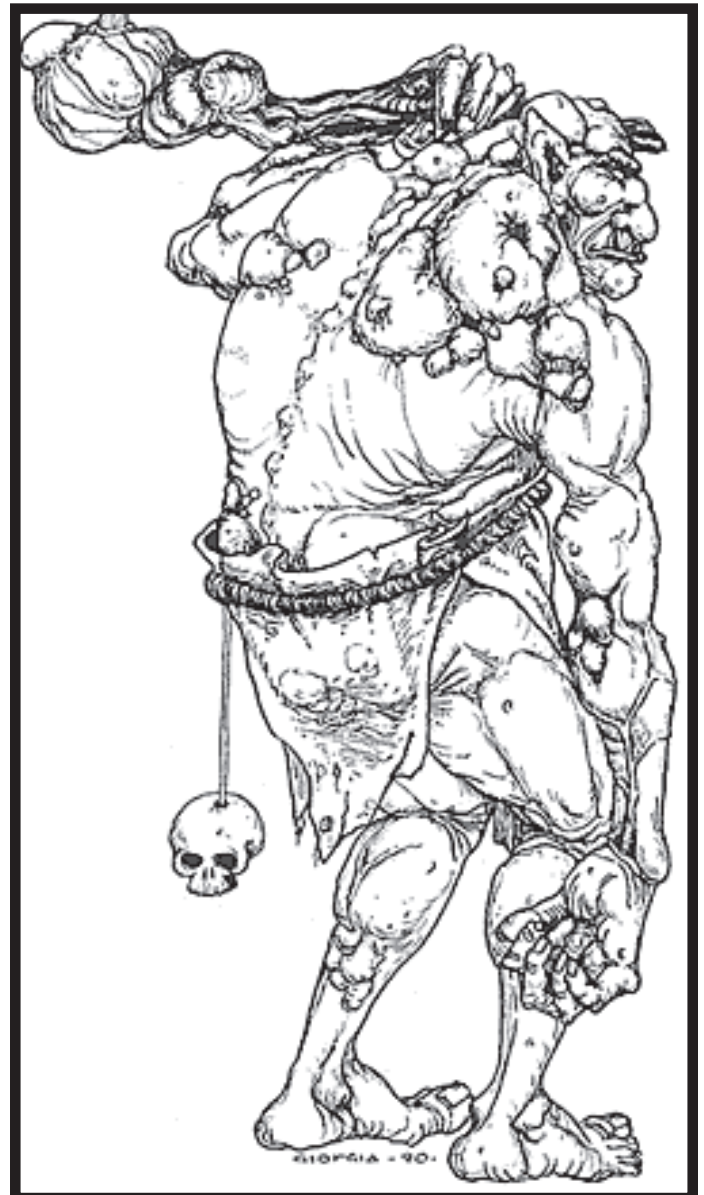
Ecology: Trolls favor areas away from the burning sun such as inside abandoned buildings and caves or under large bridges. While they can eat nearly anything, trolls relish the taste of human and elven flesh. Once a year Common Trolls are driven to mate. A tranquilizer-like hormone is released into the male at this time causing him to remain with, and sometimes protect, the female until the child is born. At this time the male reverts to normal, and he drives the female and child out to fend for themselves.

Motivations: Most trolls are solitary and territorial. They are motivated by the need for food and the lust for mayhem. Trolls will go to great lengths to cause destruction and suffering to other races.

Combat Techniques: Troll tactics are simple: Attack until you can't anymore! Then run away! The Common Trolls' main weapon is their claws. If they are in a particularly favorable position they will Grab their foe and begin a combination of crushing and biting. A troll's scaly hide serves well as armor, but some wear heavy skins (1 rPD).

Other Names: Ogre (Trolls and Ogres are easily confused with one another, which Ogres deeply resent. Trolls are generally bigger, uglier and have the ability to quickly heal wounds.)

Rumors: It is said there is a race of trolls that live in the sea who are larger than Common Trolls and can breathe water. They hunt in groups of two to six and can destroy the mightiest of ships.



UNICORN

Val	Char	Cost			
25*	STR	0	* Bonuses for Growth already figured in.		
21	DEX	33			
25	CON	30			
15*	BODY	4			
15	INT	5			
20	EGO	20			
20	PRE	10			
24	COM	7			
8	PD	6			
6	ED	1			
4	SPD	9			
15	REC	16			
50	END	0			
41*	STUN	8			
Cost	Abilities			END	
20	Growth (15 pts), Persistent, Always On (800 KG, +2 to others' Sight Perception, -3" KB, +1" Reach)				
5	1 pip HKA – bite				
21	1d6 HKA, Armor Piercing – horn		2		
10	+4d6 HA, reduced penetration (-¼) – hooves		1		
12	+5 PD, +3 ED Armor				
25	5d6 Suppress all magic, Persistent, Always On, No Range				
12	Running +6" (12" total)		1/5"		
5	Ultraviolet Vision				
6	+2 to all Perceptions (14-)				
4	+2 to Hearing Perception (16- total)				
7	Concealment 14-				
3	Stealth 13-				
5	+1 w/ H-to-H combat				
4	+2 w/ horn				
9	+3 w/ Move By & Move Through				
0	ES: Climbing, Deduction 8- (each)				
75+	Disadvantages				
15	Distinctive Features (Not Concealable)				
15	Physical Limitation: No fine manipulation				
15	Reputation 14-				
177	Creature Bonus				
OCV: 7; DCV: 5*; ECV: 7; Phases: 3, 6, 9, 12					
COSTS: Char		Powers	Total	Disadv.	Base
149		+	148	=	297 = 222 + 75

Appearance: Adult unicorns come in a variety of sizes that range from that of a typical goat to the size of a standard warhorse. Their coloration also varies from that of a typical horse to exotic golds, silvers and iridescent colors. The only characteristic common to all unicorns is the single long horn growing from the forehead. The horn grows in as large a variety of colors as the beast itself, though the colors are nearly always complementary.



Ecology: Unicorns dwell in typical sylvan settings, in herds or mated pairs. They are elusive, unobtrusive creatures which prefer a solitary life with little contact with mankind. Only the sylvan races such as elves and faeries maintain any kind of regular relations with Unicorns.

Motivations: Though more intelligent than humans, Unicorns normally pursue a peaceful animal lifestyle. They have been known, however, to take part in endeavors to put down evil.

Combat Techniques: Unicorns fight as horses fight; they kick, bite, and trample opponents. The only exception is their horn. Unicorns are very adept with their horns in combat, using them as humans do a rapier. The points are very sharp, capable of piercing the skin of even a dragon.

Other Names: Horse of Light, Maidensteed.

Rumors: Various parts of Unicorns, but specifically their horns, are reputed to have magical properties. These range from the ability to negate magic to the ability to grant immortality. It is said that the only way to capture a Unicorn is to trap it using a pure maiden.

LESSER VAMPIRE

Val	Char	Cost	
25	STR	15	
18	DEX	24	
13	CON	6	
11	BODY	2	
13	INT	3	
11	EGO	2	
13	PRE	3	
10	COM	0	
8	PD	3	
4	ED	1	
3	SPD	2	
9	REC	2	
26	END	0	
32	STUN	1	

Cost	Abilities	END
5	1 pip HKA – bite	
8	1d6 RKA, Continuous, No Range, requires successful Grab (-½), takes 1 Turn, Concentrate (0 DCV) – blood drain	3
1	Damage Resistance 5 rPD/1 rED, not vs silver or wood (-¾)	
34	75% Resistant Physical Damage Reduction, not vs silver or wood (-¾)	
30	afterLife Support (Full)	
11	5d6 Mind Control, must establish eye contact (-1), takes full Phase	2
10	Clinging	
2	Running +1" (7" total)	1/5"
15	Detect (Sense) life at Range, Discriminatory	
3	PS: Former occupation 12-	
6	2 PRE Based Skills 12- (each)	
2, 3	KS: Hobby 11-; Stealth 13-	
4	Familiarity w/ Common Melee & Missile Weapons	
5	+1 w/ H-to-H combat	
0	ES: Climbing, Conversation, Deduction 8- (each)	

75+	Disadvantages
10	Distinctive Features: pale & sickly (Concealable)
20	3d6/Turn when on holy ground (Uncommon)
15	2d6 RKA from holy water & items (Uncommon)
10	2x BODY from holy weapons (Uncommon)
10	2x Effect from PRE Attacks of Holy Men
0	Dependence on blood (Common), 3d6/day
0	Dependence on sleeping in soil from burial place (Common), 3d6/day
10	Enraged at sight of blood (Common) 11-, 11-
10	Psych. Limitation: Fear of fire (Common)
15	Psych. Limit.: Fear of holy symbols (Uncommon, Total)
20	Psych. Limitation: Cannot enter buildings unless invited by owner (Common, Total)
20	Physical Limitation: Must follow commands of Greater Vampires (Frequent, Fully)
10	Physical Limit.: Aversion to garlic (Infrequently, Greatly)
15	Physical Limitation: Cannot cross running water (Infrequently, Fully)
35	1d6 RKA per Phase from direct sunlight (Very Comm.)
-72	Creature Bonus

OCV: 6; DCV: 6; ECV: 4; Phases: 4, 8, 12					
COSTS:	Char	Powers	Total	Disadv.	Base
	64	+ 139	= 203	= 128	+ 75



Appearance: Lesser Vampires appear as normal humanoids, though drawn and pale. Although their garb is normal, they will always have some neck covering to conceal the bite marks hidden there.

Ecology: Lesser Vampires usually act as servants to that greater vampire which created them. With a greater vampire nearby, Lesser Vampires can number in the dozens. When out of the vampire's control or if left to their own devices, Lesser Vampires will roam the countryside at night individually or in small groups in search of prey. Like the greater vampire, the Lesser must feed once a day or begin to suffer painfully. Should its greater vampire master ever be destroyed, the Lesser Vampires under its control are freed of its control and grow to become greater vampires themselves.

Motivations: Lesser Vampires maintain a semblance of normalcy until they sense blood. Even the mention of blood will cause them to react. They will begin to sweat and stare, unable to look away from the lifeblood they crave. At the mere sight of it they might break and attack its source.

Combat Techniques: Lesser Vampires will normally attack with fists or possibly blunt weapons. If their bloodlust is on them they will attack maniacally, pummeling and biting. If seriously hurt the vampire will attempt to flee back to its home.

Other Names: Blood-Sucker, Vetala

Rumors: Though they must obey the commands of the greater vampire, Lesser Vampires would like nothing more than to be freed of their influence.

GREATER VAMPIRE

Val	Char	Cost	
30	STR	20	
25	DEX	45	
20	CON	20	
15	BODY	10	
18	INT	8	
18	EGO	16	
25	PRE	15	
20	COM	5	
10	PD	4	
4	ED	0	
4	SPD	5	
10	REC	0	
40	END	0	
40	STUN	0	

Cost	Abilities	END
5	1 pip HKA – bite	
8	1d6 RKA, Contin., No Range, requires Grab (-½), takes 1 Turn, Concentrate (0 DCV) – blood drain	3
9	2d6 Major Transformation (humanoid into Lesser Vampire), Cumulative, No Range, Concentrate (0 DCV), takes 1 minute, only once per day per victim (-1), only after successful RKA (-½)	3
2	Damage Resistance 6 rPD/2 rED, not vs silver or wood (-¾)	
34	75% Resistant Physical Damage Reduction, not vs silver or wood (-¾)	
28	Multiform (wolf & vampire bat)	
40	Desolidification (vulnerable to magic & silver), 0 END, not through solid objects – mist form	0
4	Flight 3", Linked to Desolidification	1/5"
22	10d6 Mind Control, must establish eye contact (-1), takes full Phase	5
10	Mind Link w/ Lesser Vampires, 1 at a time	1
30, 10	Life Support (Full); Clinging	
15	Detect (Sense) life at Range, Discriminatory	
12	Conversation, High Society, Persuasion, Seduction 14- (each)	
3, 2	PS: Former occupation 12-; KS: Hobby 11-	
3, 15	Stealth 14-; +3 w/ H-to-H combat	
4	Familiarity w/ Common Melee & Missile Weapons	
0	ES: Climbing, Deduction 8- (each)	

75+	Disadvantages
10	Dist. Features: No reflection in mirrors (Concealable)
20	3d6/Turn when on holy ground (Uncommon)
15	2d6 RKA from holy water & items (Uncommon)
10	2x BODY from holy weapons (Uncommon)
10	2x Effect from PRE Attacks of Holy Men
0	Dependence on blood (Common), 3d6/day
0	Dependence on sleeping in soil from burial place (Common), 3d6/day
10	Psych Limitation: Fear of fire (Common)
10	Psych Limit.: Fear of holy symbols (Uncom., Strong)
20	Psy Lim: Can't enter buildings unless invited (Com, Tot)
10	Physical Limit.: Aversion to garlic (Infrequently, Greatly)
15	Phy. Limit.: Cannot cross running water (Infreq., Fully)
35	1d6 RKA per Phase from direct sunlight (Very Com.)
164	Creature Bonus

OCV: 8; DCV: 8; ECV: 6; Phases: 3, 6, 9, 12									
COSTS:	Char		Powers		Total		Disadv.		Base
	148	+	256	=	404	=	329	+	75

Appearance: Greater Vampires, in their true form, are exceedingly handsome or beautiful humanoids. They invariably appear well mannered and well groomed. The only hint of their dark nature is the almost unhealthy pallor of their skin. During their blood-lust their canine teeth grow long, and their eyes grow with unnatural fire. Vampires can also assume the form of a bat, wolf, or cloud of mist.

Ecology: The Greater Vampire can live comfortably in almost any climate. They usually make their homes in castles or mansions, heavily draping the windows to block out all light. The Vampire's coffin, his actual sleeping quarters, is normally located in a secret room, often deep in the basement.

The only substance which will sustain a Vampire is blood (preferably human blood), which he must partake of once a day or begin to suffer a type of physical withdrawal. Each time the Greater Vampire bites and drains the blood of his victim, that person is slowly transformed into a lesser vampire, gaining all Powers (though not Skills) of a lesser vampire. Unfortunately, he also becomes a member of the Undead, and inherits all the Disadvantages of a vampire! (But not the points!)

Motivations: A vampire's main objective is to ensure a steady supply of blood. Since this entails killing people, the creature must frequently relocate to a new town to avoid suspicion. Vampires will kill anyone who discovers their true nature. Note that few vampires will transform a victim into a lesser vampire unless absolutely necessary (more vampires, less blood...).

Combat Techniques: Vampires disdain weapons, especially those that draw blood (waste not, want not). A Vampire employs its superior strength, speed and entrancing ability to subdue its opponent so it may drink its blood. If the combat goes against it, the Vampire changes into an appropriate form in order to escape. Greater Vampires often have a retinue of two or more lesser vampires at their beck and call.

Other Names: Blood-Sucker, Vetala

Rumors: Wives' tales speak of vampires who have no theistic affinities so are not frightened by religious symbols.



VODYANI

Val	Char	Cost	
18	STR	8	
14	DEX	12	
18	CON	16	
12	BODY	4	
13	INT	3	
15	EGO	10	
18	PRE	8	
8	COM	-1	
6	PD	2	
5	ED	1	
3	SPD	6	
8	REC	0	
36	END	0	
30	STUN	0	

Cost	Abilities	END
12	1d6 HKA, reduced penetration ($-\frac{1}{4}$) – claws	1
11	Life Support (Breath Underwater, Immune to Aging & Disease)	
10	Shapeshift – old man	1
59	Multiform – water nymph & fish	
8	Swimming +8" (10" total)	1/5
5, 9	Ultraviolet Vision; Concealment 15-	
5, 10	Stealth 13-; +2 w/ H-to-H combat	
0	ES: Climbing, Conversation, Deduction 8- (each)	

75+	Disadvantages
15	Physical Limitation: No fine manipulation
15	Dist. Features (Easily Concealable, Extreme Reaction)
0	Dependence on water (Very Common), 2d6/5 Hours
15	Reputation (Extreme) 11-
15	Psych. Limitation: Hatred of humans (Common, Strong)
63	Creature Bonus

OCV: 5; DCV: 5; ECV: 5; Phases: 4, 8, 12					
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COSTS:	Char	Powers	Total	Disadv.	Base
	69	+	129	=	198 = 123 + 75

Appearance: Vodyani appear as bulky humanoids with large toes, long horns, a snakey tail, eyes like burning coals, and lionlike paws instead of hands. Their coloration varies from white to blue to green to brown, and they are normally draped in slimy seaweed.

Ecology: Vodyani are immortal spirits who inhabit large, stagnant or slow moving bodies of water. Up to 10 can inhabit a single body depending on its size. They are nocturnal, coming out of the water at night in search of unwary passersby. The Vodyani snatch their victims and drag them underwater to their small palaces, into slavery. The Vodyani does not empower its victims to breath underwater, so they often drown before reaching the palace. The palaces (whose entrances are cleverly disguised) are made of crystal ornamented with gold and silver taken from sunken treasures. It is said to be illuminated by stones which burn with light.

Vodyani have the ability to change into a moss covered fish, a moss shrouded old man with green tinged hair, or a greenish water nymph. It is in these later forms that the Vodyani tries to lull its victims into security and then snatch them away. The Vodyani must be careful, because in all of these forms it cannot survive for long periods out of water.

Motivations: Vodyani have a burning disdain for all other humanoids and hatred for some (such as humans), thinking them fit only for slavery and perhaps food. Vodyani have been known to break into fits of rage and destroy man made objects near their water such as dams and mills. This has caused some superstitious millers to throw strangers into the river in hopes of appeasing the Vodyani.

Combat Techniques: Though the Vodyani is deadly in combat it is a poor tactician and will often flee at the first sign of defeat. Their main weapon is their claws, whose wounds must be thoroughly cleaned to prevent infection.

Other Names: Water Spirit, Old Man of the Sea.

Rumors: Vodyani have been said to react to holy men as do undead.

WENDIGO

Val	Char	Cost	
30*	STR	15	
18	DEX	24	
20	CON	20	
18*	BODY	14	
7	INT	-3	
10	EGO	0	
20	PRE	10	
0	COM	-5	
10	PD	5	
10	ED	6	
4	SPD	12	
10	REC	2	
50	END	5	
45*	STUN	3	

* Bonuses for Growth already figured in.

Cost	Abilities	END
7	Growth (5 pts), Persistent, Always On (200 KG, -1" KB)	
10	$\frac{1}{2}$ d6 HKA – bite	1
12	1d6 HKA, reduced penetration ($-\frac{1}{4}$) – claws	1
3	+2 PD Armor	
22	Invisibility to Sight Group w/ Fringe, 0 END, Always On, not to other forest creatures ($-\frac{1}{2}$)	
32	+40 PRE, Invisible to all senses, for PRE Attacks only (-1), create fear only ($-\frac{1}{2}$)	
10	Running +4" (10" total), $\frac{1}{2}$ END	1/10"
15, 3	Concealment 16-; Mimicry 11-	
15, 15	Shadowing 17-; Stealth 14-	
7, 7	Survival 13-; Tracking 12-	
5	Ventriloquism 14-, only to throw voice ($-\frac{3}{4}$)	
2	Familiarity w/ Common Melee Weapons	
5	+1 w/ H-to-H combat	
0	ES: Climbing, Conversation, Deduction 8- (each)	

75+	Disadvantages
25	Dist. Features (Not Concealable, Extreme Reaction)
15	Reputation (Extreme) 11-
15	Psych. Limitation: Seclusive (Common, Strong)
10	Reputation (Extreme) 8-
128	Creature Bonus

OCV: 6; DCV: 6; ECV: 3; Phases: 3, 6, 9, 12					
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COSTS:	Char	Powers	Total	Disadv.	Base
	108	+	160	=	268 = 193 + 75

Appearance: Ranging in coloration from black to white to gray, Wendigos resemble small ogres with large intelligent eyes. Few, however, see the beast this well since its natural invisibility prevents anyone from seeing it other than as indistinct movement at the edge of the person's vision. Usually a vague movement in the brush or a feeling of being watched is the only indication of a Wendigo's presence.

Ecology: Wendigos live in secluded areas with woods or any other tall growth. They are nomadic and travel singly or in pairs, marking out a temporary territory wherever they go with the use of a scent gland. Spending several weeks in this territory, they forage the area and make temporary homes in caves and gullies. It is suspected that when the marking scent wears off, the Wendigos move on. They are omnivorous, eating mainly plants and berries and the occasional kill.

Motivations: Wendigos live much like other secluded creatures, wishing only to survive. They seem to be very territorial as they are only aggressive to people passing through their temporary territory. They are curious about bright shiny objects and have been known to attack heavily bejeweled persons. The curiosity passes quickly after the item is obtained however, and the territory of a Wendigo can be detected by the presence of gems and jewels found discarded in secluded places.

Combat Techniques: The assault of a Wendigo is one of terror and intimidation. It will follow its prey, sometimes for days, making small, forboding noises and movements in the bushes nearby to unnerve the prey. Sometimes it will call out to the victim in its own voice which may seem to come from all around the terrified victim. Eventually when the victim throws off all burdens and runs, the Wendigo strikes it from behind while it flees, rending it with its claws and bite.

Other Names: Spirit of Lonely Places.

Rumors: Somewhere in the Wendigo's throat is a small orifice which produces a sound that people cannot hear. It is this sound which drives victims mad with fear and is highly sought by alchemists.



WERECREATURES (LYCANTHROPEs)

Appearance: Werereatures are persons infected by a disease called Lycanthropy which causes them to transform into a man-animal during the nights of the full moon. Each Lycanthrope has a human form and an animal form. The lycanthrope's human form is perfectly normal, except that slight attributes of the animal form may be apparent. (A weretiger may lick herself, a werewolf may bellow, etc.). In cases of lycanthropy involving animals smaller than man, the man-animal form is typically almost man-sized. This rule does not seem to hold for larger creatures such as werebears which are very large.

Ecology: Lycanthropes of various kinds can be found almost anywhere in the world. They tend to live in regions which are preferred by their animal counterparts.

The disease, Lycanthropy, is not fully understood. Some think it to be magical in origin. Some believe that it is a legitimate biological infection. Whichever the case, lycanthropy seems to be transmitted by the saliva or blood of an infected person. The disease is usually transferred to another person during the creature's attack through the wounds it inflicts. Within days, the newly infected begins to display signs of the disease. After an undetermined period of uncontrolled change, only during the full moon, the Werereature often develops some control over his change, enabling him to force the transformation on nights without a full moon and (rarely) in the daytime.

Motivations: The motivations of Lycanthropes are widely varied. The predominate mental effect that lycanthropy has on those infected seems to be an extreme reduction of inhibitions. Lycanthropy also drives the Werereature to eat meat, often human flesh. Lastly it appears that some strains or "species" of lycanthropy tend to corrupt the victim's personality more than others. Werewolves tend to become more evil than werebears, while wereboars simply become more violent.

Combat Techniques: As most Werereatures are basically normal people in their human form, they typically prefer to fight in their animal forms.

Rumors: There are stories of entire villages that wander the wilderness as beasts when the moon is full. Various herbs and silver are said to be effective weapons against Werereatures. Some believe that Lycanthropes have a "transitional form" which displays attributes of both its human and animal forms.

WEREBEAR

Val	Char	Cost	
38*†	STR	18	
20	DEX	30	
21	CON	22	
25*	BODY	28	
8	INT	-2	
10	EGO	0	
25	PRE	15	
8	COM	-1	
14†	PD	7	‡ Not vs silver weapons or fire (-½)
10†	ED	5	
4	SPD	10	* Bonuses for Growth already figured in.
12	REC	4	
42	END	0	† Bonuses for Density Increase already figured in.
49*	STUN	0	

Cost	Abilities	END
7	Growth (5 pts), Persis., Always On (2x mass, -1 KB)	
7	Density Increase (5 pts), Persistent, Always On (2x mass (400 KG total), -1" KB (-2" total))	
25	1½d6 HKA – bite	2
32	2½d6 HKA, reduced penetration (-¼) – claws	
3	Sacrifice Throw (tripping), +2 OCV, +1 DCV, does STR damage, bear falls on victim	
3	Multiform (into 75 pt human), only at dawn (-1), Requires 1 Turn to shift forms (-1)	
8	1d6 Major Transform (target into werebear), Cumulative, 0 END, No Range, Linked to bite, only if bite does BODY damage (-½), Activation 10-	
10	+6 PD, +4 ED Armor ‡	
40	75% Resistant Physical Damage Reduction ‡	
20	50% Resistant Energy Damage Reduction ‡	
30	Mind Link w/ grizzly bears (up to 16 at once)	
6	+10 PRE, create fear only (-½), only if roaring (-¼)	
5, 3	Discriminatory Smell; +1 to all Perceptions (12-)	
3, 3	Climbing 13-; Concealment 11-	
-2	Running -1" (5" total)	1/5"
0	ES: Conversation, Deduction 8- (each)	

75+ Disadvantages

15	Physical Limitation: No fine manipulation
10	Frequently hungry. Goes out of way to find food (Common, Moderate)
10	2x BODY from silver weapons
25	Distinctive Features (Not Concealable, Extreme Reaction)
20	Berserk in combat (Very Common) 8-, 11-
20	Automatically Changes into human at dawn
5	Limited memory of human form (infrequently, slightly)
156	Creature Bonus

Disadvantages — Human form

15	Accidental Change (into bear), during full moon (uncommon) 14-
10	2x BODY from silver weapons

OCV: 7; DCV: 7; ECV: 3; Phases: 3, 6, 9, 12

COSTS:	Char	Powers	Total	Disadv.	Base
	136	+	200	=	336
				=	261
				+	75

Appearance: Werebears look like regular bears (of various types), with human-like features and mannerisms. Some few are able to simulate human speech. A Werebear's human form will become bulkier (than it had been before contracting lycanthropy) with bristly hair and frequent hunger.

Ecology: Werebears are most often encountered in woods, often in the company of other bears, near woodland villages. They have all of the natural abilities of normal bears, sometimes enhanced, and can telepathically communicate with other bears.

Motivations: Werebears are more benevolent than most lycanthropes. They are slow to anger but are terrifying when enraged. Their driving need to eat raw flesh often earns them the reputation of "rogue bear" by the local villagers.

Combat Techniques: Werebears attack similarly to normal bears, biting and clawing their foes. They are highly resistant to damage although fire effects them normally and silver affects them greatly.



WEREBOAR

Val	Char	Cost	
22	STR	12	
17	DEX	21	
19	CON	18	
15	BODY	10	
8	INT	-2	
10	EGO	0	
23	PRE	13	
7	COM	-2	
10	PD	6	
6	ED	2	
3	SPD	3	
9	REC	2	
40	END	1	
36	STUN	0	‡ Not vs silver weapons or fire (-½)
Cost	Abilities	END	
20	½d6 HKA, Continuous – bite	2	
8	½d6 HKA, reduced penetration (-¼) – tusks	1	
3	Multiform (into 75 pt human), only at dawn (-1), Requires 1 Turn to shift forms (-1)		
7	1d6 Major Transform (target into wereboar), Cumulative, 0 END, No Range, Linked to bite, only if bite does BODY damage (-½), Activation 12- +4 PD, +2 ED Armor ‡		
6	75% Resistant Physical Damage Reduction ‡		
40	50% Resistant Energy Damage Reduction ‡		
20	Mind Link w/ boars (up to 16 at once)		
30	Mind Link w/ boars (up to 16 at once)		
3	PRE +5, for PRE Attacks only (-½)		
8	Running +4" (10" total)	1/5"	
12	+3 Smell & Hearing Perceptions (14-)		
5, 3	Ultraviolet Vision; Concealment 11-		
15, -4	+3 w/ H-to-H combat; -2 Sight Perception (9-)		
0	ES: Climbing, Conversation, Deduction 8- (each)		
75+	Disadvantages		
10	2x BODY from silver weapons		
20	Distinctive Features (Concealable, Extreme Reaction)		
35	Berserk in combat (Very Common) 14-, 8-		
20	Changes into human at dawn		
15	Physical Limitation: No fine manipulation		
5	Limited memory of human form (infrequently, slightly)		
80	Creature Bonus		
Disadvantages — Human form			
15	Accid. Change (to boar), during full moon (uncom.) 14-		
10	2x BODY from silver weapons		
OCV: 6; DCV: 6; ECV: 3; Phases: 4, 8, 12			
COSTS:	Char	Powers	Total Disadv. Base
	84	+ 176	= 260 = 185 + 75

Appearance: Wereboars look like huge boars with human-like features that often walk on their hind legs. Their human forms frequently display over-reactive fits of rage and two front lower teeth usually grow somewhat longer and tusklike.

Ecology: Wereboars live in woods and scrubby plains, sometimes near civilization. They are often found in the company of 1-8 large normal boars with which they share the same abilities and mannerisms. Wereboars are able to communicate telepathically with these boars. Wereboars are frequently encountered hunting for food in back-alley trash heaps and garbage dumps near towns.

Motivations: Wereboars seem to be motivated by stubbornness. Though they share common motivations with other boars, their stubbornness drives them even beyond the point at which they can remember what it is they want.

Combat Techniques: Wereboars attack viciously with bite and slashing tusks even if they have been mortally wounded.

WERERAT

Val	Char	Cost	
18	STR	8	
18	DEX	24	
20	CON	20	
13	BODY	6	
12	INT	2	
10	EGO	0	
16	PRE	6	
6	COM	-2	
6	PD	2	
4	ED	0	
4	SPD	12	
8	REC	0	
40	END	0	
32	STUN	0	‡ Not vs silver weapons or fire (-½)
Cost	Abilities	END	
12	1d6 HKA, reduced penetration (-¼) – claws	1	
20	½d6 HKA, Continuous – bite	3	
3	Multiform (into 75 pt human), only at dawn (-1), Requires 1 Turn to shift forms (-1)		
7	1d6 Major Transform (target into wererat), Cumulative, 0 END, No Range, Linked to bite, only if bite does BODY damage (-½), Activation 14- +4 PD, +2 ED Armor ‡		
6	75% Resistant Physical Damage Reduction ‡		
40	50% Resistant Energy Damage Reduction ‡		
20	Mind Link w/ rats (up to 64 at once)		
40	Mind Link w/ rats (up to 64 at once)		
10	Tracking Scent		
5, 5	Discriminatory Smell; Ultraviolet Vision		
3	+1 to all Perceptions (12-)		
8	+2 Hearing & Smell Perceptions (14- total)		
2	+1" Running (7" total)	1/5"	
9, 3	Concealment 14-; Stealth 13-		
5, 10	(Pack) Tactics 11-; +2 w/ H-to-H combat		
0	ES: Climbing, Conversation, Deduction 8- (each)		
75+	Disadvantages		
20	Distinctive Features (Concealable, Extreme Reaction)		
10	2x BODY from silver weapons		
15	Reputation (Extreme) 11-		
30	Berserk in combat (Very Common) 14-, 11-		
20	Changes into human at dawn		
15	Physical Limitation: No fine manipulation		
5	Limited memory of human form (infrequently, slightly)		
90	Creature Bonus		
Disadvantages — Human form			
5	Distinctive Features (Easily Concealable)		
15	Accid. Change (to rat), during full moon (uncom.) 14-		
10	2x BODY from silver weapons		
OCV: 6; DCV: 6; ECV: 3; Phases: 3, 6, 9, 12			
COSTS:	Char	Powers	Total Disadv. Base
	78	+ 202	= 280 = 205 + 75

Appearance: Wererats look like man-sized, bipedal rats. They slouch at a height of 4 feet tall with a snakey tail that trails for feet behind them. Their human forms usually develop rat-like features such as oversized incisor teeth and large ears.

Ecology: Wererats prefer to make their homes within a city, or more accurately, beneath a city, in the sewers and back alleys. They commonly associate with, and sometimes lead, a large number of ordinary, and rarely, giant rats. They stalk through the city at night eating refuse and killing lone victims. Because they frequent such filthy habitats, the wounds from a Wererat often become infected.

Motivations: Wererats are the greediest of all lycanthropes, having a seldom controlled lust for shiny objects. They also seek to hoard food and trash in their homes. Aside from killing their hapless victims, Wererats seem to enjoy terrifying and torturing their prey.

Combat Techniques: Wererats attack directly by biting and clawing. Almost as often however, they will utilize their surroundings to trap, catch or crush their prey by surprise. If battle begins to go against them in the slightest, the Wererat and his minions will flee to a safe distance and quickly regroup to attack again. Only if the Wererat is severely injured or if more than half of his minions are destroyed will he retreat permanently.

WERETIGER

Val	Char	Cost	
25	STR	15	
21	DEX	33	
21	CON	22	
20	BODY	20	
8	INT	-2	
10	EGO	0	
20	PRE	10	
12	COM	1	
12	PD	7	
8	ED	4	
4	SPD	9	
12	REC	6	
44	END	1	
44	STUN	0	‡ Not vs silver weapons or fire (-½)

Cost	Abilities	END
20	1d6+1 HKA – bite or front claws	2
34	2d6 HKA, Continuous, reduced penetration (-¼), only after target is Grabbed (-½) – hind claws	6
3	Multiform (into 75 pt human), only at dawn (-1), Requires 1 Turn to shift forms (-1)	
8	1d6 Major Transform (target into weretiger), Cumulative, 0 END, No Range, Linked to bite, only if bite does BODY damage (-½), Activation 10-	
4	+2 PD, +2 ED Armor ‡	
40	75% Resistant Physical Damage Reduction ‡	
20	50% Resistant Energy Damage Reduction ‡	
30	Mind Link w/ tigers (up to 16 at once)	
6	+10 PRE, only for PRE Attacks (-½), only while roaring (-¼)	
10	Tracking Scent	
5	Ultraviolet Vision	
3	+2 to all Perceptions (13-)	
4	+1 Hearing & Smell Perceptions (14- total)	
8	Running +4" (10" total)	1/5"
3	Climbing 13-	
3	Concealment 11-	
3	Stealth 13-	
10	+2 w/ H-to-H combat	
0	ES: Conversation, Deduction 8- (each)	

75+ Disadvantages

15	Physical Limitation: No fine manipulation
10	2x BODY from silver weapons
20	Distinctive Features (Concealable, Extreme Reaction)
20	Berserk in combat (Very Common) 11-, 14-
20	Changes into human at dawn
5	Limited memory of human form (infrequently, slightly)
175	Creature Bonus

Disadvantages — Human form

5	Distinctive Features (Easily Concealable)
15	Accidental Change (into tiger), during full moon (Uncommon) 14-
10	2x BODY from silver weapons

OCV: 7; DCV: 7; ECV: 3; Phases: 3, 6, 9, 12

COSTS:	Char	Powers	Total	Disadv.	Base
	126	+	214	=	340 = 265 + 75

Appearance: Weretigers appear as sleek, human-like felines who walk on two legs as often as on four. Though most are tiger-like in appearance, Were-Leopards, Panthers, Lions, and Lynxes have also been encountered. The Werecat's human form develops very supple musculature and sometimes cat-like eyes. Feline mannerisms are usually displayed.

Ecology: Weretigers are the most solitary of lycanthropes. They tend to live farther from human habitation and even associate with their "own kind" much less than other lycanthropes. They also seem to have greater control over their hunger for human flesh, usually settling for other animals which they hunt and kill themselves.

Motivations: Next to their search for flesh, wanderlust seems to be the driving motivation of Weretigers. They seldom remain in one location for very long, roaming across the countryside in search of more pleasant and more favorable hunting grounds.

Combat Techniques: Weretigers will normally not attack if left alone. If provoked or when hunting they attack aggressively, biting and raking with their front claws, or Grabbing and raking with their hind claws in the manner of their feline kin. Weretigers have the best combat sense of the lycanthropes and will break off and flee, or even surrender, if the fight is going against them.

WEREWOLF

Val	Char	Cost	
15	STR	5	
18	DEX	24	
18	CON	16	
12	BODY	4	
8	INT	-2	
10	EGO	0	
20	PRE	10	
8	COM	-1	
7	PD	4	
5	ED	1	
4	SPD	12	
7	REC	0	
36	END	0	
30	STUN	1	‡ Not vs silver weapons or fire (-½)

Cost	Abilities	END
24	2d6 HKA, reduced penetration (-¼) – claws	3
30	1d6 HKA, Continuous – bite	3
3	Multiform (into 75 pt human), only at dawn (-1), Requires 1 Turn to shift forms (-1)	
7	1d6 Major Transform (target into werewolf), Cumulative, 0 END, No Range, Linked to bite, only if bite does BODY damage (-½), Activation 14-+4 PD, +2 ED Armor ‡	
40	75% Resistant Physical Damage Reduction ‡	
20	50% Resistant Energy Damage Reduction ‡	
30	Mind Link w/ wolves (up to 16 at once)	
10	Tracking Scent	
5	Discriminatory Smell	
5	Ultraviolet Vision	
3	+1 to all Perceptions (12-)	
8	+2 Hearing & Smell Perceptions (14- total)	
2	+1" Running (7" total)	1/5"
5	Concealment 11-	
3	Stealth 13-	
5	(Pack) Tactics 11-	
10	+2 w/ H-to-H combat	
0	ES: Climbing, Conversation, Deduction 8- (each)	

75+	Disadvantages
20	Distinctive Features (Concealable, Extreme Reaction)
10	2x BODY from silver weapons
15	Reputation (Extreme) 11-
30	Berserk in combat (Very Common) 14-, 11-
15	Aversion to wolfsbane (Uncommon, Total)
20	Changes into human at dawn
15	Physical Limitation: No fine manipulation
5	Limited memory of human form (Infrequently, Slightly)
85	Creature Bonus

Disadvantages — Human form	
5	Distinctive Features (Easily Concealable)
15	Accidental Change (into wolf), during full moon (Uncommon) 14-
10	2x BODY from silver weapons
10	Aversion to wolfsbane (Uncommon, Strong)

OCV: 6; DCV: 6; ECV: 3; Phases: 3, 6, 9, 12	
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COSTS:	Char	Powers	Total	Disadv.	Base
	74	+	216	=	290 = 215 + 75



Appearance: Werewolves appear as huge wolves with human-like features. Of all the lycanthropes the amount of humanity in the werewolf varies most. Some descriptions say that they resemble wolves exactly while other describe them as humans with dense fur and canine features.

Ecology: The Werewolf wanders the countryside at night with other Werewolves or common wolves at its side. They hunt all creatures which are out unprotected at night, eating livestock and killing unwary travellers. Like other lycanthropes, Werewolves have the ability to speak telepathically with their own "species".

Motivations: The motivations of Werewolves are very similar to those of ordinary wolves, to rule their pack and to survive in the wild. Werewolves in humanoid form are rather uncomfortable in social situations and tend to remain in their dwellings during the daytime hours.

Combat Techniques: Werewolves attack as the guiding portion of an organized pack, alongside wolves and other Werewolves. They will guide the rest of their pack into attacking and once the prey has weakened, will move in to make the kill themselves.

WIGHT

Val	Char	Cost	
19	STR	9	
17	DEX	21	
20	CON	20	
18	BODY	16	
12	INT	2	
12	EGO	4	
16	PRE	6	
2	COM	-4	
8	PD	4	
5	ED	1	
4	SPD	13	
8	REC	0	
40	END	0	
38	STUN	0	

Cost	Abilities	END
10	1 pip HKA, Armor Piercing – bite	1
12	1d6 HKA, reduced penetration ($-\frac{1}{4}$) – claws	1
6	afterLife Support (Immune to disease & aging)	
40	Invisibility to Sight Group, w/ fringe, Persistent, only in shadows ($-\frac{1}{2}$)	
20	Spatial Awareness, Discriminatory, not if eyes are covered ($-\frac{1}{2}$)	
10, 5	Tracking Scent; Climbing 13-	
3	KS: Caves & Caverns 12-	
9, 15	Ventriloquism 14-; +3 w/ H-to-H combat	
0	ES: Climbing, Conversation, Deduction 8- (each)	

75+ Disadvantages
25 Distinctive Features (Not Concealable, Extreme)
20 2x Effect from PRE Attacks of Holy Men
20 1d6 RKA from direct sunlight (Common)
20 Physical Limitation: Dead (All the Time, Greatly)
15 Psych. Limitation: Dead (Very Common)
20 Berserk in combat (Common) 8-, 8-
10 Enraged in presence of living creatures (Com.) 8-, 8-
17 Creature Bonus

OCV: 6; DCV: 6; ECV: 4; Phases: 3, 6, 9, 12

COSTS:	Char	Powers	Total	Disadv.	Base
	92	+	130	=	222 = 147 + 75

Appearance: Wights are pale, hunched figures with knotted muscles and sharp, waxy claws and teeth. They are filthy, slaving creatures which wear the remains of their burial clothing until it drops away from their hideous bodies. Their faces show equal expressions of cunning and insanity.

Ecology: Wights live in pits and caves located within a few miles of where they were originally buried. Here they sleep deep within the shadows during the day and range forth at night to make their kills as quietly as possible, dragging the bodies back to their caves. The Wight is uniquely equipped to work at night having the ability to see in total darkness and to vanish into shadows and darkness. Like their undead cousins, Wights are singularly terrified by all things holy.

Motivations: Wights rise from the dead retaining enough of their former intellect to realize that they will be hunted down and killed if found but have an insane drive to kill the living and eat their flesh. Therefore they strive singlemindedly to strike and to live undetected. It is said that one might reason with a Wight but most believe them too bloodthirsty.

Combat Techniques: Wights attack wildly with bite and claws, throwing themselves at their victims. Though they attempt to make their kills as quietly as possible, when the bloodlust is on them they will snarl and howl wildly while fighting.

Other Names: Taxim, Shadow-Wight, Cave Wight

Rumors: It is said that of all the types of undead, perhaps only the Wight reviles its own condition and might seek death.

WILL-O-WISP

Val	Char	Cost	
5	STR	-5	
23	DEX	39	
25	CON	30	
5	BODY	-10	
7	INT	-3	
10	EGO	0	
15	PRE	5	
10	COM	0	
10	PD	10	
15	ED	10	
6	SPD	27	
8	REC	4	
50	END	0	
25	STUN	4	

Cost	Abilities	END
24	Flight 12"	1/5"
20	1d6 RKA, Damage Shield, 0 END, No Range – electricity	0
18	Force Field 8 rPD/10 rED, 0 END, Linked to RKA	0
12	5d6 Suppress EGO, takes 1 Turn	2
3	Stealth 14-	
-12	-6" Running (0" total)	
-2	-2" Swimming (0" total)	

75+ Disadvantages
15 Physical Limitation: No fine manipulation
15 Distinctive Features (Not Concealable)
10 Reputation 11-
20 Aversion to sunlight (Common, Total)
39 Creature Bonus

OCV: 8; DCV: 8; ECV: 3; Phases: 2, 4, 6, 8, 10, 12

COSTS:	Char	Powers	Total	Disadv.	Base
	111	+	63	=	174 = 99 + 75

Appearance: Will-o-Wisps appear as vague, moving lights. Sometimes near, sometimes far. Sometimes bright, sometimes dim. Sometimes their color varies as well. Their movement often is mistaken for a torch or lantern being carried in the distance.

Ecology: Will-o-Wisps inhabit bogs and swamps where they attract animals and men towards patches of quicksand. Their dancing and luminous quality reduce their prey's inhibitions causing its curiosity about the dancing 'Wisp to become overwhelming (This happens if the 'Wisp drains a viewer's EGO to 0 or below). The prey then wanders towards the 'Wisp, oblivious to everything else (EGO Roll to be distracted).

Motivations: Will-o-Wisps are strange, obscure creatures whose motives are not truly known. They may be simple creatures striving for survival, or they may be the spirits of murderers cursed to wander the world forever.

Combat Techniques: Will-o-Wisps do not usually engage in combat unless angered or cornered. When they do attack, they do so by bumping into their opponent, electrocuting him.

Other Names: Ghost Light, Moor Light, Elf Fire

Rumors: Some Will-o-Wisps are in reality small fairies who have gone mad and burn with a light as bright as their madness.

WYVERN

Val	Char	Cost	
30*	STR	5	
18	DEX	24	
23	CON	26	
18*	BODY	10	
7	INT	-3	
10	EGO	0	
30	PRE	20	
2	COM	-4	
11	PD	8	
6	ED	1	
3	SPD	2	
8	REC	0	
50	END	2	
40*	STUN	2	* Bonuses for Growth already figured in.

Cost	Abilities	END
20	Growth (15 pts), Persistent, Always On (800 KG, +2 to others' Sight Perception, -3" KB, +1" Reach)	
20	1d6+1 HKA – bite	2
10	½ d6 HKA – claws	1
3	1 pip HKA, OIF – tail stinger	
33	3d6 RKA, NND (appropriate Immunity, alien metabolism, or anti-venom, +2), Persistent, Gradual Effect (1 Hour), No Range, only if bite does BODY damage (-½), only affects living things (-½), 4 Charges – venom	
18	+6 PD, +6 ED Armor	
5	Extra Limb – tail	
20	Flight 15", OIF – wings	1/5"
5	Ultraviolet Vision	
6	+3 to all Perceptions (12-)	
3	Concealment 10-	
2, 3	AK: Home Area 11-; Shadowing 11-	
3, 5	Stealth 13-; Survival 12-	
10	+2 w/ H-to-H combat	
0	ES: Breakfall, Climbing 8- (each)	
-4, -2	-2" Running (4" total); -2" Swimming (0" total)	

75+	Disadvantages
15	Physical Limitation: No fine manipulation
15	Psych. Limitation: Likes shiny objects (Comm., Strong)
25	Dist. Features (Not Concealable, Extreme Reaction)
10	Reputation (Extreme) 8-
113	Creature Bonus

OCV: 6; DCV: 4*; ECV: 3; Phases: 4, 8, 12					
COSTS:	Char	Powers	Total	Disadv.	Base
	93	+	160	=	253
				=	178
				+	75

Appearance: Wyverns resemble great, flying serpents with hind legs and a long tail ending in a stinger. Their coloring is almost always gray or black but other earth tones have been encountered.

Ecology: Wyverns prefer hilly or mountainous regions and warm, arid climates. From here they range far and wide in search of prey from rabbits to sheep to lone travelers. Unlike other dragons, Wyverns either eat their kill on site or on the safety of a nearby ledge or treetop. Though Wyverns live in mated pairs, they always hunt individually. Young are produced every 1-3 years and are reputed to be the only dragons not hatched from eggs, though this is disputed.

Motivations: Normal animal motivations.

Combat Techniques: When hunting, Wyverns snatch smaller prey into the air (Grab) and lash out at it with their viscous teeth or dash it to the ground if it struggles too much. Larger prey is flown past and stung. The Wyvern then waits for its venom take effect before moving in. When in direct combat Wyverns fight primarily with their bite, only using their claws as backup when fighting in the air. A common technique is to wait for an opening (when opponent performs a maneuver that puts him at reduced DCV) and strike with its stinger. Then the Wyvern need only fight defensively (Combat Skill Levels into DCV) until the poison takes effect.

Other Names: 'Verns, Winged Serpent

Rumors: Wyvern venom is highly prized by assassins, and assassin's guilds in large cities will pay premium prices for it.



YETI

Val	Char	Cost	
28*	STR	8	* Bonuses for Growth already figured in.
13	DEX	9	
23	CON	26	
18*	BODY	12	
8	INT	-2	
8	EGO	-4	
19	PRE	9	
8	COM	-1	
6	PD	2	
5	ED	0	
3	SPD	7	
9	REC	0	
46	END	0	
40*	STUN	1	

Cost	Abilities	END
13	Growth (10 pts), Persistent, Always On (400 KG, +1 to others' Sight Perception, -2" KB)	
10	½ d6 HKA – bite	1
15	1d6 HKA – claws	1
6	+2 PD, +2 ED Armor	
3	Life Support (extreme cold)	
4	+2d6 HA, only after Grab (-½) – hug/crush	
5	Climbing 13-	
13	Concealment 16-	
7	Stealth 14-	
11	Survival 15-	
0	ES: Breakfall, Deduction 8- (each)	

75+	Disadvantages
25	Distinctive Features: Huge/Stinks (Not Concealable, Extreme Reaction)
15	Reputation (Extreme) 11-
20	Psych. Limitation: Seclusive (Very Common, Strong)
10	Psych. Limitation: Territorial (Uncommon, Strong)
9	Creature Bonus

OCV: 4; DCV: 3*; ECV: 3; Phases: 4, 8, 12					
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COSTS:	Char		Powers		Total		Disadv.		Base
	67	+	87	=	154	=	79	+	75

Appearance: Yeti look like huge hairy ape-men. Beneath their fur of dense shaggy white they are heavily muscles. Their mouths are filled with sharp teeth and their eyes are small and dark but burn with a human-like intelligence.



Ecology: Yeti live in the cold, inhospitable climes such as the arctic north or the highest mountaintops. They build their lairs in caves or holes dug into the snow. Yeti spend much of the cold summer months eating the few hardy plants which grow only for a few months and then subsist on their accumulated fat throughout the winter, perhaps hibernating for a short time. Yeti maintain a loose family unit of a mated pair of adults and 1-4 young of various ages. Upon reaching adulthood the males leave the family in search of a mate of their own. The females remain with the family until forcibly taken away by a young male.

Motivations: Normal animal motivations.

Combat Techniques: Yeti normally fight by hammering their foe with their immense fists. If the Yeti is angered or the foe is considerable it will use its claws to rake at the face and chest.

Other Names: Omah, Sasquatch, Sasquatl (the last two names referring to a relative of the Yeti which inhabits the woods of warmer climates.)

Rumors: Yeti hunters claim that the beasts actually melt into nothingness when removed from areas below freezing temperatures.

ZOMBIE

Val	Char	Cost	
15	STR	5	
8	DEX	-6	
10	CON	0	
15	BODY	10	
5	INT	-5	
0	EGO	-0	
15	PRE	5	
2	COM	-4	
5	PD	12	
3	ED	10	
2	SPD	2	
6	REC	2	
0	END	-10	
0	STUN	-0	

Cost	Abilities	END
45	Takes No Stun (Automaton)	
15	Does Not Bleed (Automaton)	
7	Strength is Armor Piercing	
30	afterLife Support (Full)	
10	Regeneration (1 BODY/Turn)	
10	Detect (Sense) life at Range	
11	0 END w/ STR	
4	0 END w/ Running	
3	Stealth 11-	
2	Familiarity w/ Common Melee Weapons	
-4	-2" Running (4" total)	
-1	-1" Swimming (1" total)	
0	ES: Climbing, Conversation, Deduction 8- (each)	

75+	Disadvantages
15	Distinctive Features (Concealable, Major Reaction)
10	Psych. Limitation: Wants to kill living (Common)
15	Psych. Limitation: Dead (Very Common)
20	Physical Limitation: Dead (All the Time, Greatly)
18	Creature Bonus

OCV: 3; DCV: 3; ECV: n/a; Phases: 6, 12	
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COSTS:	Char	Powers	Total	Disadv.	Base
	21	+ 132	= 153	= 78	+ 75

Appearance: Zombies resemble (relatively) fresh human corpses, devoid of spirit, returned to a semblance of life by powerful mages.

Ecology: Zombies have no need for food or sleep and can survive any climate or hardship. Since the reanimating magic provides only the most rudimentary semblance of life, the Zombies' bodies do not remain preserved and slowly rot away. If damaged prematurely, however, any broken bits will attempt to reconnect themselves.

Motivations: A Zombie's only motivation is to accomplish the last given command of its master.

Combat Techniques: Zombies commonly fight by hammering with their powerful fists.

Zombies sometimes wear bits of armor (DEF 2-6; do not add natural rPD or rED) but rarely carry shields. They never take STUN and cannot be Stunned. EGO and PRE attacks also have no effect. However, each time an attack successfully penetrates its DEF, the Zombie loses body parts and effectiveness. The GM should choose an appropriate loss or roll randomly on the table below:

Roll 1d6 Abilities Lost

- | | |
|---|------------------------------------|
| 1 | 10 STR (bones fractured or broken) |
| 2 | ½ Running speed (broken leg bones) |
| 3 | Normal sight (skull damage) |
| 4 | Normal hearing (skull damage) |
| 5 | Life Detection (skull damage) |
| 6 | 1d6 normal damage (hands broken) |

Other Names: Living Dead

Rumors: It is said that sometimes a Zombie will retain its original personality after its reanimation.



PREHISTORIC BEASTS

The prehistoric world has long fascinated modern society, and time travel and lost civilizations have often been the topic of fantasy literature. Presented for you here are a variety of dinosaurs and prehistoric mammals as well as a timeline illustrating what creature existed when.

The Everycreature Skills that Prehistoric beasts have in common with modern animals are listed in the right column. As elsewhere, Everycreature Skills which are unique to a specific beast are listed with its other abilities.

Concealment

Stealth

Survival

Area Knowledge: natural environment

1 pt in their own language

PS: Specific Creature Abilities

ANATOSAURUS

Val	Char	Cost	
38*	STR	3	
15	DEX	15	
30	CON	40	
32*	BODY	34	
4	INT	-6	
5	EGO	-10	
20	PRE	10	
4	COM	-3	
18	PD	15	
13	ED	7	
3	SPD	5	
11	REC	4	
60	END	0	
54*	STUN	0	

* Bonuses for Growth already figured in.

Cost	Abilities	END
33	Growth (25 pts), Persistent, Always On, (3,200 KG, +3 to others' Sight Perception, -5 KB, +3" reach)	
20	1½d6 HKA, reduced penetration (-¼) – bite	2
12	+6 PD, +6 ED Armor	
5	Extra Limb – tail	
18	Running +4" (10" total)	1/5"
2	Swimming +2" (4" total)	1/5"
3	+1 to all Perceptions (11-)	
4	+2 to Smell Perception (12- total)	
5	Survival 12-	
5	+1 w/ H-to-H combat	

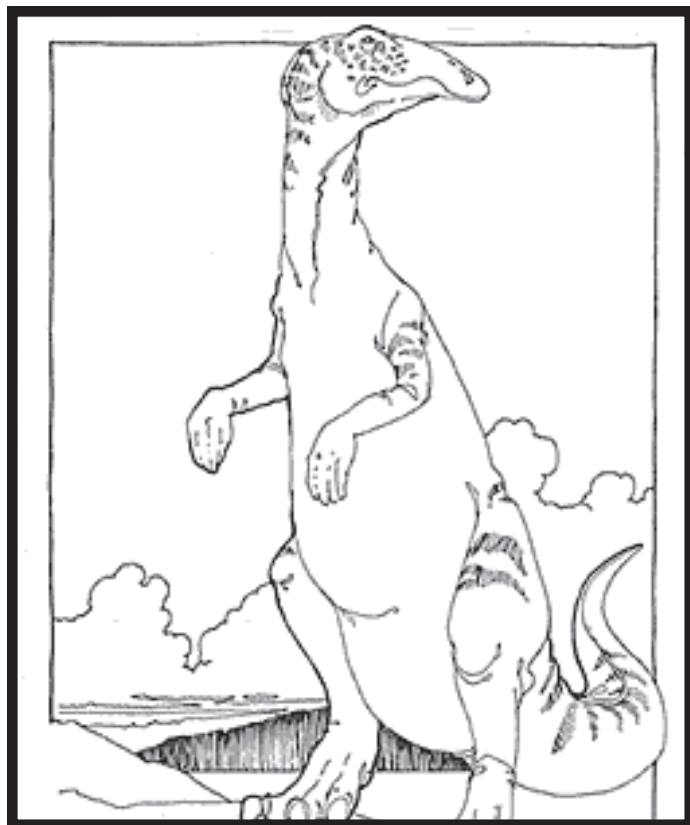
75+	Disadvantages
20	Distinctive Features (Not Concealable, Major Reaction)
15	Physical Limitation: No fine manipulation
10	Physical Limitation: Cannot Leap
15	Timid (Common, Strong)
86	Creature Bonus

OCV: 5; DCV: 2*; ECV: 2; Phases: 4, 8, 12

COSTS:					
Char	Powers	Total	Disadv.	Base	
114	+	107	=	221	= 146 + 75

Appearance: The Anatosaurus is a bipedal dinosaur standing 14 feet tall and measuring 30 feet long. Its body was designed for spending time in the water, having an alligator-like tail and webbing between the toes. The last distinctive feature of the Anatosaurus is its duck-like bill which is filled with several hundred small, prism shaped teeth.

Ecology: Anatosaurus lived in swamps and along coastal plains, where they spent a great deal of time in the water eating water plants and the leaves and pine needles from nearby trees. They normally grazed in herds of 10-50 animals, relying on their acute senses of sight and hearing to avoid predators like the tyrannosaurus.



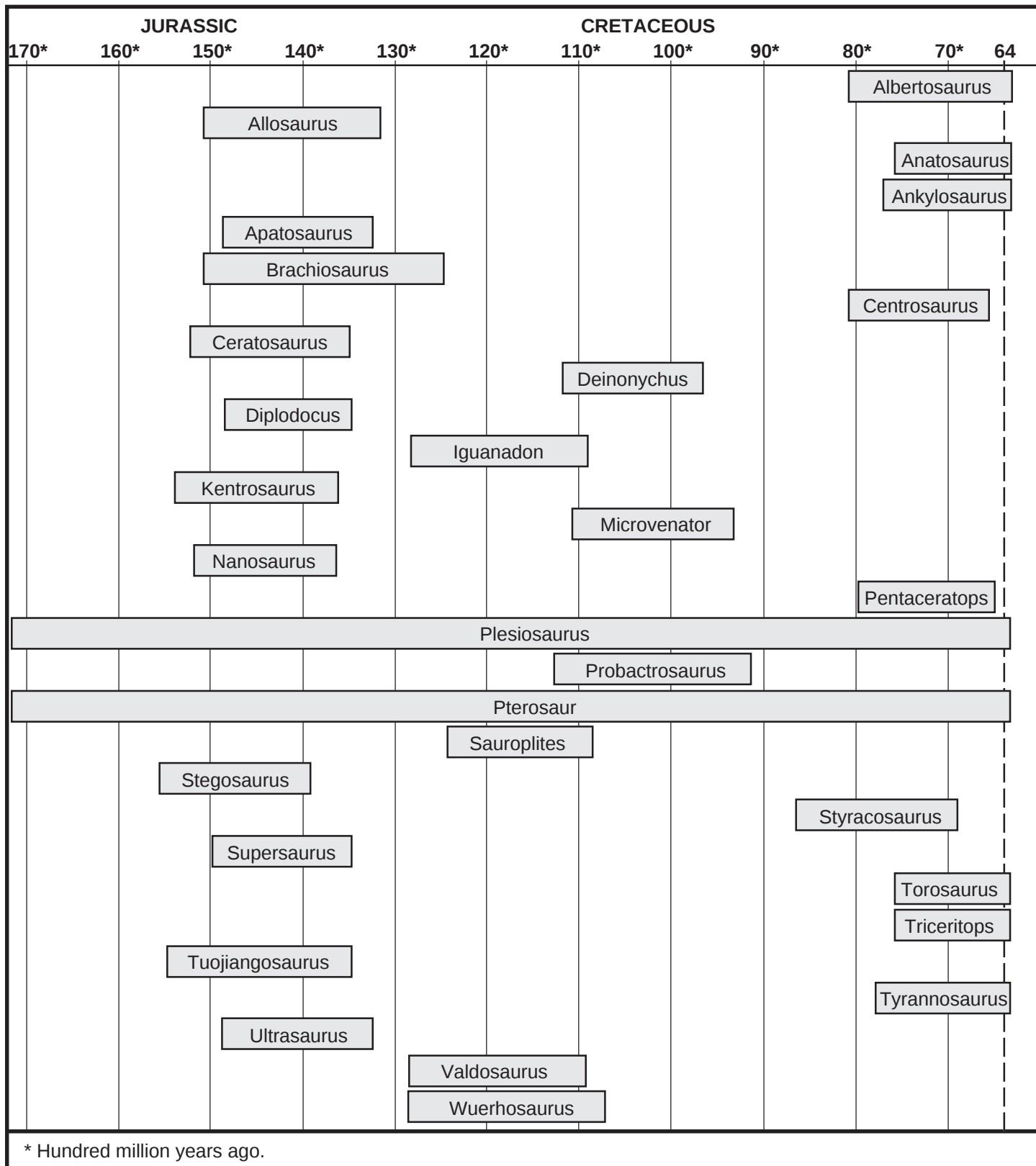
Motivations: Normal animal motivations.

Combat Techniques: Anatosaurus are extremely ineffective in combat and will usually flee. Because of their frequent proximity to water, they often fled there, where most predators could not follow.

Other Names: "Duck Lizard", Trachodon

DINOSAUR TIMELINE

Shown here are which dinosaurs existed during what time period. This is presented for those GMs who wish to take their PCs on a trip into the past and want to be accurate when choosing which dinosaurs to use.



ANKYLOSAURUS

Val	Char	Cost	
40*	STR	0	
13	DEX	9	
28	CON	36	
33*	BODY	34	
4	INT	-6	
5	EGO	-10	
15	PRE	5	
6	COM	-2	
14	PD	12	
7	ED	1	
2	SPD	0	
8	REC	0	
60	END	2	
52*	STUN	0	

* Bonuses for Growth already figured in.

Cost	Abilities	END
40	Growth (30 pts), Persistent, Always On, (5,000 KG, +4 to others' Sight Perception, -6 KB, +2" reach)	
8	½ d6 HKA, reduced penetration (-¼) – bite	1
12	+4d6 HA – tail	1
9	+4 PD, +2 ED Armor	
10	+8 PD, +8 ED Armor, Activation 9-, or only covers areas 3-4, 7-9 & 17-18 (-1½)	
5	Extra Limb – tail	
10	Running +5" (11" total)	1/5"
9	+3 to all Perceptions (13-)	
5	Survival 12-	
5	+1 w/ H-to-H combat	
-2	-2" Swimming (0" total)	

75+ Disadvantages	
20	Distinctive Features (Not Concealable, Major Reaction)
15	Physical Limitation: No fine manipulation
10	Physical Limitation: Cannot Leap
72	Creature Bonus
OCV: 4; DCV: 0*; ECV: 2; Phases: 6, 12	
COSTS:	Char Powers Total Disadv. Base
	81 + 111 = 192 = 117 + 75

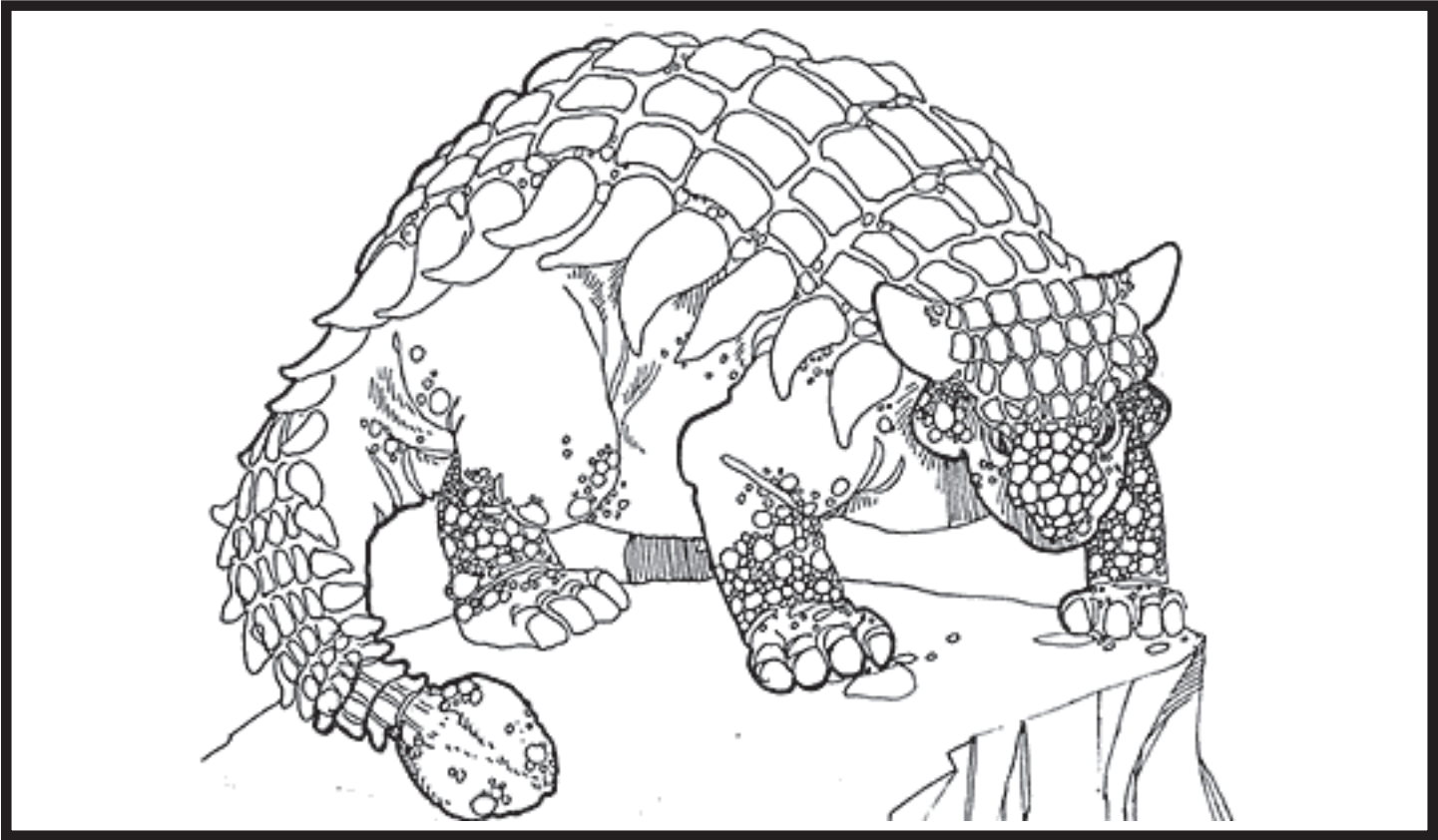
Appearance: Ankylosaurus are the most recognizable of the armored dinosaurs, somewhat resembling giant armadillos. They are 17 feet long, 6 feet wide and their backs arch 4 foot high. The top of the creature from the beaked head to tail is protected by a heavy armor composed of plates of bone set close together in thick, leathery skin. This armor meets its softer underside at a row of boney horns which run from neck to tail. The tail itself ends in a pair of boney, club-like knobs.

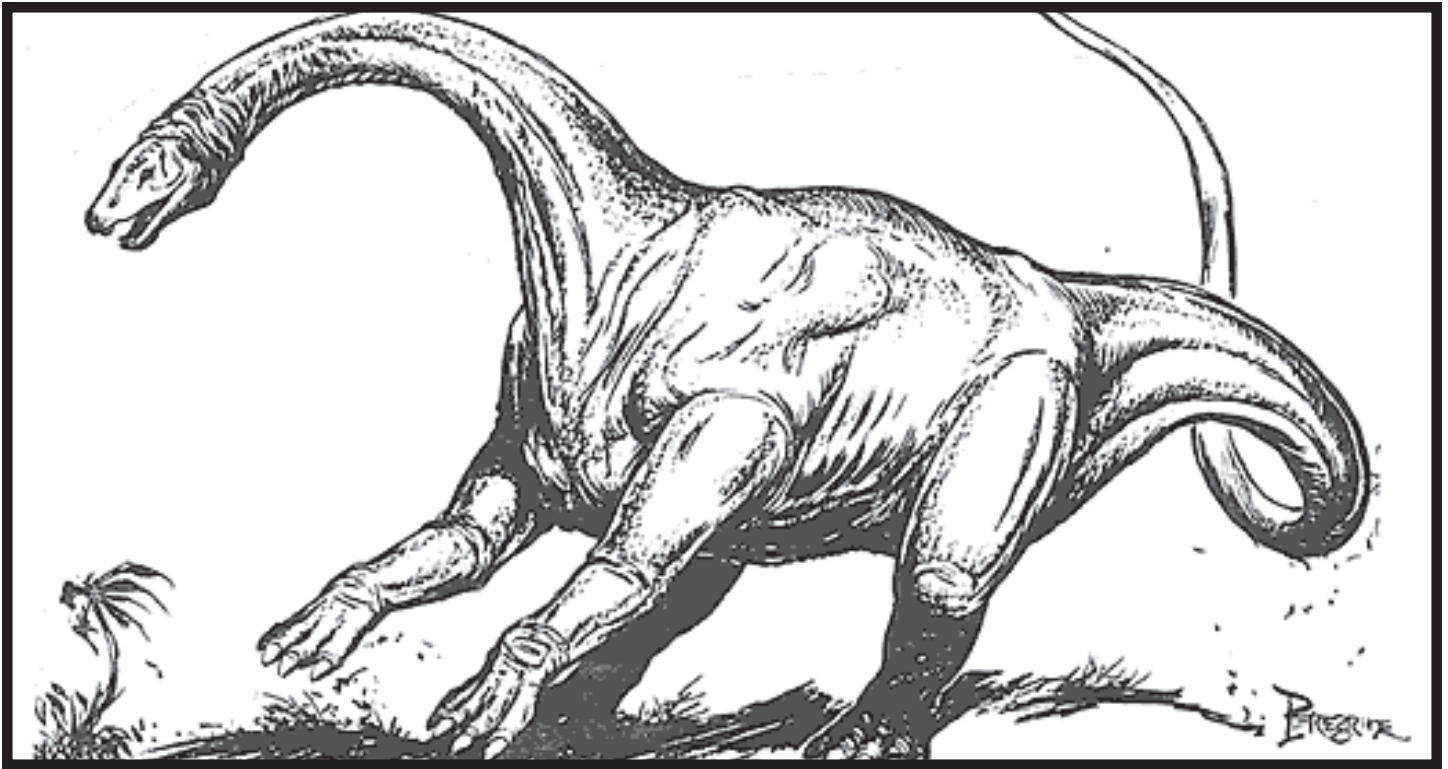
Ecology: The Ankylosaurus were grazing herbivores moving in small groups of 2-12 animals. Having a high degree of immunity to predators, Ankylosaurus existed in relative safety, living a life much like today's rhinoceros.

Motivations: Normal animal motivations.

Combat Techniques: Ankylosaurus were not aggressive creatures but did not flee from combat. When attacked by a larger predator, the Ankylosaurus simply lowered its more tender portions to the ground, leaving only its well armored back exposed. Because of the creature's low center of gravity it was extremely difficult to flip over and its horny sides and dangerous tail club presented formidable deterrents.

Other Names: "Armored Lizard", "Curved Lizard", Euoplocephalus





APATOSAURUS

Val	Char	Cost	
58*	STR	3	
11	DEX	3	
40	CON	60	
44*	BODY	50	
3	INT	-7	
5	EGO	-10	
25	PRE	15	
6	COM	-2	
26	PD	23	
24	ED	16	
2	SPD	-1	
11	REC	0	
80	END	0	
80*	STUN	9	* Bonuses for Growth already figured in.
Cost	Abilities		END
60	Growth (45 pts), Persistent, Always On (9" long, 4" wide, 40,000 KG, +6 to others' Sight Perception, -9" KB, +4" reach)		
16	1d6+1 HKA, reduced penetration (-¼) – bite		2
15	STR is Penetrating, only with tail whip (-1)		
15	+6 PD, +4 ED Armor		
5	Extra Limb – tail		
9	+3 to all Perceptions (13-)		
5	Survival 12-		
-2	-2" Swimming (0" total)		

75+ Disadvantages

20	Distinctive Features (Not Concealable, Major Reaction)
15	Physical Limitation: No fine manipulation
10	Physical Limitation: Cannot Leap
15	Timid (Common, Strong)
147	Creature Bonus

OCV: 4; DCV: -2*; ECV: 2; Phases: 6, 12

COSTS:	Char	Powers	Total	Disadv.	Base
	159	+	123	=	282 = 207 + 75

Appearance: The Apatosaurus was a large, quadrupedal dinosaur standing about 20 feet tall at the back and having a 20 foot long neck and smallish head. Many of its toes were short and blunt like an elephant's, and its tail drug some 30 feet behind it ending in a whip-like tip. Some specimens grew to over 75 feet long.

Ecology: The Apatosaurus roamed the countryside in herds of 10-40, sometimes accompanied by other herbivores, with the young and weaker members near the center. They ate the leaves of tall trees, but since the creatures did not have the capacity to properly chew these leaves, they swallowed mouthfuls of pebbles to aid digestion.

Motivations: Apatosaurus had simple animal motivation. Their propensity to travel in herds and to protect their young from predators marked them as somewhat more intelligent than other dinosaurs of the period.

Combat Techniques: Apatosaurus commonly fled from combat though being very slow moving, they were usually forced to fight. Typical fighting technique was with bite and tail lash.

Other Names: "Deceptive Lizard", Brontosaurus, Atlantosaurus, Titanosaurus

CERATOSAURUS

Val	Char	Cost	
35*	STR	5	
18	DEX	24	
25	CON	30	
27*	BODY	26	
4	INT	-6	
5	EGO	-10	
28	PRE	18	
2	COM	-4	
15	PD	12	
15	ED	10	
3	SPD	2	
8	REC	0	
50	END	0	
48*	STUN	0	* Bonuses for Growth already figured in.

Cost	Abilities	END
27	Growth (20 pts), Persistent, Always On, (1,600 KG, +2 to others' Sight Perception, -4 KB, +1" reach)	
20	2d6-1 HKA, reduced penetration (-¼) – bite	2
12	1d6 HKA, , reduced penetration (-¼) – claws	1
12	+6 PD, +6 ED Armor	
8	Running +4" (10" total)	1/5"
3	+1 to all Perceptions (11-)	
4	+2 to Smell Perception (13- total)	
10	+2 w/ H-to-H combat	
-2	-2" Swimming (0" total)	

75+	Disadvantages
20	Distinctive Features (Not Concealable, Major Reaction)
15	Physical Limitation: No fine manipulation
91	Creature Bonus

OCV: 6; DCV: 4*; ECV: 2; Phases: 4, 8, 12					
COSTS:	Char	Powers	Total	Disadv.	Base
	107	+	94	=	201 = 126 + 75



Appearance: Ceratosaurus was a bipedal dinosaur, smaller than tyrannosaurus. It measured 20 feet long and stood almost 8 feet tall. Its hands and feet were sharply clawed, and its head had a boney knob above each eye and a short, blade-like horn something like a rhinoceros' on its snout'. Ceratosaurus was the only dinosaur to display such a feature.

Ecology: Ceratosaurus was a savage, solitary predator. It hunted individually, taking baby stegosaurus and other small dinosaurs. Its horn was not thought to be used for attacking but may have been used by males in fighting each other over females.

Motivations: Normal animal motivations.

Combat Techniques: Ceratosaurus attacked its prey by Grabbing it in its toothy jaws and slashing at it with its claws. When resistance faded the prey was finished off with savage biting.

Other Names: "Horned Reptile"

DEINONYCHUS

Val	Char	Cost	
15	STR	5	
18	DEX	24	
15	CON	10	
11	BODY	2	
4	INT	-6	
5	EGO	-10	
13	PRE	3	
4	COM	-3	
8	PD	5	
5	ED	2	
3	SPD	2	
6	REC	0	
34	END	2	
30	STUN	3	
Cost	Abilities	END	
8	½ d6 HKA, reduced penetration (-¼) – bite	1	
20	1½ d6 HKA, reduced penetr. (-¼) – clawed feet	2	
9	+4 PD, +2 ED Armor		
12	Running +6" (12" total)	1/5"	
6	+2 to all Perceptions (12-)		
2	+1 to Smell Perception (13- total)		
15	+3 w/ H-to-H combat		
-2	-2" Swimming (0" total)		
75+	Disadvantages		
20	Distinctive Features (Not Concealable, Major Reaction)		
15	Physical Limitation: No fine manipulation		
-1	Creature Bonus		
OCV: 6; DCV: 6; ECV: 2; Phases: 3, 6, 9, 12			
COSTS:	Char	Powers	Total Disadv. Base
	39	+ 70	= 109 = 34 + 75

Appearance: Deinonychus was a bipedal dinosaur standing about 5 feet tall and measuring about 9 feet from nose to tail. Their tails were rigid and used mainly for balance. Their fore arms were rather short but the three powerful fingers were tipped with sharp claws. Their powerful jaws were filled with serrated, backwards-pointing teeth, and the second toe on each hind foot was tipped with a formidable claw nearly 6 inches long.

Ecology: Deinonychus were carnivorous dinosaurs, hunting large, slow-moving dinosaurs, such as apatosaurus and brachiosaurus, in packs of 5-15. They were fierce, viscous hunters capable of killing creatures larger than themselves.

Motivations: Normal animal motivations.

Combat Techniques: Deinonychus commonly ran down their prey, Grabbing it with their powerful jaws whose backwards-pointing teeth facilitated holding on. They would then rake with their devastating hind claws, disemboweling their prey. When hunting in packs, several Deinonychus would latch onto the creature, hindering its movement, while others moved in for the kill.

Other Names: "Terrible Claw"

MICROVENATOR

Val	Char	Cost	
5	STR	-5	
17	DEX	21	
10	CON	0	
6	BODY	-8	
4	INT	-6	
5	EGO	-10	
5	PRE	-5	
6	COM	-2	
5	PD	4	
3	ED	1	
3	SPD	3	
4	REC	2	
20	END	0	
18	STUN	4	
* Bonus for Shrinking already figured in.			
Cost	Abilities	END	
13	Shrinking (10 pts), Persistent, Always On (-2 to others' Sight Perception, +3" KB)		
4	1 pip HKA, reduced penetration (-¼) – bite	1	
6	Running +3" (9" total)	1/5"	
6	+2 to all Perceptions (12-)		
4	+2 to Smell Perception (14- total)		
10	+2 w/ H-to-H combat		
-2	-2" Swimming (0" total)		
75+	Disadvantages		
15	Distinctive Features (Not Concealable)		
15	Physical Limitation: No fine manipulation		
-65	Creature Bonus		
OCV: 6; DCV: 8*; ECV: 2; Phases: 4, 8, 12			
COSTS:	Char	Powers	Total Disadv. Base
	-1	+ 41	= 40 = -35 + 75

Appearance: Microvenator was a bipedal dinosaur the size of a large turkey, about 3 feet tall and 5 feet long. It had a small head and long neck, hind legs and tail.

Ecology: Microvenator was a viscous little dinosaur which hunted small lizards, perhaps in groups of 2-8. They were constantly on the move to avoid larger predators such as the Allosaurus and the Ceratosaurus.

Motivations: Normal animal motivations.

Combat Techniques: Microvenator fled from any larger predators and only preyed on small creatures which it snapped up with its dangerous bite.

Other Names: "Small Hunter"

PLESIOSAURUS

Val	Char	Cost	
43*	STR	3	
15	DEX	15	
30	CON	40	
33*	BODY	34	
3	INT	-7	
5	EGO	-10	
20	PRE	10	
8	COM	-1	
20	PD	17	
15	ED	9	
3	SPD	5	
9	REC	0	
60	END	0	
55	STUN	0	* Bonuses for Growth already figured in.

Cost	Abilities	END
40	Growth (30 pts), Persistent, Always On, (6,400 KG, +4 to others' Sight Perception, -6 KB, +2" reach)	
20	1½d6 HKA, reduced penetration (-¼) – bite	2
12	+4 PD, +4 ED Armor	
5	Extra Limb – tail	
8	Swimming +8" (10" total)	1/5"
6	+2 to all Perceptions (12-)	
6	+3 w/ bite	
3	Survival 12-	
-8	-4" Running (2" total)	

75+ Disadvantages
20 Distinctive Features (Not Concealable, Major Reaction)
15 Physical Limitation: No fine manipulation
10 Physical Limitation: Cannot Leap
87 Creature Bonus

OCV: 5; DCV: 1*; ECV: 2; Phases: 6, 12

COSTS: Char	Powers	Total	Disadv.	Base
115	+	92	=	207 = 132 + 75

Appearance: Plesiosaurus were aquatic dinosaurs which grew to a length of over 40 feet. Their tails were shorter than most dinosaurs and their necks long, ending in a smallish head. Their legs were large and flipper-like.

Ecology: Plesiosaurus were almost exclusively water dwellers since they were rather slow and clumsy on land. In the water however, they were excellent swimmers, able to reach impressive speeds. They travelled the lakes and oceans individually or in mated pairs feeding on fish and small reptiles.

Motivations: Normal animal motivations.

Combat Techniques: Plesiosaurus were fierce hunters of fish and small reptiles but tended to avoid confrontations with larger creatures. When forced to fight, their only weapon was the bite provided by their short, sharp teeth.

Other Names: "Ribbon Reptile"

Rumors: It is believed by some that the creature sighted in various Scottish lakes is one of a family of Plesiosaurus which has survived to the 20th century.

QUETZALCOATLUS

Val	Char	Cost	
13*	STR	-7	
15	DEX	15	
11	CON	2	
8*	BODY	-8	
3	INT	-7	
5	EGO	-10	
13	PRE	3	
8	COM	-1	
4	PD	3	
3	ED	1	
3	SPD	5	
5	REC	4	
32	END	10	
26*	STUN	10	* Bonuses for Growth already figured in.

Cost	Abilities	END
13	Growth (10 pts), Persistent, Always On (200 KG, +1 to others' Sight Perception, -2" KB)	
4	1 pip HKA, reduced penetration (-¼) – bite	
5	Flight 4", OIF – wings	1/5"
10	Gliding 15", OIF – wings	
6	+3 to Sight Perception (13-)	
5	Survival 12-	
-8	-4" Running (2" total)	

75+ Disadvantages
20 Distinctive Features (Not Concealable, Major Reaction)
15 Physical Limitation: No fine manipulation
10 Physical Limitation: Cannot Leap
-65 Creature Bonus

OCV: 5; DCV: 4*; ECV: 2; Phases: 4, 8, 12
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COSTS: Char	Powers	Total	Disadv.	Base
20	+	35	=	55 = -20 + 75





Appearance: Pterosaurs were flying dinosaurs which stood approximately as high as a large dog. The Quetzalcoatlus was the largest known Pterosaur and had a wingspan that may have been as much as 50 feet. They had "hands" set on their wings much as bats do today and feet which stretched out behind their bodies. Their heads were topped with a long, backwards-projecting crest.

Ecology: Pterosaurs built their nests on cliffs and plateaus, in groups of 2-8 with the nests approximately 100 feet apart from one another. Until the young reached adulthood, they could not fly, so the parents fed them constantly, usually on vegetation and fish caught in nearby lakes and oceans. Pterosaurs were not competent flyers, using their wing muscles only to climb to a height sufficient to glide from. If the wings were ever to become severely damaged (Impaired), they became useless, making the creature easy prey for predators.

Motivations: Normal animal motivations.

Combat Techniques: Pterosaurs hunted by flying quickly past their prey, snatching it into the air (Move By). Its only means of defending itself from larger prey (which it usually fled from) was with its meager bite.

Other Names: Pteranodon, Pterodactyl

STEGOSAURUS

Val	Char	Cost	
38*	STR	3	* Bonuses for Growth already figured in.
13	DEX	9	
35	CON	50	
32*	BODY	34	
3	INT	-7	
5	EGO	-10	
15	PRE	5	
6	COM	-2	
20	PD	17	
15	ED	8	
2	SPD	0	
10	REC	0	
70	END	0	
57*	STUN	0	

Cost	Abilities	END
33	Growth (25 pts), Persistent, Always On, (3,000 KG, +3 to others' Sight Perception, -5 KB, +3" reach)	
8	½ d6 HKA, reduced penetration (-¼) – bite	1
16	1d6+1 HKA, reduced penetration (-¼) – tail	2
15	+6 PD, +4 ED Armor	
3	+4 PD Armor, does not cover head, vitals, or legs (-1) – plates	
6	+2 to all Perceptions (12-)	
5	Survival 12-	
5	+1 w/ H-to-H combat	
-2	-2" Swimming (0" total)	

75+	Disadvantages
20	Distinctive Features (Not Concealable, Major Reaction)
15	Physical Limitation: No fine manipulation
10	Physical Limitation: Cannot Leap
76	Creature Bonus

OCV: 4; DCV: 1*; ECV: 2; Phases: 6, 12									
COSTS:	Char	Powers	Total	Disadv.	Base				
	107	+	89	=	196	=	121	+	75

Appearance: Stegosaurus stood 15 feet tall from the ground to the tallest dorsal plate and 25 feet long from beak to tail. Its head was only 16 inches long, but its tail was long, ending in four, foot long spikes. Two rows of thin, boney plate ran down its back from neck to tail, growing to a height of 2 feet tall at the top of its back.

Ecology: Stegosaurus were peaceful creatures who roamed the prairies in small herds of 8-20, grazing on ferns and other low plants. Young Stegosaurus were a favorite meal for Allosaurus and other predators.

Motivations: Though Stegosaurus have the same motivations as other animals, their tiny brains, only the size of golfballs, could probably concentrate on little else. They may not have even been smart enough to protect their young.

Combat Techniques: Stegosaurus probably fled from combat, but if cornered they were quite defensible. The boney plates hindered any large predator from biting or grabbing hold of the beast, and the spiked tail could be swung with devastating effect.

Other Names: "Plated Lizard"

STYRACOSAURUS

Val	Char	Cost	
40*	STR	10	
14	DEX	12	
38	CON	56	
33*	BODY	38	
4	INT	-6	
5	EGO	-10	
25	PRE	15	
4	COM	-3	
20	PD	16	
18	ED	10	
3	SPD	6	
12	REC	0	
76	END	2	
62*	STUN	0	* Bonuses for Growth already figured in.

Cost	Abilities	END
27	Growth (20 pts), Persistent, Always On (2000 KG, +2 to others' Sight Perception, -4" KB, +1" Reach)	
12	1d6 HKA, reduced penetration ($-\frac{3}{4}$) – bite	1
12	1d6 HKA, reduced penetration ($-\frac{3}{4}$) – horn	1
12	+5 PD, +3 ED Armor	
2	+3 PD, +1 ED Armor, Activation 8- or only covers areas 5-7 (-2) – frill	
10	Running +5 (11" total)	1/5"
5	Survival 12-	
9	+3 to all Perceptions (13-)	
-2	-2" Swimming (0" total)	

75+	Disadvantages
20	Distinctive Features (Not Concealable, Major Reaction)
15	Physical Limitation: No fine manipulation
10	Physical Limitation: Cannot Leap
115	Creature Bonus

OCV: 5; DCV: 3*; ECV: 2; Phases: 4, 8, 12

COSTS:	Char	Powers	Total	Disadv.	Base
	146	+	87	=	233 = 158 + 75

Appearance: Styracosaurus has a bulky body much like triceratops, measuring 18 feet long and almost 10 feet tall. Its tail was short and thick, and its legs were much like those of an elephant. Its beaked snout has a long, sharp horn sprouting up near its end, and it had a boney frill ringed with spikes growing above its head. The topmost 4-6 of these spikes could grow to a length of 3 feet long.

Ecology: Styracosaurus roamed the scrubby plains in large herds numbering 10-50 creatures. They strip the leaves from low shrubs and plants with their turtle-like beak. Ceratosaurus shared this environment with other dinosaurs such as the Albertosaurus which likely hunted it.

Motivations: Normal animal motivations.

Combat Techniques: The feisty Styracosaurus was likely not fearful of predators, charging them (Move Through) and goring them with its nose horn when threatened.

Other Names: "Spiked Lizard"

TRICERATOPS

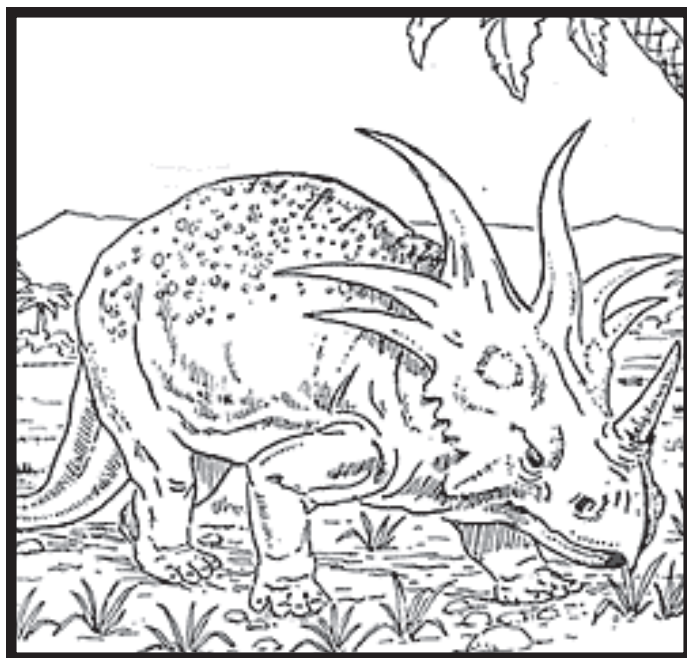
Val	Char	Cost	
45*	STR	5	
13	DEX	9	
38	CON	56	
35*	BODY	38	
4	INT	-6	
5	EGO	-10	
25	PRE	15	
4	COM	-3	
18	PD	15	
15	ED	7	
3	SPD	7	
11	REC	0	
76	END	0	
64*	STUN	1	* Bonuses for Growth already figured in.

Cost	Abilities	END
40	Growth (30 pts), Persistent, Always On, (6,000 KG, +4 to others' Sight Perception, -6 KB, +2" reach)	
12	1d6 HKA, reduced penetration ($-\frac{3}{4}$) – bite	1
24	2d6 HKA, reduced penetration ($-\frac{3}{4}$) – horns	3
15	+6 PD, +4 ED Armor	
3	+4 PD, +2 ED Armor, Activation 8- or only covers areas 5-7 (-2) – frill	
6	Running +3" (9" total)	1/5"
9	+3 to all Perceptions (13-)	
2	+1 to sight Perception (14- total)	
5	Survival 12-	
5	+1 w/ H-to-H combat	
4	+2 w/ Move Through	
-2	-2" Swimming (0" total)	

75+	Disadvantages
20	Distinctive Features (Not Concealable, Major Reaction)
15	Physical Limitation: No fine manipulation
10	Physical Limitation: Cannot Leap
137	Creature Bonus

OCV: 4; DCV: 0*; ECV: 2; Phases: 4, 8, 12

COSTS:	Char	Powers	Total	Disadv.	Base
	134	+	123	=	257 = 182 + 75



Appearance: The largest of the horned dinosaurs, Triceratops measured 25 feet from the tip of its beaked snout to the end of its short, thick tail, and stood 10 feet tall. It had a large, scalloped frill sprouting from the back of its head and sweeping over its neck. A short point grew just above its beak, and two 4' long horns jutted forward just above its eyes.

Ecology: Triceratops roamed the open semi-tropical plains in large herds of 10-50 creatures. They fed on the leafy vegetation and knocked over taller trees to feed on the high branches. Triceratops was quite intelligent for a dinosaur and had excellent eyesight.

Motivations: Normal animal motivations.

Combat Techniques: Triceratops had no real enemies. They were highly aggressive creatures, easily a match for even tyrannosaurus who often fought amongst themselves for territory and mates. They would charge into their foe, goring them with their formidable horns.

Other Names: "Three-horned Face"



TYRANNOSAURUS

Val	Char	Cost							
48*	STR	8	* Bonuses for Growth already figured in.						
18	DEX	24							
38	CON	56							
35*	BODY	38							
4	INT	-6							
5	EGO	-10							
30	PRE	20							
4	COM	-3							
15	PD	11							
13	ED	5							
4	SPD	12							
12	REC	0							
76	END	0							
63*	STUN	0							
Cost	Abilities	END							
40	Growth (30 pts), Persistent, Always On (6500 KG, +4 to others' Sight Perception, -6" KB, +2" Reach)								
32	2½d6 HKA, reduced penetration (-¼) – bite	4							
8	1d6-1 HKA, reduced penetration (-¼) – claws	1							
15	+7 PD, +3 ED Armor								
17	Running +7" (13" total)	1/5"							
3	+1 to all Perceptions (11-)								
4	+2 to Smell Perception (13- total)								
15	+3 w/ H-to-H combat								
75+	Disadvantages								
20	Distinctive Features (Not Concealable, Major Reaction)								
15	Physical Limitation: No fine manipulation								
179	Creature Bonus								
OCV: 6; DCV: 2*; ECV: 2; Phases: 3, 6, 9, 12									
COSTS:	Char	Powers	Total	Disadv.	Base				
	155	+	134	=	289	=	214	+	75

Appearance: The largest known predator, the Tyrannosaurus measured 47 feet long and stood almost 20 feet tall. Its arms were relatively short and clawed (as were the feet).

Ecology: Tyrannosaurus is reputed to be the most formidable of predators. It lived mainly in the temperate forested hills and plains. Tyrannosaurus hunted individually taking anatosaurus, pachycephalosaurus, and the occasional triceratops.

Motivations: Normal animal motivations.

Combat Techniques: Tyrannosaurus was faster than most of its prey. Hence its normal hunting technique was to run down their prey, and clamp their terrible jaws on it. The Tyrannosaurus then continuously chews at the prey while slashing at it with its viscous claws, perhaps balancing on one foot while using the hind claws.

Other Names: "Tyrant Lizard", Tyrannosaurus Rex



ANIMALS

No world could provide a wider variety of diverse, imaginative creatures than the real world. From tiny creatures that can kill a man in minutes to huge, powerful beasts of extreme gentleness. Though even Hero Games can't bring you all the animals in the world, over 70 of the animals that most commonly appear in TV, film and heroic literature are presented here. These, combined with the statistics for dozens of other possible animals presented in the table in the back of this book, will hopefully fulfill all your animal needs.

Just as the character stats for normal people reflect an exceptionally healthy individual, the stats for each of these animals is a example of an ideal representative of that species. For increased realism, particularly in heroic genres, these statistics can be adjusted higher or lower to reflect the individuality of each animal.

The common Everycreature Skills for most animals are:

Concealment

Stealth

Survival

Area Knowledge: natural environment

1 pt in their own language

PS: Specific Animal Abilities

All of the animals here (unless the GM chooses otherwise) will have a Familiarity (8- Roll) with each of these Skills, at no cost.



ALLIGATOR

Val	Char	Cost	
18	STR	8	
15	DEX	15	
18	CON	16	
13	BODY	6	
4	INT	-6	
5	EGO	-10	
18	PRE	8	
10	COM	0	
9	PD	5	
8	ED	4	
3	SPD	5	
12	REC	8	
40	END	2	
34	STUN	3	

Cost	Abilities	END
12	1d6 HKA, reduced penetration ($-\frac{1}{4}$) – bite	1
6	+2d6 HA – tail lash	1
6	+3 PD, +1 ED Armor	
5	Extra Limb – tail	
4	Swimming +4" (6" total)	1/5"
3	+1 to all Perceptions (11-)	
6	+3 to Hearing Perception (14- total)	
6	+3 to Smell Perception (14- total)	
11	Concealment 14-	
10	+2 w/ H-to-H combat	
2	+1 w/ tail	
-6	-3" Running (3" total)	

50+	Disadvantages
15	Physical Limitation: No fine manipulation
5	Physical Limitation: Cannot Leap
15	Physical Limitation: Hibernates in cold (Infreq., Fully)
42	Creature Bonus

OCV: 5; DCV: 5; ECV: 2; Phases: 4, 8, 12					
COSTS:	Char	Powers	Total	Disadv	Base
	64	+	63	=	127
				=	77
				+	50

Appearance: Alligators are large lizard-like reptiles with heavy tails and long, flat heads with rounded, broad snouts. They have thick, leathery skin that is colored olive, brown, or black with yellow cross-bands. True alligators range from 2-4 meters in length and weigh up to 150 KG.

Ecology: Alligators live in warm swamps, marshes, and similar wetlands of the southeast United States and the Yangtze River basin in China. They are found exclusively in warmer climates. Amphibious by nature, alligators spend most of their time wallowing in thick marsh mud or cruising



in shallow, slow-moving water. They are equally at home in both fresh and salt-water. They feed on fish, snakes, water-fowl, and small mammals. They are usually found in groups of three to twenty individuals. Alligators are dormant in cold weather, hibernating in dens made of fallen trees and mud.

Motivations: Alligators are motivated by an aggressive instinct to survive. This aggressiveness causes the alligator to appear quite violent to modern man and even evil to superstitious or uneducated individuals.

Combat Techniques: Alligators will attempt to bite anything within reach. If their opponent is too far away to be bitten, they will lash with their tail, in hopes of knocking the foe down. Alligators ride very low in the water and will swim slowly looking for prey. When swimming, they are often mistaken for logs or matted weeds. Because they do not move quickly on land, Alligators will stay in the water to fight.

Other Names: Water Lizard, Gator

Rumors: Some jungle tribes worship alligators as gods, believing that the spirits of ancestral chiefs reside in the bodies of alligators.

In Ancient China alligators were thought to be dragons.

SMALL ANIMALS

(Raccoons, Foxes, etc.)

Val	Char	Cost							
-5	STR	-15	* Bonus for Shrinking already figured in.						
18	DEX	24							
13	CON	6							
5	BODY	-10							
5	INT	-5							
5	EGO	-10							
10	PRE	0							
10	COM	0							
4	PD	4							
3	ED	0							
3	SPD	2							
4	REC	1							
26	END	0							
15	STUN	3							
Cost				Abilities	END				
27	Shrinking (20 pts), Persistent, Always On (-4 to others' Sight Perception, +6" KB)								
4	½d6-1 HKA, reduced penetration (-¼) – bite								
5, 6	Ultraviolet Vision; +2 to all Perceptions (12-)								
7, 3	Concealment 12-; Stealth 13-								
-4	-2" Running (4" total)								
50+ Disadvantages									
15	Physical Limitation: No fine manipulation								
-7	Creature Bonus								
OCV: 6; DCV: 10*; ECV: 2; Phases: 4, 8, 12									
COSTS: Char		Powers	Total	Disadv.	Base				
10		+	48	=	58	=	8	+	50

Appearance: This category covers the wide variety of animals ranging in size from 18-30 inches long. Many of these animals are commonly hunted for food or pelts.

Ecology: Wide and varied. Most live in wooded areas within a variety of climates. Research specific animal for more details.

Motivations: Normal animal motivations.

Combat Techniques: Most of these animals rely on their bite primarily, using their claws only when necessary.

Other Names: Beaver, Muskrat, Opossum

Rumors: Many woodland animals serve as steeds for the fairy folk who can understand their languages.



VERY SMALL ANIMALS

(Rabbits, Squirrels, etc.)

Val	Char	Cost											
-20	STR	-30	* Bonus for Shrinking already figured in.										
15	DEX	15											
8	CON	-4											
2	BODY	-16											
3	INT	-7											
5	EGO	-10											
5	PRE	-5											
10	COM	0											
2	PD	2											
2	ED	0											
4	SPD	15											
4	REC	4											
16	END	0											
10	STUN	4											
Cost				Abilities	END								
45	Shrinking (30 pts), Persistent, Always On (-6 to others' Sight Perception, +9" KB)												
4	1 pip HKA, reduced penetration (-¼) – bite												
6	+2 to all Perceptions (12-)												
4	+2 to Hearing Perception (14- total)												
7, -1	Concealment 12-; -1" Swimming												
50+ Disadvantages													
15	Physical Limitation: No fine manipulation												
25	Hunted by most predators 14-												
-20	Creature Bonus												
OCV: 5; DCV: 11*; ECV: 2; Phases: 3, 6, 9, 12													
COSTS:					Char	Powers	Total	Disadv.	Base				
					-32	+	60	=	28	=	20	+	50

Appearance: This category covers animals smaller than beavers, raccoons, etc., ranging from 8-20 inches long. Like Small Animals, these animals are hunted for food and fur.

Ecology: Wide and varied. Most live in wooded areas within a variety of climates. Research specific animal for more details.

Motivations: Normal animal motivations.

Combat Techniques: Most animals of this size flee from confrontations. When forced to fight, their only weapon is their bite.

Other Names: Chipmunk, Ferret, Guinea Pig

Rumors: Old women tell stories that say that all animals are in reality some form of fairy.



MEDIUM ANTELOPE

Val	Char	Cost							
8	STR	-2							
18	DEX	24							
13	CON	6							
8	BODY	-4							
5	INT	-5							
5	EGO	-10							
8	PRE	-2							
10	COM	0							
2	PD	0							
2	ED	-1							
4	SPD	12							
5	REC	0							
26	END	0							
24	STUN	5							
Cost	Abilities	END							
8	½ d6 HKA, reduced penetration (-¼) – horns	1							
4	1 pip HKA, reduced penetration (-¼) – bite								
7	+3d6 HA, reduced penetration (-¼) – kick	1							
12	Running +6" (12" total)	1/5"							
6	+2 to all Perceptions (12-)								
8	+2 to Hearing & Smell Perceptions (14- total)								
50+	Disadvantages								
15	Physical Limitation: No fine manipulation								
15	Timid (Common, Strong)								
-9	Creature Bonus								
OCV: 6; DCV: 6; ECV: 2; Phases: 3, 6, 9, 12									
COSTS:	Char	Powers	Total	Disadv.	Base				
	25	+	46	=	71	=	21	+	50

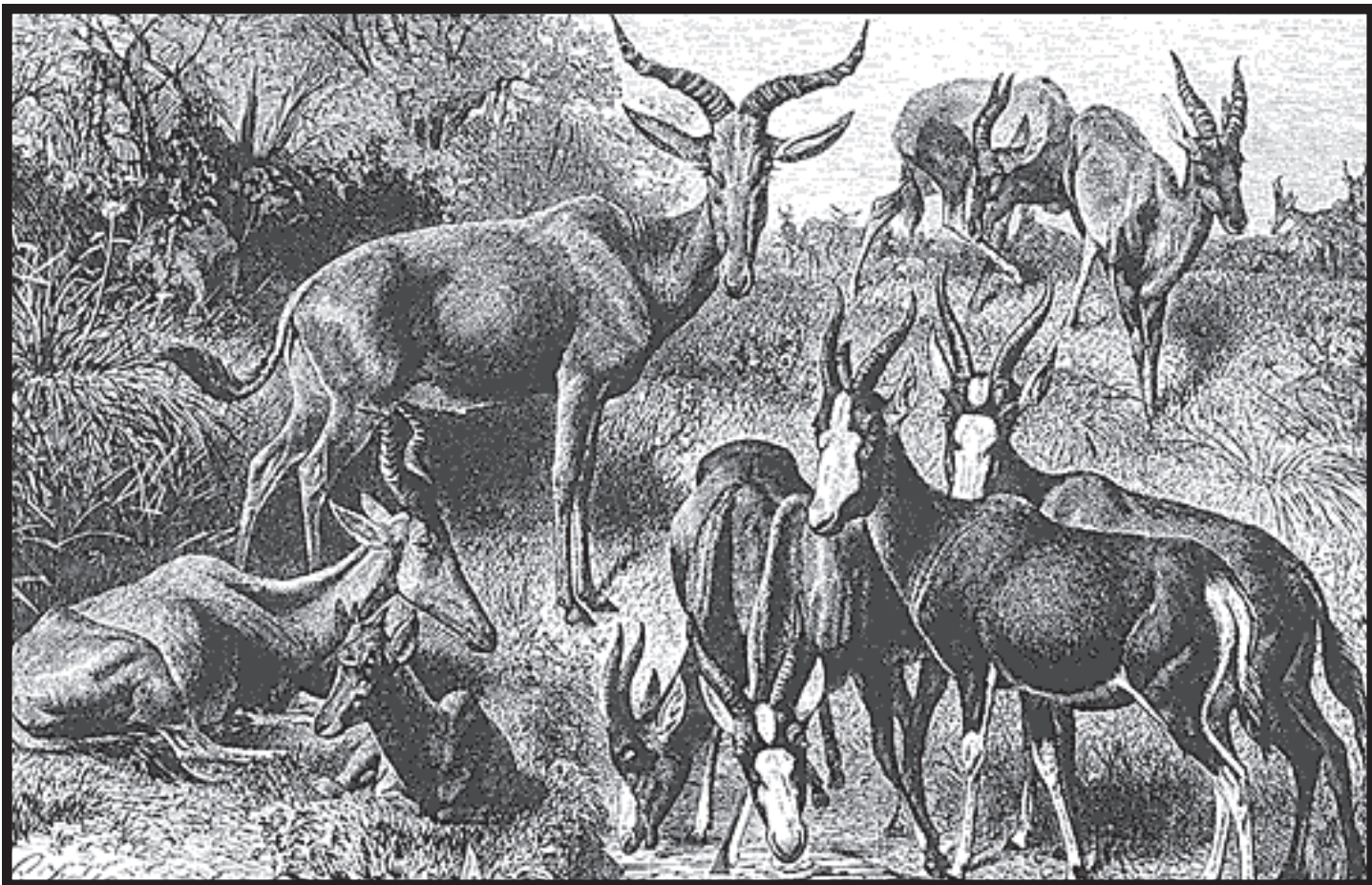
Appearance: Antelopes are four legged, hoofed mammals which resemble deer. They come in various sizes and their short fur varies in coloring and pattern. Large Antelopes stand 5-7 foot tall. Medium Antelopes stand 3-5 foot tall, and Small Antelopes stand 2-4 foot tall. Some types have long horns.

Ecology: Most antelopes inhabit warm or arid regions such as the plains of Africa. They travel in large herds for safety and are commonly led by a single male.

Motivations: Normal animal motivations. Antelopes are timid and will flee a confrontation unless cornered or defending their young.

Combat Techniques: The antelope's main defensive weapon is its horns. It will resort to its bite only if it is incapable of utilizing its horns. It is also capable of a powerful kick, but the maneuver is only used while it is being chased.

Rumors: Some native tribes believe that the spirits of their dead ancestors are reincarnated as antelopes and other animals.



BADGER

Val	Char	Cost	
0	STR	-10	
11	DEX	3	
13	CON	6	
6	BODY	-4	
4	INT	-6	
5	EGO	-10	
10	PRE	0	
10	COM	0	
4	PD	4	
3	ED	0	
3	SPD	9	
5	REC	2	
26	END	0	
20	STUN	7	* Bonus for Shrinking already figured in.

Cost	Abilities	END
27	Shrinking (20 pts), Persistent, Always On (-4 to others' Sight Perception, +6" KB)	
8	½ d6 HKA, reduced penetration (-¼) – bite	1
8	½ d6 HKA, reduced penetration (-¼) – claws	1
5	Tunneling 1" (1 DEF)	
5	Ultraviolet Vision	
5	Concealment 11-	
5	+1 w/ H-to-H combat	
-4	Running -2" (4" total)	

50+ Disadvantages

15	Physical Limitation: No fine manipulation
25	Creature Bonus

OCV: 4; DCV: 8*; ECV: 2; Phases: 4, 8, 12

COSTS:	Char	Powers	Total	Disadv.	Base
	31	+	59	=	90 = 40 + 50

Appearance: Badgers are broad, heavily furred mammals standing only several inches tall but growing to be nearly 3 foot long. They have viciously sharp teeth and short legs ending in sharp claws.

Ecology: Badgers live in Europe, Asia, China, and North America in forests or plains of climates varying from subarctic to warm temperate in small family groups of 2 adults and 2-6 young. They are cunning hunters and viscous fighters.

Motivations: Normal animal motivations.

Combat Techniques: Though capable fighters, badgers will usually not fight a stronger opponent, preferring to dig into the ground or run to cover to escape. When in combat they will primarily use their bite.

BARRACUDA

Val	Char	Cost	
15	STR	5	
14	DEX	12	
18	CON	16	
10	BODY	0	
2	INT	-8	
5	EGO	-10	
18	PRE	8	
10	COM	0	
3	PD	0	
4	ED	0	
3	SPD	6	
7	REC	0	
36	END	0	
27	STUN	0	

Cost	Abilities	END
8	½ d6 HKA, reduced penetration (-¼) – bite	1
5	Life Support (Breath Underwater)	
12	Swimming +12" (14" total)	
3, 20	Ultrasonic Hearing; Targeting Hearing	
10, 5	Tracking Scent; Discriminatory Smell	
9	+3 to all Perceptions (12-)	
4	+2 w/ bite	
-12	-6" Running (0" total)	

50+	Disadvantages
15	Physical Limitation: No fine manipulation
15	2d6/Turn when out of water (Uncommon)
13	Creature Bonus

OCV: 5; DCV: 5; ECV: 2; Phases: 4, 8, 12

COSTS:	Char	Powers	Total	Disadv.	Base
	29	+	64	=	93 = 43 + 50

Appearance: Barracudas reach a length of 8 feet long and have powerful bodies and sharp, dagger-like teeth.

Ecology: Predatory Barracuda are found in tropical waters especially around reefs and shipwrecks where they make their homes. They are known to attack humans and their bites are often mistakenly attributed to sharks.

Motivations: Normal animal motivations.

Combat Techniques: When attacking larger opponents, Barracudas bite in an attempt to drive off the opponent and will then let go. If the opponent is not driven off within a few Phases the Barracuda will retreat. If attacking smaller prey, the Barracuda will bite continuously until the prey is dead.



BAT

Val	Char	Cost	
-25	STR	-35	
20	DEX	30	
10	CON	0	
2	BODY	-16	
3	INT	-7	
5	EGO	-10	
10	PRE	0	
10	COM	0	
1	PD	1	
3	ED	1	
3	SPD	0	
3	REC	2	
20	END	0	
7	STUN	3	

* Bonus for Shrinking already figured in.

Cost	Abilities	END
45	Shrinking (30 pts), Persistent, Always On (-6 to others' Sight Perception, +9" KB)	
3	+1d6 HA – bite	
35	Active Sonar, Targeting	
5, 9	Discriminatory Sense of Touch; Stealth 16-	
6, 14	+3 to Hearing Perception (14-); Flight 7"	1/5"
7	Clinging, not to smooth surfaces (-½)	
-10, -6	-5" Running (1" total); -3 to Sight Perception (7-)	

Cost	Additional Abilities (Vampire Bat)	END
8	1d6 Drain END (returns 5/day), 0 END, Gradual Effect (5 min.), only if bite does BODY damage (-½)	

50+	Disadvantages
15	Physical Limitation: No fine manipulation
15	Timid (Common, Strong)
0	Creature Bonus (Common Bat)
5	Creature Bonus (Vampire Bat)

OCV: 7; DCV: 13*; ECV: 2; Phases: 4, 8, 12

COSTS:	Char	Powers	Total	Disadv.	Base
Common	-31	+	108	=	77 = 27 + 50
Vampire	-31	+	116	=	85 = 35 + 50

Appearance: Bats range in size from 6-18 inches and in color from brown to black. Bats have tiny "hands" set on top of their wings about halfway towards the tips.

Ecology: Bats live in temperate to tropical climates, migrating seasonally to accommodate their need for warmth. They have a strong aversion to bright light and usually sleep in caves or dense trees during the day and flying out in massive clouds to hunt at sunset. Bats eat fruit and insects, which they eat massive amounts of, and are rarely a threat to humans (though they often carry rabies).

Motivations: Normal animal motivations.

Combat Techniques: Bats will flee from anything larger than themselves unless cornered or panicked. Vampire bats will attach themselves to animals and chew a small wound. The Bat then draws out a small amount of blood—this is seldom life threatening.

Other Names: Flitter-mouse, Winged Mouse

Rumors: Bats drain all blood from their victims, killing them and causing them to become undead.

BEARS

Appearance: Bears are large, humanoid mammals with shaggy fur which ranges in color from light brown to black, or white in polar regions. They generally run on all fours and are surprisingly agile climbers. Adult Bears stand 7 feet tall or more, and weigh several hundred kilograms.

Motivations: Though some attack without provocation, Bears are curious and generally peaceful creatures and will usually fight only when frightened or cornered.

Combat Techniques: Bears attack by swiping at their prey with huge claws. They often chase their target trying to trip them (Sacrifice Throw). Once a target is prone they will attempt to Grab and bite the victim on the exposed flesh above the Bears arms. This attack is supplemented by crushing the victim. A mother Bear will become Enraged if her cubs are attacked.



BLACK BEAR

Val	Char	Cost	
23†	STR	8	
15	DEX	15	
18	CON	16	
12	BODY	4	
5	INT	-5	
5	EGO	-10	
20	PRE	10	
10	COM	0	
8†	PD	3	
6†	ED	1	
3	SPD	5	
10	REC	2	
36	END	0	
33	STUN	0	

† Bonuses for Density Increase already figured in.

Cost	Abilities	END
7	Density Increase (5 pts), Persistent, Always On (2x mass (200 KG), -1" KB)	
12	1d6 HKA, reduced penetration (-¼) – bite	1
16	1d6+1 HKA, reduced penetration (-¼) – claws	2
3	Sacrifice Throw (tripping), +2 OCV, +1 DCV, does STR damage, bear falls on victim	
3	+2 PD Armor	
6	+10 PRE, create fear only (-½), only while roaring (-¼)	
4	+1 to Hearing & Smell Perceptions (11-)	
3	Climbing 12-	
3	Concealment 10-	
5	+1 w/ H-to-H combat	
-4	-2 to Sight Perception	
-2	Running -1" (5" total)	1/5"

50+ Disadvantages

15	Physical Limitation: No fine manipulation
15	Physical Limitation: Hibernates in winter (Infrequent, Fully)
10	Frequently hungry (goes out of way to find food) (Common)
15	Creature Bonus

OCV: 5; DCV: 5; ECV: 2; Phases: 4, 8, 12

COSTS:	Char	Powers	Total	Disadv.	Base
	49	+	56	=	105
				=	55
				+	50

Ecology: Black Bears prefer the country life, feeding on honey, nuts, berries, and roots found in wooded areas. Some bears hibernate during winter, choosing caves or heavily wooded groves for accommodation. Most bears are encountered singly, or sometimes in family groups of two or three.

Rumors: Some black bears are revered as spirits of the woodlands, protecting the forest from destruction by humans.



POLAR BEAR

Val	Char	Cost	
30*†	STR	5	
20	DEX	30	
20	CON	20	
20*	BODY	16	
5	INT	-5	
5	EGO	-10	
20	PRE	10	
10	COM	0	
10†	PD	6	
10†	ED	5	
3	SPD	0	* Bonuses for Growth already figured in.
10	REC	6	
36	END	-2	† Bonuses for Density Increase already figured in.
42*	STUN	4	
Cost	Abilities	END	
13	Growth (10 pts), Persistent, Always On (4x mass, +1 to others' Sight Perception, -2" KB)		
7	Density Increase (5 pts), Persistent, Always On (2x mass (800 KG total), -1" KB (-3" total))		
16	1d6+1 HKA, reduced penetration (-¼) – bite	2	
12	1d6 HKA, reduced penetration (-¼) – claws	1	
3	Sacrifice Throw (tripping), +2 OCV, +1 DCV, does STR damage, bear falls on victim		
12	+4 PD, +4 ED Armor		
3	Life Support (immune to intense cold)		
9	+15 PRE, create fear only (-½), while roaring (-¼)		
4	+1 to Hearing & Smell Perceptions (11-)		
1, 7	Swimming +1" (3" total); Concealment 13-		
-2, -4	-1" Running (5" total); -2 to Sight Perception (8-)		

50+ Disadvantages

15	Physical Limitation: No fine manipulation
10	Frequently hungry (goes out of way to find food) (Common)
20	Hunted by poachers (More Powerful, NCI) 8-
71	Creature Bonus

OCV: 7; DCV: 6*; ECV: 2; Phases: 4, 8, 12

COSTS:	Char	Powers	Total	Disadv.	Base
	85	+	81	=	166 = 116 + 50

Appearance: Polar Bears are shaggy and white furred, often blending in with their snow covered surroundings (PER Roll). A typical specimen can stand over 10 feet tall.

Ecology: Polar Bears inhabit the area around the North Pole along the southern edge of the Arctic ice pack. They are carried south with the ice moves in the spring and return north when the ice breaks up. Though they avoid areas of water, Polar Bears are powerful swimmers and are protected from the cold by dense fur and thick body fat. They feed on seals, fish and sea birds, supplementing this in the warmer months with grasses and berries. Polar Bears are hunted in the modern world only by poachers.

NORTH AMERICAN BISON

Val	Char	Cost	
35*†	STR	5	
11	DEX	3	
18	CON	16	
22*	BODY	18	
5	INT	-5	
5	EGO	-10	
15	PRE	5	
10	COM	0	
5†	PD	1	
5†	ED	1	
3	SPD	9	* Bonuses for Growth already figured in.
7	REC	2	
40	END	2	† Bonuses for Density Increase already figured in.
39*	STUN	0	

Cost	Abilities	END
20	Growth (15 pts), Persistent, Always On (8x mass, +2 to others' Sight Perception, -3" KB, +1" Reach)	
7	Density Increase (5 pts), Persistent, Always On (2x mass (1600 KG total), -1" KB (-4" total))	
16	1d6+1 HKA, reduced penetration (-¼) – horns	2
6	+2 PD, +2 ED Armor	
10	Running +5" (11" total)	1/5"
8	+2 to Hearing & Smell Perceptions (12-)	
-6	-3 to Sight Perception (7-)	

50+ Disadvantages	
15	Physical Limitation: No fine manipulation
5	Physical Limitation: Cannot leap (Frequently)
15	Timid (Common, Strong)
23	Creature Bonus
OCV: 4; DCV: 2*; ECV: 2; Phases: 4, 8, 12	
COSTS: Char Powers Total Disadv. Base	
47 + 61 = 108 = 58 + 50	

Appearance: A bison is a huge, four legged, hoofed mam-mal with large head and a hump above its shoulders. Its fur is shaggy and black or brown and a pair of dangerous horns sit atop its head.

Ecology: Bison wander vast temperate plains of North America and Europe in immense numbers grazing the plentiful grasslands. In winter they migrate somewhat south digging in the snow for food and utilizing fat built up in the warmer months.

Motivations: Normal animal motivations.

Combat Techniques: Bison commonly run from confronta-tion. When they do fight they use their sharp horns, charging their target (Move Through).

Other Names: Buffalo

Rumors: Some of the Native American Indian deities are said to appear in the form of bison.



BOAR

Val	Char	Cost	
13	STR	3	
17	DEX	21	
15	CON	10	
12	BODY	4	
5	INT	-5	
5	EGO	-10	
13	PRE	3	
10	COM	0	
8	PD	5	
4	ED	1	
3	SPD	3	
8	REC	4	
30	END	0	
28	STUN	1	

Cost	Abilities	END
4	1 pip HKA, reduced penetration ($-\frac{1}{4}$) – bite	
12	1d6 HKA, reduced penetration ($-\frac{1}{4}$) – tusks	1
3, 3	+2 PD Armor ; +5 PRE, create fear only ($-\frac{1}{2}$)	
5, 8	Ultraviolet Vision; +4 to Smell Perception (14-)	
8, 7	+4 to Hearing Perception (14-); Concealment 12-	
15	+3 w/ H-to-H combat	

50+	Disadvantages
15	Physical Limitation: No fine manipulation
10	Psych. Limitation: Bad Temper (Common)
45	Creature Bonus

OCV: 6; DCV: 6; ECV: 2; Phases: 4, 8, 12

COSTS:	Char	Powers	Total	Disadv.	Base
	55	+	65	=	120 = 70 + 50

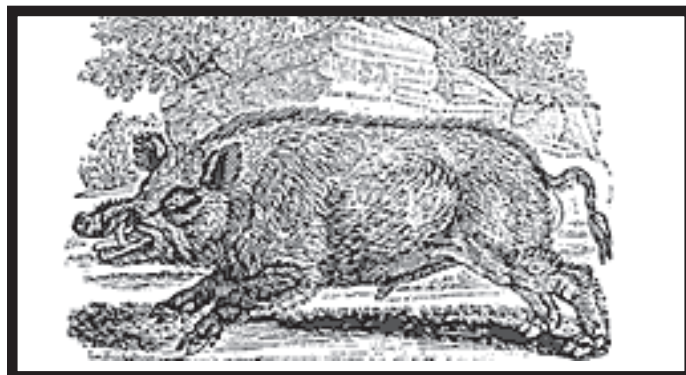
Appearance: Boars are wild pigs covered with coarse, dark hair. They range from 2-5 feet in length, and weigh from 100 to 300 KG. Some varieties are equipped with large tusks.

Ecology: Boars live in temperate climates, from Europe through Asia as far as the East Indies and in North America, foraging in woods and brushlands for roots and edible plants. They travel in herds of five to twenty members, though sometimes a single forager is encountered.

Motivations: Though motivated only to survive, Boars have volatile tempers and will often attack for no apparent reason.

Combat Techniques: Boars charge at their opponent, attempting to bite or gore the victim. Larger specimens may attempt to knock down and trample an opponent.

Other Names: Pig, Swine, Razorback



CAPE BUFFALO

Val	Char	Cost	
35*	STR	10	
18	DEX	24	
28	CON	36	
23*	BODY	20	
5	INT	-5	
5	EGO	-10	
18	PRE	8	
10	COM	0	
5	PD	1	
5	ED	-1	
3	SPD	2	
8	REC	-4	
48	END	-4	
47*	STUN	0	

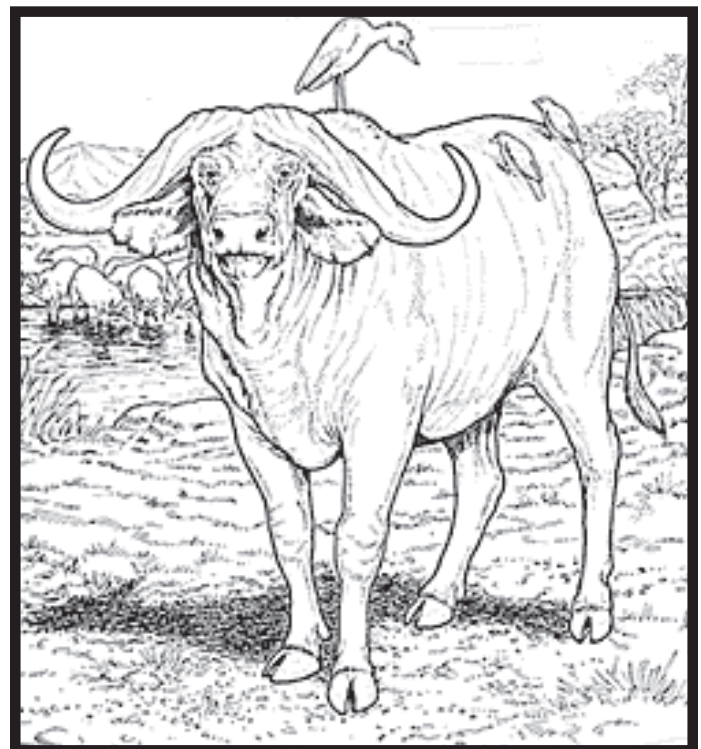
* Bonuses for Growth already figured in.

Cost	Abilities	END
20	Growth (15 pts), Persistent, Always On (8x mass, +2 to others' Sight Perception, -3" KB, +1" Reach)	
12	+4d6 HA – horns	1
16	1d6+1 HKA, reduced penetration ($-\frac{1}{4}$) – horns	2
6	+2 PD, +2 ED Armor	
6	Running +3" (9" total)	1/5"
5	+1 w/ H-to-H combat	

50+	Disadvantages
15	Physical Limitation: No fine manipulation
5	Physical Limitation: Cannot leap (Frequently)
10	Enraged when startled (Common) 14-, 14-
15	Timid (Common, Strong)
33	Creature Bonus

OCV: 6; DCV: 4*; ECV: 2; Phases: 4, 8, 12

COSTS:	Char	Powers	Total	Disadv.	Base
	63	+	65	=	128 = 78 + 50



Appearance: Cape Buffaloes are large herd animals with large, strong horns which grow out towards the sides or back. Their coats are brownish-black and are thick in young buffaloes and sparse in older ones.

Ecology: Cape Buffaloes live throughout Africa south of the Sahara Desert, in warm temperate to arid regions where they graze on grassy plains. A typical herd can range from tens to thousands of buffaloes.

Motivations: Normal animal motivations.

Combat Techniques: Cape Buffaloes will commonly flee from dangerous situations. However, when a buffalo is startled by anything, like a gunshot or the sudden charge of a lion, it charges (Move Through) and becomes the most dangerous of big game animals. When attacked, Cape Buffaloes are capable of killing lions.

Rumors: Entire herds of Cape Buffaloes have been known to trample a safari party at the sound of a single gunshot.

CAMEL

Val	Char	Cost	
25*	STR	0	
11	DEX	3	
20	CON	20	
16*	BODY	6	
4	INT	-6	
5	EGO	-10	
13	PRE	3	
8	COM	-1	
5	PD	3	
4	ED	0	
3	SPD	9	
8	REC	4	
40	END	0	
32*	STUN	1	* Bonuses for Growth already figured in.

Cost	Abilities	END
20	Growth (15 pts), Persistent, Always On (8x mass, +2 to others' Sight Perception, -3" KB, +1" Reach)	
4	1 pip HKA, reduced penetration (-¼) – bite	
6	+2 PD, +2 ED Armor	
2	Flash Defense (2 pts)	
6	Running +3" (9" total)	1/5"
8	+4 to Hearing Perception (13-)	
4	+2 w/ spit	

50+	Disadvantages
10	Physical Limitation: Limited Fine Manipulation
5	Physical Limitation: Cannot Leap
17	Psych. Limitation: Stubborn (Common, Strong)
0	Creature Bonus

OCV: 4; DCV: 2*; ECV: 2; Phases: 4, 8, 12					
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COSTS:	Char	Powers	Total	Disadv.	Base
	32	+	50	=	82
				=	32
				+	50

Appearance: Camels are long legged beasts with long necks, coarse hair and tufted tails. Camels also have humps on their backs which contains fat for extra energy. The Dromedary Camel common to northern Africa and the middle east has one hump and the Bactrian Camel of the Gobi desert and central Asia has two. Camels stand over 8 feet tall and weigh up to 500 KG.



Ecology: Camels are perfectly suited for hot, arid environments. They are capable of going without water for several weeks, living on the fat stored in its hump and the water in its tissues. African camels exist mostly as domesticated animals with few living wild. Bactrian Camels, while often domesticated, still exist in vast, wild herds across southwest Asia.

Motivations: Normal animal motivations. Camels are however, often stubborn.

Combat Techniques: In combat they will usually bite, kick or kneel on opponents. It is said that they will also spit on someone they do not like.

Other Names: Dromedaries

Rumors: Uneducated persons believe that a camel's hump is full of water.

DOMESTIC CAT

Val	Char	Cost	
-15	STR	-25	
18	DEX	24	
10	CON	0	
3	BODY	-14	
6	INT	-4	
5	EGO	-10	
8	PRE	-2	
10	COM	0	
1	PD	1	
1	ED	-1	
4	SPD	12	
4	REC	4	
20	END	0	
8	STUN	0	

Cost	Abilities	END
27	Shrinking (20 pts), Persistent, Always On (-4 to others' Sight Perception, +6" KB)	
4	1 pip HKA, reduced penetration ($-\frac{1}{4}$) – bite/claws	
1	Superleap +1" (1" forward, $\frac{1}{2}$ " up)	
5, 10	Ultraviolet Vision; Tracking Scent	
4	+2 to Hearing Perception (14- total)	
6, 5	+2 to all Perceptions (12-); Breakfall 14-	
3, 5	Climbing 13-; Concealment 11-	

50+	Disadvantages
15	Physical Limitation: No fine manipulation
-10	Creature Bonus

OCV: 7; DCV: 11*; ECV: 2; Phases: 3, 6, 9, 12					
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COSTS:	Char	Powers	Total	Disadv.	Base
	-15	+	70	=	55
				=	5
				+	50

Appearance: Domestic cats come in a large variety of sizes, colors, hair lengths, temperaments and breeds too numerous to mention here.

Ecology: Cats have been raised for centuries in all parts of the world and are adapted to nearly all climates. Their preferred diet is of meat, often small rodents which they catch, and a small amount of vegetation.

Motivations: Normal animal motivations.

Combat Techniques: Unless cornered, Domestic Cats will flee from creatures larger than themselves. They can be, however, ruthless to smaller creatures, often playing with their prey before killing it.

Other Names: Feline, Tabby, Siamese, etc.

Rumors: Cats are actually evil creatures who sit on your chest when you sleep and steal your breath until you die.



CHEETAH

Val	Char	Cost	
17	STR	7	
22	DEX	36	
18	CON	16	
12	BODY	4	
6	INT	-4	
5	EGO	-10	
18	PRE	8	
10	COM	0	
9	PD	6	
7	ED	3	
4	SPD	8	
9	REC	4	
36	END	0	
31	STUN	1	

Cost	Abilities	END
16	1d6+1 HKA, reduced penetration ($-\frac{1}{4}$) – bite	2
12	1d6 HKA, reduced penetration ($-\frac{1}{4}$) – claws	1
3	+1 PD, +1 ED Armor	
24	Running +12" (18" total)	1/5"
10	Tracking Scent	
6	+2 to all Perceptions (12-)	
8	+2 to Hearing & Smell Perceptions (14- total)	
3	Climbing 13-	
5	Concealment 11-	
3	Stealth 13-	
10	+2 w/ H-to-H combat	

50+	Disadvantages
15	Physical Limitation: No fine manipulation
114	Creature Bonus

OCV: 7; DCV: 7; ECV: 2; Phases: 3, 6, 9, 12					
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COSTS:	Char	Powers	Total	Disadv.	Base
	79	+	100	=	179
				=	129
				+	50

Appearance: Compared to a lion, a Cheetah's legs are long and its head is small. Their fur is short and tawny yellow with closely spaced black spots and white underside. They are over 4 feet long with a tail half again that length and weigh over 45 KG.

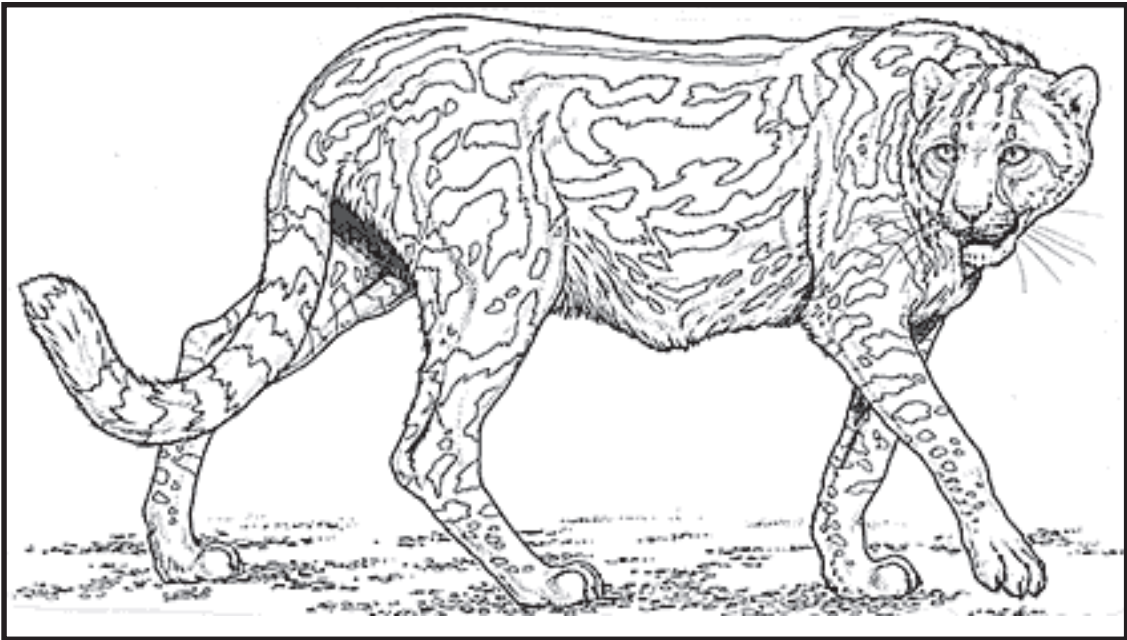
Ecology: Cheetahs live on the plains of arid regions in Africa and southwest Asia where they hunt antelope and gazelle. They prefer the blood and entrails of the animals they kill, often leaving the rest of the carcass untouched. They seldom return to a previous day's kill. Cheetahs are the fastest land animal, running at nearly 100 kph (Noncombat).

Motivations: Normal animal motivations.

Combat Techniques: When hunting, unlike most cats who like to stalk their prey and pounce, Cheetahs sprint after their prey, quickly running it down, biting it and then raking it with their claws.

Other Names: Hunting Leopard

Rumors: Some believe that the Cheetah can run even faster, but it has simply not been clocked at higher speeds.



CHIMPANZEE

Val	Char	Cost							
18	STR	8	* Bonus for Shrinking already figured in.						
15	DEX	15							
15	CON	10							
8	BODY	-4							
8	INT	-2							
5	EGO	-10							
10	PRE	0							
10	COM	0							
4	PD	0							
3	ED	0							
3	SPD	5							
7	REC	0							
30	END	0							
25	STUN	0							
Cost	Abilities			END					
13	Shrinking (10 pts), Persistent, Always On (-2 to others' Sight Perceptions, +3" KB)								
12	1d6 HKA, reduced penetration (-¼) – bite		1						
6	+10 PRE, create fear only (-½) while threatening (-¼)								
5, 3, 5	Acrobatics 14-; Breakfall 13-; Climbing 14-								
-4, -2	-2" Running (4" total); -2" Swimming (0" total)								
50+	Disadvantages								
10	Creature Bonus								
OCV: 5; DCV: 7*; ECV: 2; Phases: 4, 8, 12									
COSTS:	Char	Powers	Total	Disadv.	Base				
	22	+	38	=	60	=	10	+	50

Appearance: Chimpanzees are small, light skinned apes with dark hair, large ears and no tail. They usually walk on hands and feet but will often walk upright for short distances.

Ecology: Chimpanzees live in tropical rain forests of Africa, ranging from the Niger basin to Angola, living in groups of up to 40. Fruit, leaves and roots are their primary diet (though

some have been known to eat meat) and they sleep in trees in nests of vines and branches. They observe a social order with inferior males respecting superior males.

Motivations: Chimpanzees have normal animal motivations, however they are quite intelligent for animals and often display human-like understanding.

Combat Techniques: Chimpanzees will usually flee from most combat, climbing up into the safety of the trees. From here they can rain sticks down on their antagonist until it leaves. When in close combat they will punch or bite.

Other Names: Chimp



COUGAR

Val	Char	Cost	
18	STR	8	
20	DEX	30	
18	CON	16	
10	BODY	0	
6	INT	-4	
5	EGO	-10	
18	PRE	8	
10	COM	0	
9	PD	5	
7	ED	3	
4	SPD	10	
9	REC	2	
36	END	0	
32	STUN	4	

Cost	Abilities	END
16	1d6+1 HKA, reduced penetration (-¼) – bite	2
12	1d6 HKA, reduced penetration (-¼) – claws	1
3	+1 PD, +1 ED Armor	
6	+10 PRE, create fear only (-½), while roaring (-¼)	
12	Running +6" (12" total)	1/5"
10, 6	Tracking Scent; +2 to all Perceptions (12-)	
8	+2 to Hearing & Smell Perceptions (14- total)	
5, 9	Climbing 14-; Concealment 13-	
5, 10	Stealth 14-; +2 w/ H-to-H combat	

50+	Disadvantages
15	Physical Limitation: No fine manipulation
109	Creature Bonus

OCV: 7; DCV: 7; ECV: 2; Phases: 3, 6, 9, 12

COSTS:	Char	Powers	Total	Disadv.	Base
	72	+	102	=	174 = 124 + 50

Appearance: Cougars could be described as short-legged, maneless lions. They are tawny colored with lighter patches on underside and face.

Ecology: Cougars live comfortably in many settings across North America from hot, temperate prairies of Mexico to the cold forests and mountains of Alaska. They hunt mainly at night and their skill rivals that of the tiger. Cougars seldom attack man and are sometimes caught when young and domesticated.

Motivations: Normal animal motivations.

Combat Techniques: Cougars commonly leap from branches or cliffs onto their prey, grabbing hold with their bite and raking with their hind claws.

Other Names: Puma, Mountain Lion

Rumors: Native Indians believe the cougar to be a spirit sent by the gods to perform some task.

CROCODILE

Val	Char	Cost	
23*	STR	3	
15	DEX	15	
20	CON	20	
15*	BODY	6	
4	INT	-6	
5	EGO	-10	
20	PRE	10	
10	COM	0	
10	PD	6	
8	ED	4	
3	SPD	5	
12	REC	8	
40	END	0	
35*	STUN	0	

* Bonuses for Growth already figured in.

Cost	Abilities	END
13	Growth (10 pts), Persistent, Always On (4x mass, +1 to others' Sight Perception, -2" KB)	
16	1d6+1 HKA, reduced penetration (-¼) – bite	2
6	+2d6 HA – tail lash	1
9	+4 PD, +2 ED Armor	
5	Extra Limb – tail	
4	Swimming +4" (6" total)	1/5"
3	+1 to all Perceptions (11-)	
6	+3 to Hearing Perception (14- total)	
6	+3 to Smell Perception (14- total)	
11	Concealment 14-	
10	+2 w/ H-to-H combat	
2	+1 w/ tail	

50+	Disadvantages
15	Physical Limitation: No fine manipulation
5	Physical Limitation: Cannot Leap
82	Creature Bonus

OCV: 5; DCV: 5; ECV: 2; Phases: 4, 8, 12

COSTS:	Char	Powers	Total	Disadv.	Base
	61	+	91	=	152 = 102 + 50



Appearance: Crocodiles are similar in appearance to alligators but have long, slender heads and snouts, and grow much larger, sometimes reaching 8-9 meters (+15 pts Growth). The largest crocodile ever killed was 28 feet long and weighed 1400 pounds. Their coloring is uniformly grey.

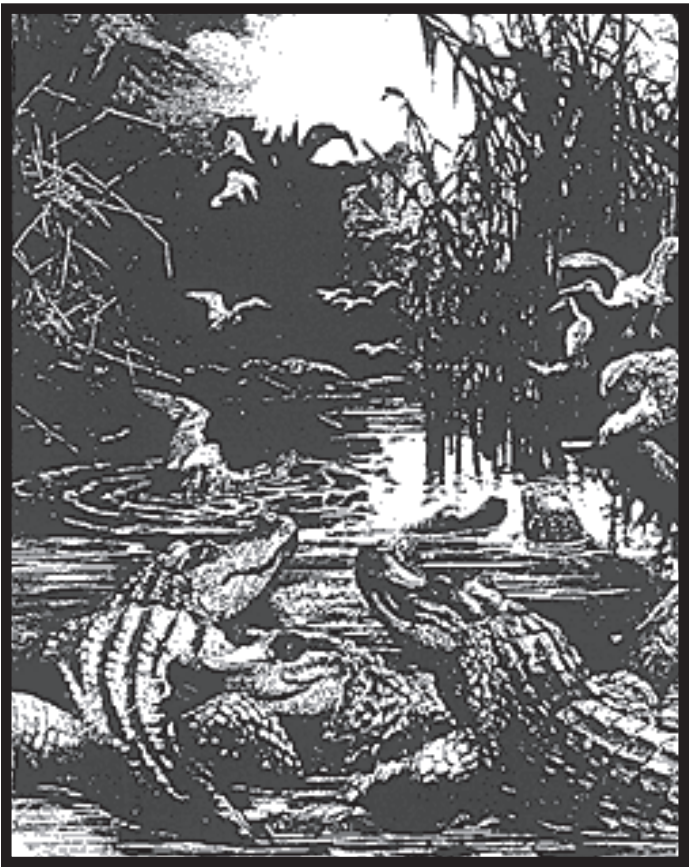
Ecology: Crocodiles live in Africa, Asia, Australia, and America, in tropical climates near swamps, marshes or oceans. Unlike the alligator, the crocodile is often found in brackish water and sometimes swims out to sea. Crocodiles build their dens into the banks with openings below water level. They eat fish and small animals caught near the water.

Motivations: Normal animal motivations.

Combat Techniques: When hunting, Crocodiles lie in wait, submerged to the eyes, near the water's banks. When an animal approaches the water's edge the Crocodile leaps from the water, grabs it and drags it underwater to drown it. If the prey is large, such as a zebra or man, the Crocodile clamps its jaws on the prey and rolls in the water with it, ripping off large hunks of flesh, adding bleeding to drowning on the prey's list of things to worry about.

Other Names: Croc, Water Lizard

Rumors: There are tales told by those who have lived deep in the jungle about Crocodiles of enormous size that they call Leviathans.



DOGS

Ecology: This category covers all domestic canines. Though most thrive best in a specific climate, all can be found in any area inhabited by man. The stats presented here are for three common breeds of various sizes.

Motivations: Normal animal motivations. Dogs are often trained to perform atypical actions.

Combat Techniques: Unless trained to attack first, dogs will typically growl to chase adversaries away. When engaging in combat, dogs bite.

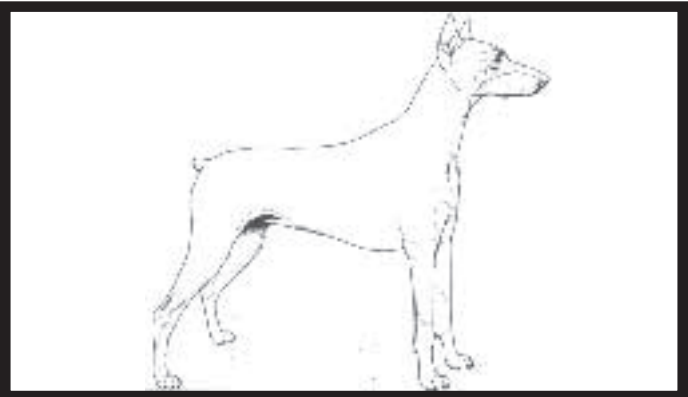
DOBERMAN — Dog

Val	Char	Cost	
8	STR	-2	
17	DEX	21	
13	CON	6	
9	BODY	-2	
6	INT	-4	
5	EGO	-10	
13	PRE	3	
10	COM	0	
7	PD	5	
4	ED	1	
3	SPD	3	
6	REC	4	
34	END	4	
28	STUN	7	

Cost	Abilities	END
12	1d6 HKA, reduced penetration (-¼) – bite	1
1	Damage Resistance 1 rPD/1 r ED	
6	+10 PRE, create fear only (-½), while growling (-¼)	
4	Running +2" (8" total)	1/5"
5, 5	Ultraviolet Vision; Ultrasonic Hearing	
5, 6	Tracking Scent; +3 to Hearing Perception (13-)	
6, 3	+3 to Smell Perception (13-); Lightsleep	

50+	Disadvantages
15	Physical Limitation: No fine manipulation
24	Creature Bonus

OCV: 6; DCV: 6; ECV: 2; Phases: 4, 8, 12					
COSTS:	Char	Powers	Total	Disadv.	Base
	36	+ 53	= 89	= 39	+ 50



COLLIE — Dog

Val	Char	Cost	
-5	STR	-15	
14	DEX	12	
10	CON	0	
5	BODY	-10	
6	INT	-4	
5	EGO	-10	
10	PRE	0	
10	COM	0	
5	PD	5	
3	ED	1	
3	SPD	6	
4	REC	4	
26	END	3	
17	STUN	7	* Bonus for Shrinking already figured in.

Cost	Abilities	END
13	Shrinking (10 pts), Persistent, Always On (-2 to others' Sight Perceptions, +3" KB)	
8	½ d6 HKA, reduced penetration (-¼) – bite	1
3	+5 PRE, create fear only (-½), while growling (-¼)	
2	Running +2" (8" total)	1/5"
10	Tracking Scent	
5	Ultrasonic Hearing	
5	Ultraviolet Vision	
6	+3 to Hearing Perception (13-)	
6	+3 to Smell Perception (13-)	
3	Lightsleep	
3	Stealth 13-	

50+ Disadvantages
15 Physical Limitation: No fine manipulation
-2 Creature Bonus

OCV: 5; DCV: 7*; ECV: 2; Phases: 4, 8, 12

COSTS: Char Powers Total Disadv. Base
-1 + 64 = 63 = 13 + 50

SCOTTISH TERRIER — Dog

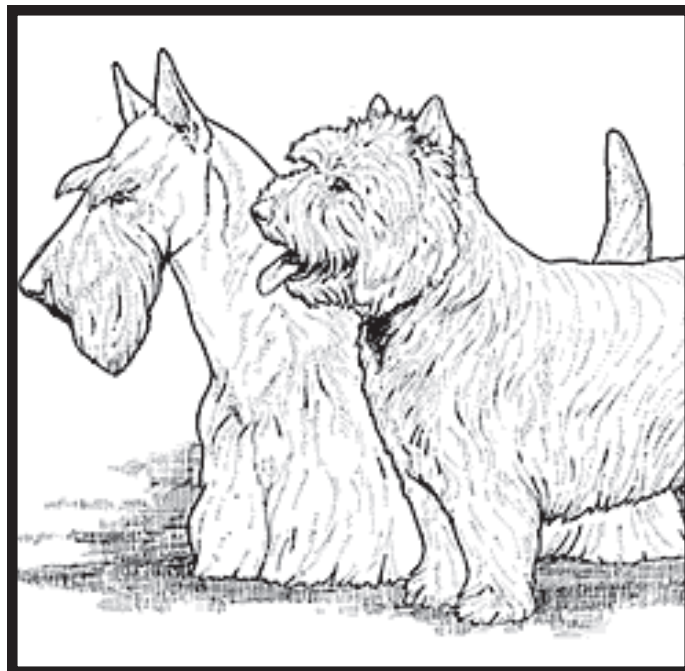
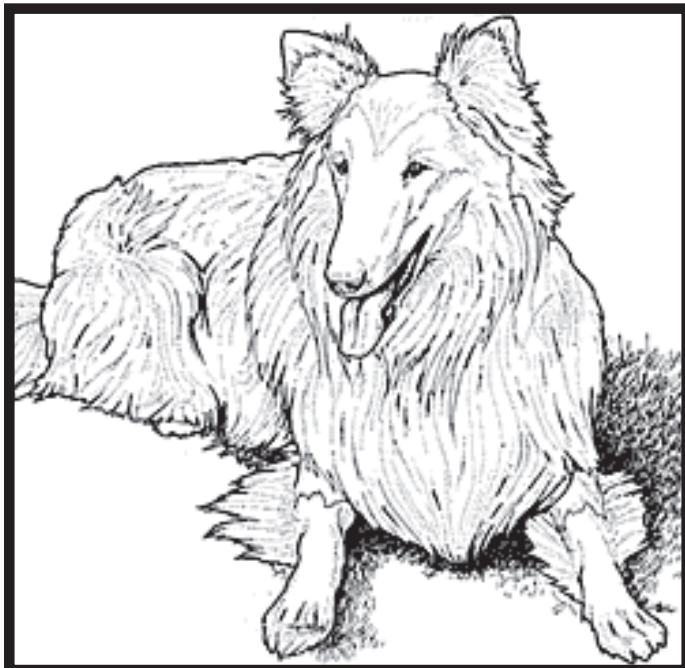
Val	Char	Cost	
-10	STR	-20	
11	DEX	3	
8	CON	-4	
4	BODY	-12	
6	INT	-4	
5	EGO	-10	
8	PRE	-2	
10	COM	0	
2	PD	2	
2	ED	0	
3	SPD	9	
4	REC	4	
20	END	2	
8	STUN	0	* Bonus for Shrinking already figured in.

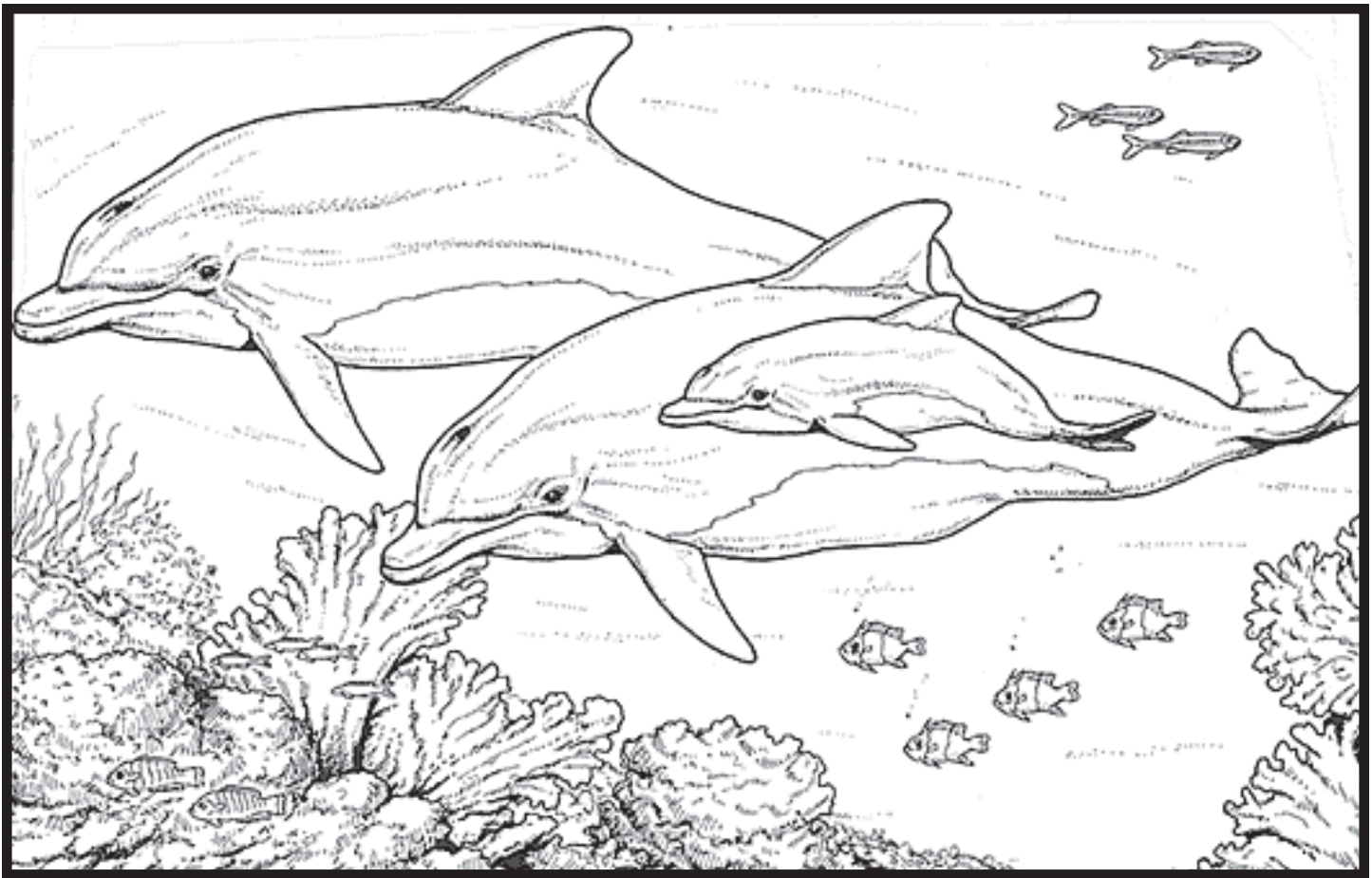
Cost	Abilities	END
27	Shrinking (20 pts), Persistent, Always On (-4 to others' Sight Perception, +6" KB)	
4	1 pip HKA, reduced penetration (-¼) – bite	
10	Tracking Scent	
5	Ultrasonic Hearing	
5	Ultraviolet Vision	
6	+3 to Hearing Perception (13-)	
6	+3 to Smell Perception (13-)	
3	Lightsleep	
3	Stealth 13-	

50+ Disadvantages
15 Physical Limitation: No fine manipulation
-28 Creature Bonus

OCV: 4; DCV: 8*; ECV: 2; Phases: 4, 8, 12

COSTS: Char Powers Total Disadv. Base
-32 + 69 = 37 = -13 + 50





DOLPHIN

Val	Char	Cost	
20*	STR	5	
15	DEX	15	
18	CON	16	
12*	BODY	2	
7	INT	-3	
5	EGO	-10	
10	PRE	0	
10	COM	0	
10	PD	7	
8	ED	4	
3	SPD	5	
7	REC	0	
36	END	0	
29*	STUN	0	* Bonus for Growth already figured in.

Cost	Abilities	END
7	Growth (5 pts), Persistent, Always On (2x mass, -1" KB)	
4	1 pip HKA, reduced penetration ($-\frac{1}{4}$) – bite	
9	1d6+1 HKA, Move Through attacks only (-1), reduced penetration ($-\frac{1}{4}$) – nose bash	2
5	+10 PD, only when performing a Move Through (-1)	
3	+1 PD, +1 ED Armor	
14	Swimming +14" (16" total)	1/5"
15	Active Sonar	
4	+2 to Sight Perception (12-)	
6	+3 to Hearing Perception (13-)	
-12	-6" Running (0" total)	

50+ Disadvantages

15	Physical Limitation: No fine manipulation
15	Timid (Common, Strong)
10	No sense of smell (Frequent, Slightly)
-6	Creature Bonus

OCV: 5; DCV: 5; ECV: 2; Phases: 4, 8, 12

COSTS:	Char	Powers	Total	Disadv.	Base
	41	+	55	=	96 = 46 + 50

Appearance: Dolphins are small members of the whale family. Their bodies are sleek with a pronounced snout. They are uniformly gray, sometimes lightening on the underside.

Ecology: Dolphins live in all warm and temperate oceans and are encountered both in deep ocean and coastal waters. They eat immense quantities of sardines and herring and are frequently encountered in waters with other fish which are also harvested by man.

Motivations: Though they share the same motivations as other animals, Dolphins are highly intelligent creatures, debatably nearly as intelligent as man.

Combat Techniques: Because their bite is of limited effect, Dolphins commonly swim into their opponents, butting them with their noses (Move By).

Other Names: Bottle-nosed Dolphin, mistakenly called porpoise.

Rumors: Dolphins are believed by some to be at least as intelligent as man, and are relegated to the animal world only because of the lack of appropriate communicative ability.

BALD EAGLE

Val	Char	Cost	
-8	STR	-18	
18	DEX	24	
8	CON	-4	
4	BODY	-12	
5	INT	-5	
5	EGO	-10	
12	PRE	2	
10	COM	0	
3	PD	3	
4	ED	2	
4	SPD	12	
4	REC	4	
26	END	5	
16	STUN	8	* Bonus for Shrinking already figured in.

Cost	Abilities	END
13	Shrinking (10 pts), Persistent, Always On (-2 to others' Sight Perceptions, +3" KB)	
8	½ d6 HKA, reduced penetration (-¼) – beak	1
12	1d6 HKA, reduced penetration (-¼) – talons	1
58	Flight 23", ½ END	1/10"
6	Telescopic Vision (+4 to Ranged PER)	
10	+2 w/ H-to-H combat	
6	+3 w/ Move By	
-10	-5" Running (1" total)	
-2	-2" Swimming	

50+	Disadvantages
15	Physical Limitation: No fine manipulation
47	Creature Bonus

OCV: 6; DCV: 8*; ECV: 2; Phases: 4, 8, 12

COSTS:	Char	Powers	Total	Disadv.	Base
	11	+	101	=	112 = 62 + 50

Appearance: The Bald Eagle stands 20-30 inches tall with a wingspan of 4-5 feet. Coloring is brown (which is uniform on immature eagles) with white plumage on the neck and head.

Ecology: Eagles can be found in all but the hottest and coldest climes. The Bald Eagle, which used to range all across North America, is now only found in Alaska and Florida. They nest in tall trees and on high cliffs near lakes, rivers and oceans. Here they hunt fish near the surface, diving swiftly and snatching them from the water and returning to the nest to feed or feed their young. They also hunt rabbits, waterfowl and even young deer. A typical eagle nest will contain 1-3 young and is tended by both parent eagles.

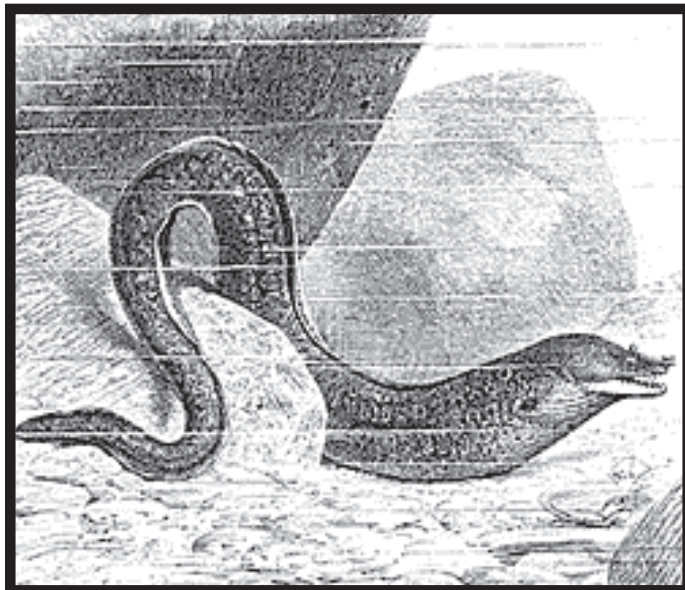
Motivations: Normal animal motivations.



Combat Techniques: Bald Eagles (as well as other eagles) normally make an initial attack from the air, either Grabbing smaller prey or buffeting larger prey with its knuckles (Move By), which is also done to airborne opponents. Once an eagle has grabbed its prey, it will hold on with its talons, doing additional damage, and tear with its beak.

Other Names: Fish Hawk

Rumors: Though often depicted as symbols of bravery, eagles are often thought of as cowardly scavengers.



ELECTRIC EEL

Val	Char	Cost								
-10	STR	-20	* Bonus for Shrinking already figured in.							
14	DEX	12								
8	CON	-4								
2	BODY	-16								
2	INT	-8								
5	EGO	-10								
5	PRE	-5								
10	COM	0								
3	PD	3								
4	ED	2								
3	SPD	6								
3	REC	2								
16	END	0								
10	STUN	4								
Cost	Abilities			END						
27	Shrinking (20 pts), Persistent, Always On (-4 to others' Sight Perception, +6" KB)									
64	7d6 Energy Blast, 0 END, Explosion, Invisible, Personal Immunity, No Range, No Knockback		0							
5	Life Support (Breath Underwater)									
3	Swimming +3" (5" total)		1/5"							
35	Spatial Awareness, 360°									
3	Ultrasonic Hearing									
20	Targeting Hearing									
10	Tracking Scent									
5	Discriminatory Smell									
6	+2 to all Perceptions (11-)									
6	+3 to Smell Perception (14- total)									
-12	-6" Running (0" total)									
50+ Disadvantages										
15	Physical Limitation: No fine manipulation									
15	2d6/Turn when out of water (Uncommon)									
58	Creature Bonus									
OCV: 5; DCV: 9*; ECV: 2; Phases: 4, 8, 12										
COSTS:		Char	Powers	Total	Disadv.	Base				
		-34	+	172	=	138	=	88	+	50

Appearance: Actually not related to the eel family, this fish has a long, slender body measuring 4-8 feet long, with a single long fin running from beneath its chin to the tip of its tail. Its eyes are small and its skin is muddy grey in color.

Ecology: Electric Eels live in warm, shallow, murky waters of warmer, fresh water lakes and rivers of South America. It is nocturnal, hunting smaller fish which it stuns with its electricity. Nearly half of its body is composed of electric organs which run from the back of the head to the end of the tail and are capable of producing 550 volts (enough to stun a horse). This electricity is not only used as a weapon but allows the Eel to navigate in murky waters.

Motivations: Normal animal motivations.

Combat Techniques: When confronted, the Electric Eel normally delivers a mild warning shock (1-3d6) in an attempt to drive the foe away. If this is insufficient the Eel will deliver its full voltage.

Other Names: Electric Fish

Rumors: Tales are told of spears which are tipped with the organs of Electric Eels that deliver terrible shocks in combat.

MORAY EEL

Val	Char	Cost			
10	STR	0	* Bonus for Shrinking already figured in.		
14	DEX	12			
10	CON	0			
5	BODY	-10			
2	INT	-8			
5	EGO	-10			
15	PRE	5			
10	COM	0			
3	PD	1			
2	ED	0			
3	SPD	6			
4	REC	0			
20	END	0			
20	STUN	5			
Cost	Abilities	END			
13	Shrinking (10 pts), Persistent, Always On (-2 to others' Sight Perceptions, +3" KB)				
8	½ d6 HKA, reduced penetration (-¼) – bite	1			
3	+1 PD, +1 ED Armor				
5	Life Support (Breath Underwater)				
4	Swimming +4" (6" total)	1/5"			
3, 20	Ultrasonic Hearing; Targeting Hearing				
10, 5	Tracking Scent; Discriminatory Smell				
6	+3 to Smell Perception (13- total)				
6, -12	+2 to all Perceptions (11-); -6" Running (0" total)				
50+	Disadvantages				
15	Physical Limitation: No fine manipulation				
5	Physical Limitation: Cannot Leap				
15	2d6/Turn when out of water (Uncommon)				
-13	Creature Bonus				
OCV: 5; DCV: 7*; ECV: 2; Phases: 4, 8, 12					
COSTS:	Char	Powers	Total	Disadv.	Base
	1	+	71	= 72	= 22 + 50

Appearance: Moray Eels come in a variety of types ranging in length from 1' to over 10' long. Some are drably colored in muddy greens and browns while some are brightly colored in ochre, emerald or sapphire to match their coral surroundings. Because their need for constantly flowing water through their mouths requires them to swim with their mouths open, Moray Eels always appear to be panting or threatening.

Ecology: Moray Eels live in tropical and sub-tropical ocean waters. Morays lurk in holes or crevasses in reefs and bolt out to catch passing prey, often consuming them in one bite. They usually only travel in pairs during mating season.

Motivations: Normal animal motivations. The viscous reputation given them is for the most part unfounded since most attacks are provoked by the unwary disturbing of a Moray's nest. They can, however, be uncommonly aggressive during mating season when they might attack without provocations.

Combat Techniques: They will often flee from larger creatures unless surprised or cornered (or during mating season). They normally attack by biting. If they feel endangered they will release their opponent and flee.

Other Names: Morays

Rumors: Moray Eels are often thought to be man-eaters, attacking swimmers, sometimes even attacking boats.

AFRICAN ELEPHANT

Val	Char	Cost	
45*†	STR	5	
15	DEX	15	
30	CON	40	
34*	BODY	38	
6	INT	-4	
5	EGO	-10	
25	PRE	15	
10	COM	0	
13†	PD	9	
8†	ED	1	
3	SPD	5	* Bonuses for Growth already figured in.
9	REC	0	
60	END	0	† Bonuses for Density Increase already figured in.
57*	STUN	0	

Cost	Abilities	END			
33	Growth (25 pts), Persistent, Always On (x 32 mass, +3 to others' Sight Perception, -5" KB, +1" Reach)				
7	Density Increase (5 pts), Persistent, Always On (2x mass (6400 KG total), -1" KB (-6" total))				
20	1½d6 HKA, reduced penetration (-¼) – tusks	2			
15	+6 PD, +4 ED Armor				
5	Extra Limb – trunk				
12	Running +6" (12" total)	1/5"			
3	+1 to all Perceptions (11-)				
2	+1 to Smell Perception (12- total)				
5	+1 w/ H-to-H combat				
50+ Disadvantages					
13	Enraged when startled (Uncommon) 14-, 8-				
10	Physical Limitation: Limited Fine Manipulation				
5	Physical Limitation: Cannot leap (Frequently)				
138	Creature Bonus				
OCV: 5; DCV: 2*; ECV: 2;Phases: 4, 8, 12					
COSTS:	Char	Powers	Total	Disadv.	Base
	114	+ 102	= 216	= 166	+ 50

Appearance: African Elephants stand over 14 feet tall and weigh up to 6 tons. They have trunks which stretch to the ground and large ears which reach below their mouths (differing from the Indian Elephant which has smaller ears). Elephant tusks grow to nearly 8 feet in larger specimens.

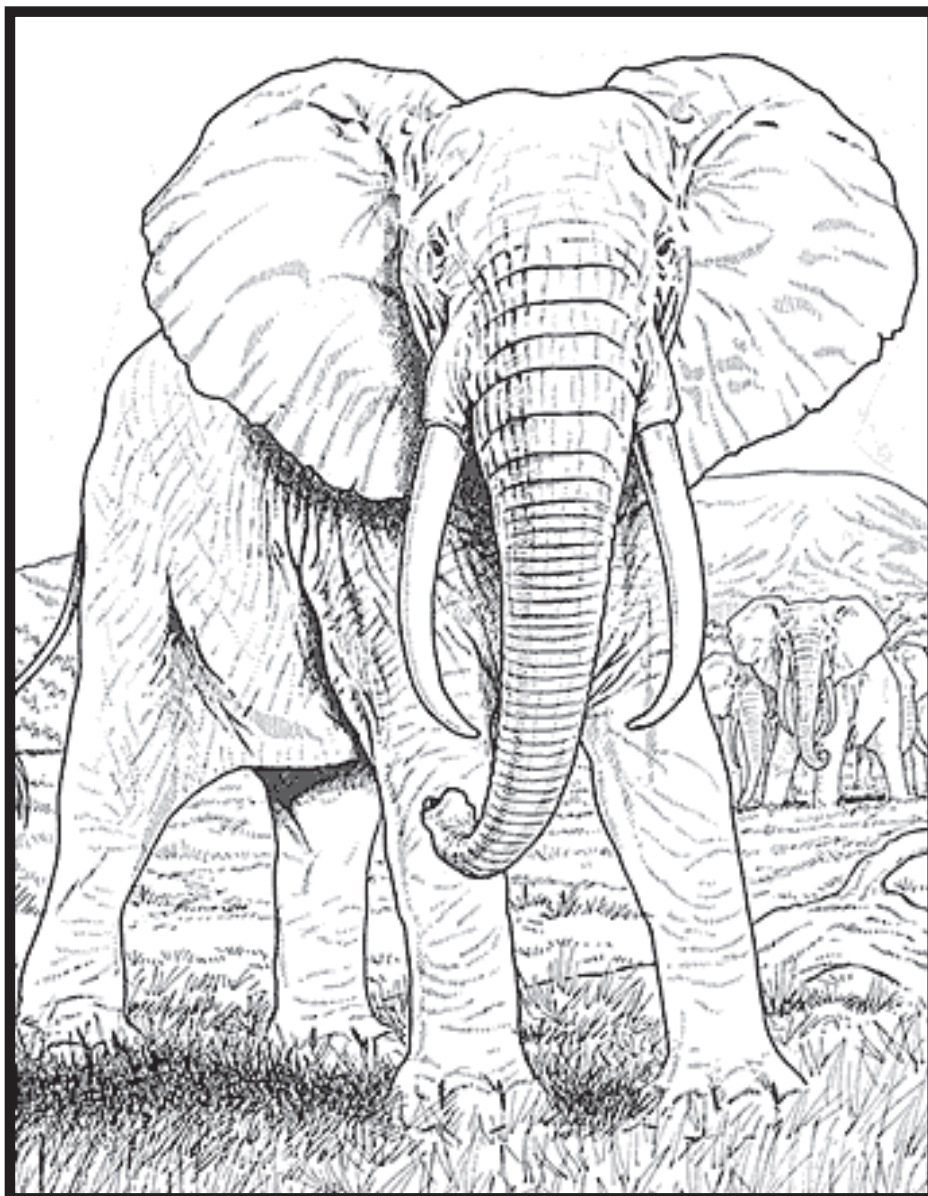
Ecology: The African Elephant lives in brush plains, forests, or even semi-desert regions of Africa. They travel in herds of up to 100 elephants, eating plants, leaves and fruit. Herds are typically led by an experienced female with the young and other females close behind. The mature males follow at a short distance.

Motivations: Normal animal motivations.

Combat Techniques: Elephants usually flee from confrontations unless cornered or their young are threatened. They will stampede when panicked trampling anything in their path. When cornered or against heavy numbers, Elephants will form a circle around the weak and young (Stronger members of a herd are very protective of the weaker members.) Elephants attack smaller opponents by first Grabbing. Squeezing, throwing to the ground, or crushing against the tusks usually follows. They attack a larger opponent with their tusks. Elephants which have been trained in the manner of warhorses will storm undaunted through enemy lines.

Other Names: Pachyderm

Rumors: Some people say that elephants remember everything that happens to them. Others tell of elephants who, when they become too old to keep up with the herd, go to vast elephant graveyards to die.



GILA MONSTER

Val	Char	Cost	
0	STR	-10	
9	DEX	-3	
11	CON	2	
2	BODY	-16	
2	INT	-8	
5	EGO	-10	
10	PRE	0	
10	COM	0	
3	PD	3	
2	ED	0	
2	SPD	1	
3	REC	2	
22	END	0	
12	STUN	3	* Bonus for Shrinking already figured in.

Cost	Abilities	END
27	Shrinking (20 pts), Persistent, Always On (-4 to others' Sight Perception, +6" KB)	
4	1 pip HKA, reduced penetration (-¼) – bite	
4	2d6 (phy.) Energy Blast, NND, (appropriate Immun., alien metabolism, or anti-venom), Persistent, No Range, takes +1 Phase to activate, Gradual Effect (1 day), only if bite does BODY damage (-½), only affects living things (-½), 12 Charges – venom	
3	+1 PD, +1 ED Armor	
7	+10 STR, only for holding after bite (-½)	
6	+2 to all Perceptions (11-)	
7, 2	Stealth 13-; +1 w/ bite	
-10, -2	-5" Running (1" total); -2" Swimming (0" total)	
50+ Disadvantages		
15	Physical Limitation: No fine manipulation	
-53	Creature Bonus	
OCV: 3; DCV: 7*; ECV: 2; Phases: 6, 12		
COSTS: Char Powers Total Disadv. Base		
-36 + 48 = 12 = -38 + 50		

Appearance: Gila Monsters are large, slow-moving lizards measuring up to 4 feet long. Their snouts are rounded and their coloring is black with pink and yellow patches.

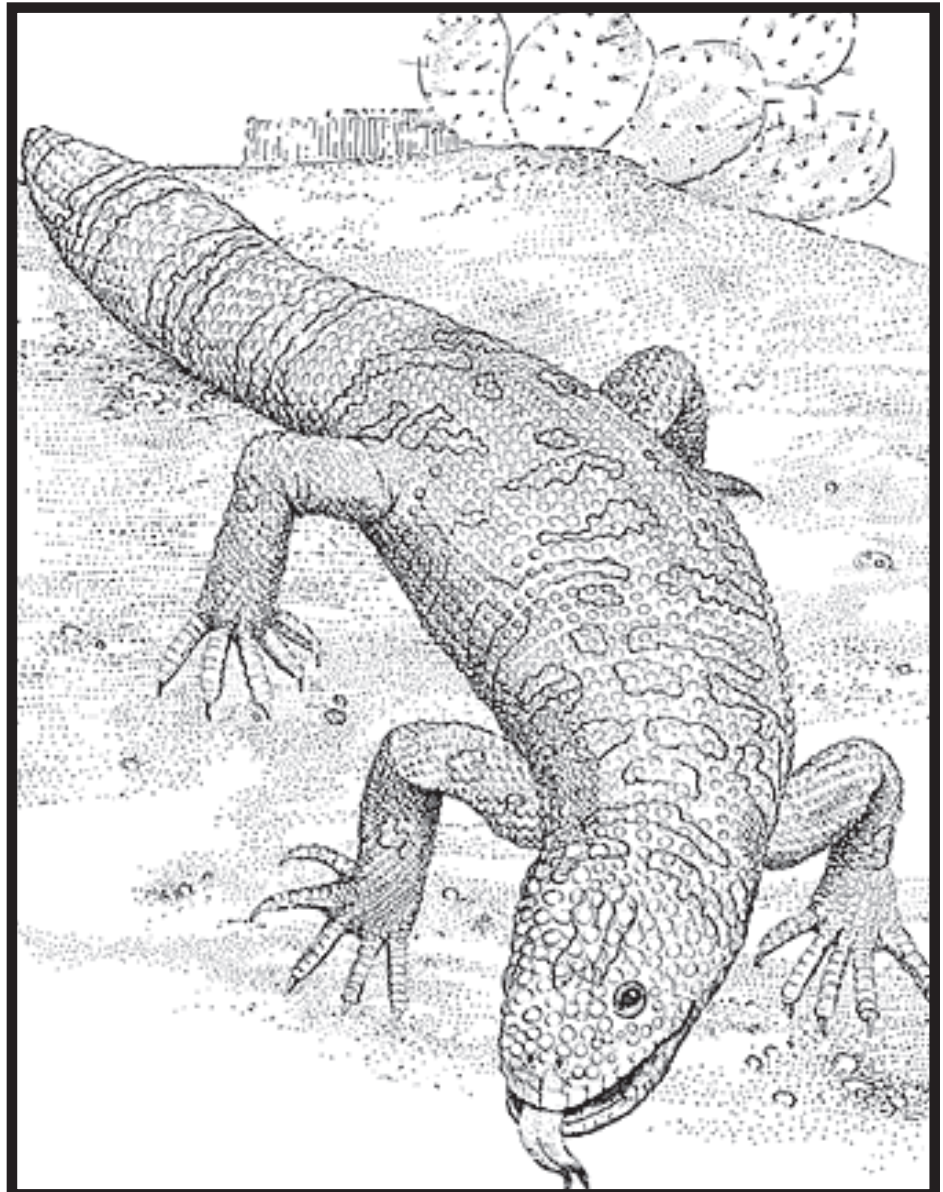
Ecology: The poisonous Gila Monster lives in the hot, arid deserts of the south-west US and neighboring Mexico. Since it not good at hunting it searches for food at night, eating mainly eggs, young birds and rodents. When food is scarce they gain nourishment from their body fat which has been known to sustain them for up to 3 years. During this time the lizard's tail becomes thin.

Motivations: Normal animal motivations.

Combat Techniques: Gila Monsters do not engage in combat unless surprised or cornered as they are poor combatants and horribly slow. Their teeth are not sharp but their jaws are powerful, allowing them to clamp onto their foe while poisonous saliva is pumped into the wound. Though powerful, the poison is seldom life threatening to man. Poison is only used in defense, not normally while hunting.

Other Names: Poison Lizard

Rumors: Clubs tipped with the teeth of Gila Monsters deliver the same poison as the beast itself.



GIRAFFE

Val	Char	Cost	
30*	STR	5	
15	DEX	15	
23	CON	26	
18*	BODY	10	
5	INT	-5	
5	EGO	-10	
10	PRE	0	
10	COM	0	
5	PD	2	
5	ED	0	
3	SPD	5	
8	REC	0	
46	END	0	
38*	STUN	0	

* Bonuses for Growth already figured in.

Appearance: The world's tallest animal, the giraffe measures up to 20 feet tall. Its coloring is tan and gold with large brown spots.

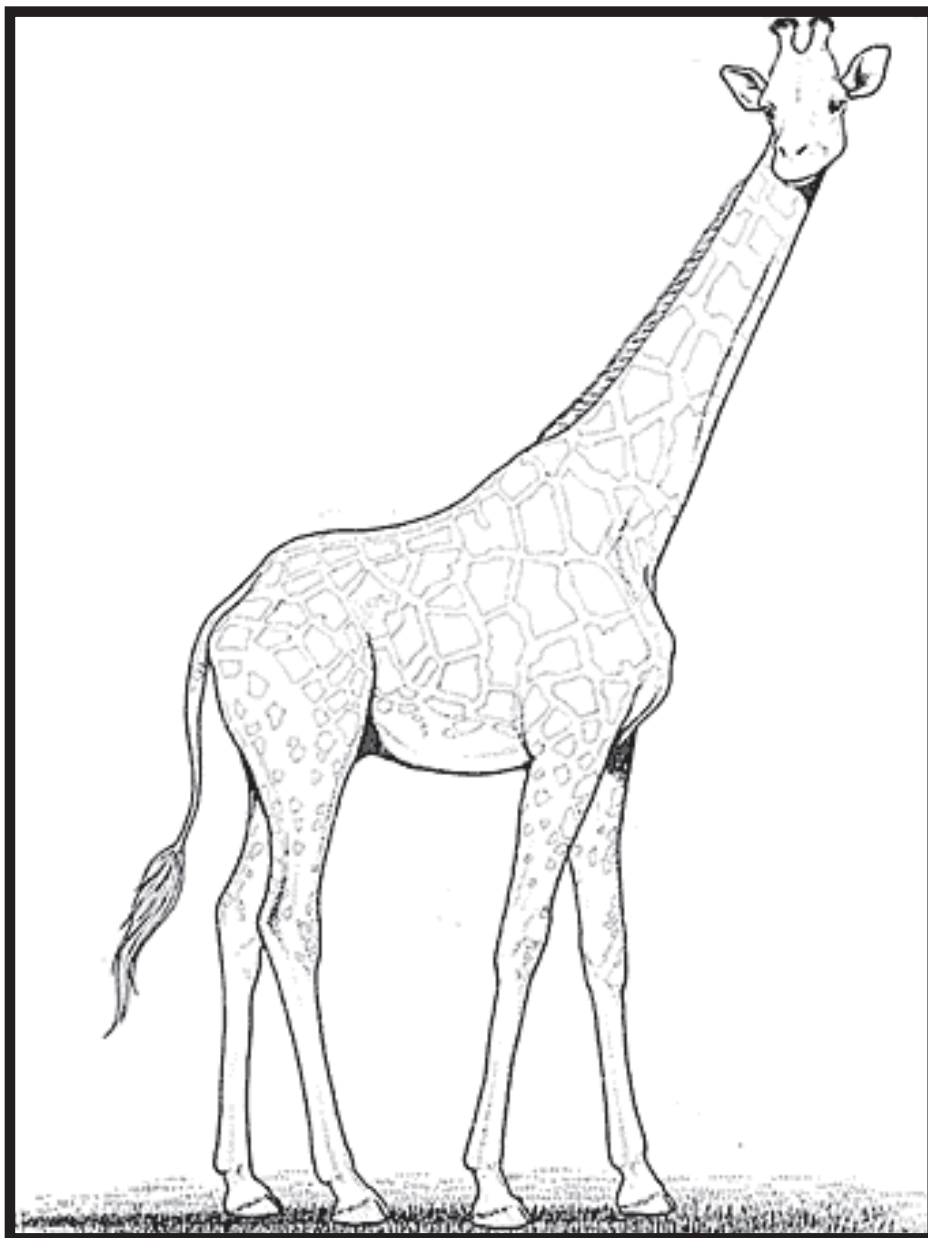
Ecology: Giraffes live in the savanna south of the Sahara desert, in herds of 20-30 young adult males, females and young. Older males tend to travel seclusively behind the herd. With their long necks they can browse on leaves from high limbs and their long tongue allows them to go without water for several days. When drinking they must move their front legs wide apart so that their heads may reach low enough to drink. Giraffes rest by crouching with their legs tucked beneath them, resting their neck and head along their backs while they sleep.

Motivations: Normal animal motivations.

Combat Techniques: Except for lions and man, Giraffes have no natural enemies. Their powerful kick deters any predators. In combat they use this kick with devastating effect.

Rumors: Some zoologists say that giraffes do not sleep.

Cost	Abilities	END
20	Growth (15 pts), Persistent, Always On (x8 mass, +2 to others' Sight Perception, -3" KB, +1" Reach)	
20	1½ d6 HKA, reduced penetration (-¼) – hooves	2
9	+3 PD, +3 ED Armor	
3	+1 to all Perceptions (11-)	
4	+2 to Hearing Perception (13- total)	
16	Running +8" (14" total)	1/5"
4	+2 w/ hoof attack	
50+ Disadvantages		
10	Physical Limitation: Limited Fine Manipulation	
10	Physical Limitation: Cannot leap (Frequently)	
15	DCV 0 when drinking or feeding from ground (Frequent, Greatly)	
49	Creature Bonus	
OCV: 5; DCV: 3*; ECV: 2; Phases: 4, 8, 12		
COSTS: Char Powers Total Disadv. Base		
58 + 76 = 134 = 84 + 50		



GORILLA

Val	Char	Cost	
25*	STR	10	
15	DEX	15	
20	CON	20	
14*	BODY	6	
7	INT	-3	
5	EGO	-10	
15	PRE	5	
10	COM	0	
5	PD	1	
4	ED	0	
3	SPD	5	
8	REC	0	
40	END	0	
34*	STUN	0	* Bonuses for Growth already figured in.

Cost	Abilities	END
7	Growth (5 pts), Persistent, Always On (190 KG, -1" KB)	
8	½ d6 HKA, reduced penetration (-¼) – bite	1
6	+2d6 HA – arm swing	1
6	+10 PRE, create fear only (-½), only while roaring (-¼)	
3	+1 PD, +1 ED Armor	
3	Acrobatics 11-	
5	Climbing 12-	
6	+2 w/ arm swing	
-2	-1" Running (5" total)	1/5"
-2	-2" Swimming (0" total)	
50+	Disadvantages	
20	Hunted by poachers (More Powerful, NCI) 8-	
19	Creature Bonus	
OCV: 5; DCV: 5; ECV: 2; Phases: 4, 8, 12		
COSTS: Char Powers Total Disadv. Base		
49 + 40 = 89 = 39 + 50		

Appearance: The largest of the apes, the Gorilla is broad and muscular. Short, dark fur covers all but the chest and face. Gorillas normally move on all four legs but can stand upright, usually while assuming an aggressive posture.

Ecology: Gorillas live in dense, secluded forests of tropical regions. Western Gorillas live in Cameroon, Equatorial Guinea, and the Congo in sea-level valleys. The Eastern Lowland Gorilla lives in the forested valleys of Zaire and the East African Rift Valley, Mountain Gorillas are found in the mountains of eastern Zaire and parts of Rwanda and Uganda.

A troop of Gorillas consists of several families led by a single, older male. They live peacefully in their jungle territory eating fruits and vegetation. They obtain nearly all their water from their food.

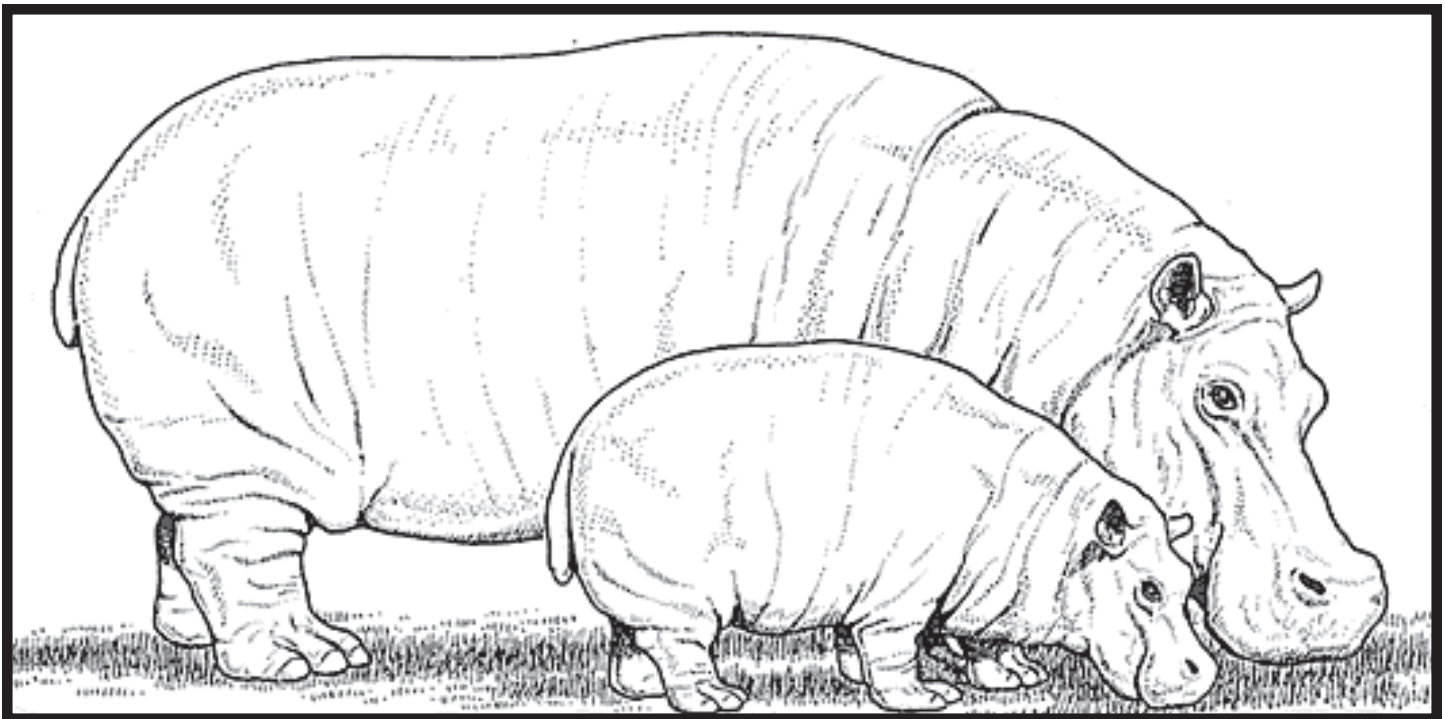
Motivations: Though highly intelligent and sensitive for animals, they share common animal motivations.

Combat Techniques: Though normally nonaggressive, Gorillas are extremely powerful fighters. Before resorting to combat they will attempt to scare adversaries away (PRE Attack). In combat they will punch or Grab opponents and hold on, proceeding to bite.

Other Names: Great Ape, Man Eating Ape.

Rumors: Superstitious tribesmen believe that Gorillas are flesh eaters and hunt man for sport.





HIPPOPOTAMUS

Val	Char	Cost								
35†	STR	0	* Bonuses for Growth already figured in. † Bonuses for Density Increase already figured in.							
15	DEX	15								
24	CON	28								
30*	BODY	34								
5	INT	-5								
5	EGO	-10								
10	PRE	0								
10	COM	0								
12†	PD	8								
7†	ED	0								
3	SPD	5								
8	REC	2								
48	END	0								
47*	STUN	-10								
Cost	Abilities		END							
20	Growth (15 pts), Persistent, Always On (x8 mass, +2 to others' Sight Perception, -3" KB, +1" Reach)									
13	Density Increase (10 pts), Persistent, Always On (4x mass (4 tons total), -2" KB (-5" total))									
20	1½ d6 HKA, reduced penetration (-¼) – bite		2							
15	+5 PD, +5 ED Armor									
2	Swimming +2" (4" total)									
3	+1 w/ H-to-H combat, only in water (-½)									
-2	Running -1" (5" total)									
50+ Disadvantages										
15	Physical Limitation: No fine manipulation.									
5	Physical Limitation: Cannot leap (Frequently)									
78	Creature Bonus									
OCV: 5; DCV: 3*; ECV: 2; Phases: 4, 8, 12										
COSTS:		Char	Powers	Total	Disadv.	Base				
		77	+	71	=	148	=	98	+	50

Appearance: The Hippopotamus rivals the rhinoceros as the second largest living land animal. Its huge body is nearly 15 feet long and stands 5 feet at the shoulder. The eyes and nostrils are set high on the head so it may submerge itself almost completely underwater. The hippo's skin is hard and rough and uniformly gray.

Ecology: Hippos are found in Africa, between the Khartoum in the Sudan and the Zambezi River. They live in groups of 20-100 individuals. They inhabit hot, scrubby plains which have a large source of water nearby. Here they spend much of their time basking in the sun and cooling themselves in the waters where they may submerge all but their nostrils. At night they emerge from the water to graze the surrounding grasses. Though large and ungainly, hippos can move with surprising speed and are able to stay underwater for several minutes. Hippos are territorial and will fight to protect their mate or territory.

Motivations: Normal animal motivations.

Combat Techniques: Hippos can be viscous fighters. When on land, a hippo will retreat into water where it can fight more efficiently. A hippo's main attack is its powerful bite.

Other Names: River Horse, Behemoth

Rumors: Gods of the regions where hippos live are said to often take the form of the Hippopotamus.

HORSES

Ecology: Horses are found inhabiting grassy plains in all but the hottest and coldest climates. Their diet consists of grass and various grains. Wild horses live in herds of 10-100, with the females and the dominant male near the center of the herd and the lesser males on the outside.

Motivations: Wild horses have normal animal motivations. Domestic horses can be trained to perform uncharacteristic feats. Nearly all horses, except perhaps warhorses, will always flee from fire and sudden noises.

Combat Techniques: Unless trained to do otherwise or unless foals are threatened, horses will flee confrontation. When attacking, horse kick out with their front hooves, rearing up on their hind legs. Anyone approaching near enough is usually bitten.

RIDING HORSE

Val	Char	Cost	
25*	STR	5	
15	DEX	15	
20	CON	20	
16*	BODY	8	
5	INT	-5	
5	EGO	-10	
13	PRE	3	
10	COM	0	
7	PD	4	
4	ED	0	
3	SPD	5	
7	REC	0	
40	END	0	
34*	STUN	0	* Bonuses for Growth already figured in.

Cost	Abilities	END
13	Growth (10 pts), Persistent, Always On (4x mass, +1 to others' Sight Perception, -2" KB)	
4	1 pip HKA, reduced penetration (-1/4) – bite	
7	+3d6 HA, reduced penetration (-1/4) – hooves	1
3	1 PD, 1 ED Armor	
14	Running +7" (13" total)	1/5"
3	+1 to all Perceptions (11-)	
4	+2 to Hearing Perception (13- total)	
4	+2 to Smell Perception (13- total)	

50+	Disadvantages
10	Physical Limitation: Limited Fine Manipulation
15	Psych. Limit.: Fear of fire & loud noises (Uncom., Total)
22	Creature Bonus

OCV: 5; DCV: 4*; ECV: 2; Phases: 4, 8, 12

COSTS:	Char	Powers	Total	Disadv.	Base
	45	+	52	=	97 = 47 + 50

Appearance: This category represents the typical riding horse which can be of a number of breeds. See other references for descriptions of specific breeds.

Motivations: This type of horse is usually trained to permit riders and to follow simple guiding instructions given through the reins. Better trained riding horses also follow other instructions such as coming when called or whistled to.

DRAFT HORSE

Val	Char	Cost	
28*	STR	3	
14	DEX	12	
20	CON	20	
18*	BODY	10	
5	INT	-5	
5	EGO	-10	
13	PRE	3	
10	COM	0	
8	PD	5	
4	ED	0	
3	SPD	6	
7	REC	0	
40	END	0	
35*	STUN	0	* Bonuses for Growth already figured in.

Cost	Abilities	END
20	Growth (15 pts), Persistent, Always On (8x mass, +2 to others' Sight Perception, -3" KB, +1" Reach)	
4	1 pip HKA, reduced penetration (-1/4) – bite	
7	+3d6 HA, reduced penetration (-1/4) – hooves	1
3	+1PD, +1 ED Armor	
8	Running +4" (10" total)	1/5"
3	+1 to all Perceptions (11-)	
4	+2 to Hearing Perception (13-)	
4	+2 to Smell Perception (13-)	

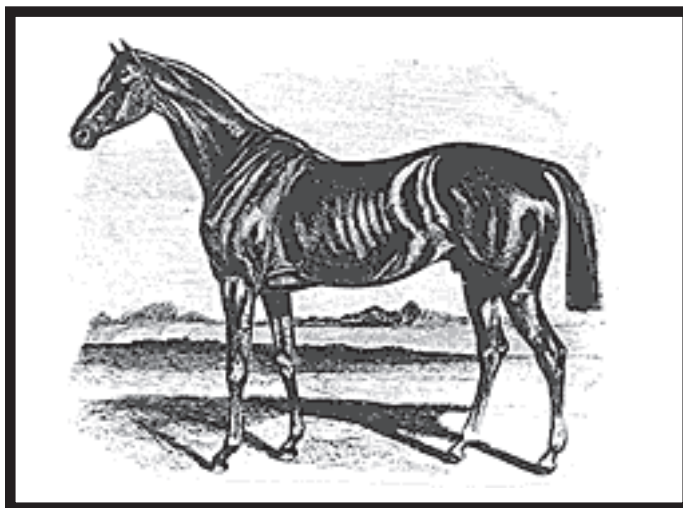
50+	Disadvantages
10	Physical Limitation: Limited Fine Manipulation
15	Psych. Limit.: Fear of fire & loud noises (Uncom., Total)
22	Creature Bonus

OCV: 5; DCV: 3*; ECV: 2; Phases: 4, 8, 12

COSTS:	Char	Powers	Total	Disadv.	Base
	44	+	53	=	97 = 47 + 50

Appearance: This category represents the larger breeds of horses such as Clydsdales, which were used more for pulling than for riding. This can also represent untrained and unconditioned heavy warhorses.

Motivations: Draft Horses are seldom trained to do more than pull, turn, and stop. Some are trained to allow riders and to not be startled by such things as fire and loud noises.





LIGHT WARHORSE

Val	Char	Cost	
25*	STR	0	
18	DEX	24	
18	CON	16	
17*	BODY	8	
5	INT	-5	
5	EGO	-10	
16	PRE	6	
10	COM	0	
7	PD	5	
4	ED	0	
3	SPD	2	
6	REC	0	
40	END	2	
31*	STUN	0	* Bonuses for Growth already figured in.

Cost	Abilities	END
20	Growth (15 pts), Persistent, Always On (8x mass, +2 to others' Sight Perception, -3" KB, +1" Reach)	
4	1 pip HKA, reduced penetration (-¼) – bite	
7	+3d6 HA, reduced penetration (-¼) – hooves	1
3	+1 PD, +1 ED Armor	
2	+3 PRE, only for defense (-½)	
12	Running +6" (12" total)	1/5"
3	+1 to all Perceptions (11-)	
4	+2 to Hearing Perception (13- total)	
4	+2 to Smell Perception (13- total)	

50+ Disadvantages

10	Physical Limitation: Limited Fine Manipulation
47	Creature Bonus

OCV: 6; DCV: 4*; ECV: 2; Phases: 4, 8, 12

COSTS:	Char	Powers	Total	Disadv.	Base
	48	+	59	=	107
				=	57
					+ 50

Appearance: Warhorses are sturdy animals, trained to remain calm under the most trying conditions and to attack on command. The Light warhorse is most often used by traveling knights because it serves as a competent riding animal as well as a combat-worthy steed. They are not as capable in combat as heavier warhorses since they are too lightly built to accommodate heavily armored riders while wearing armor of their own.

Motivations: Warhorses are trained not only for riding but also to perform in a number of combat situations. They are conditioned to remain calm and responsive in the midst of intense combat and to lash out with teeth and hooves on command or whenever someone moves in front of them.

HEAVY WARHORSE

Val	Char	Cost	
30*	STR	5	
16	DEX	18	
22	CON	24	
18*	BODY	10	
5	INT	-5	
8	EGO	-10	
18	PRE	8	
10	COM	0	
8	PD	5	
4	ED	0	
3	SPD	2	
7	REC	1	
44	END	0	
37*	STUN	0	* Bonuses for Growth already figured in.

Cost	Abilities	END
20	Growth (15 pts), Persistent, Always On (8x mass, +2 to others' Sight Perception, -3" KB, +1" Reach)	
4	1 pip HKA, reduced penetration (-¼) – bite	
5	+3d6 HA, reduced penetration (-¼) – hooves	1
6	+2 PD, +2 ED Armor	
2	+3 PRE, only for defense (-½)	
8	Running +4" (10" total)	1/5"
3	+1 to all Perceptions (11-)	
4	+2 to Hearing Perception (13- total)	
4	+2 to Smell Perception (13- total)	

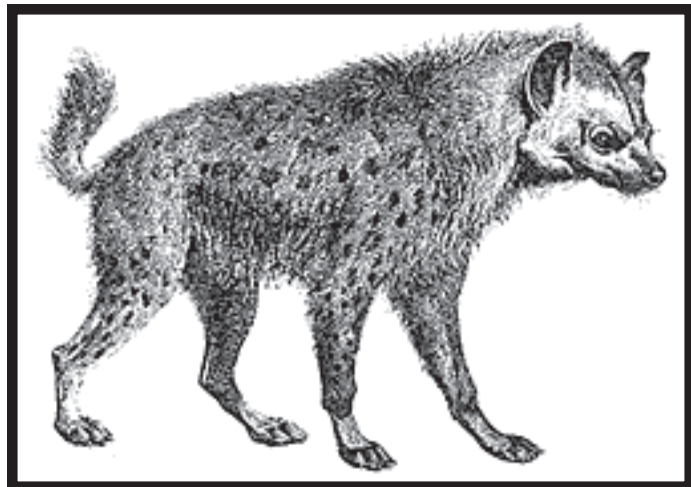
50+ Disadvantages
10 Physical Limitation: Limited Fine Manipulation
54 Creature Bonus

OCV: 5; DCV: 3*; ECV: 2; Phases: 4, 8, 12

COSTS:	Char	Powers	Total	Disadv.	Base
	58	+	56	=	114 = 64 + 50

Appearance: Heavy Warhorses are about the same size as draft horses. They are huge animals whose only purpose is to wade into battle with a fully armored knight astride and participate in melee while wearing heavy barding. Since they are not finely trained riding animals, they do not move quickly or well.

Motivations: Heavy Warhorses have the same mental characteristics as other trained warhorses.



HYENA

Val	Char	Cost	
15	STR	5	
15	DEX	15	
15	CON	10	
10	BODY	0	
5	INT	-5	
5	EGO	-10	
8	PRE	-2	
10	COM	0	
5	PD	2	
2	ED	-1	
3	SPD	5	
6	REC	0	
30	END	0	
26	STUN	0	

Cost	Abilities	END
8	½ d6 HKA, reduced penetration (-¼) – bite	1
13	+20 STR, only w/ jaws (-½)	
6	+10 PRE, create fear only (-½), only when howling (-¼)	
5	Ultraviolet Vision	
13	Running +4" (10" total), ½ END	1/10"
3	+1 to all Perceptions (11-)	
3	Concealment 10-	
11	(Pack) Tactics 14-	

50+ Disadvantages
15 Physical Limitation: No fine manipulation
15 Timid (Common, Strong)
10 Distinctive Features: strong odor (Concealable if downwind)
-9 Creature Bonus

OCV: 5; DCV: 5; ECV: 2; Phases: 4, 8, 12

COSTS:	Char	Powers	Total	Disadv.	Base
	19	+	62	=	81 = 31 + 50

Appearance: Hyenas are doglike animals with brown spotted, tawny grey, or golden yellow coats. They have large, rounded ears and powerful shoulders which are higher than their hindquarters.

Ecology: Hyenas live in southern Asia and northern Africa. They run in packs of up to 20 individuals led by a single dominant male. In the daytime they sleep in caves or burrows, coming out to hunt at night. Their reputation for cowardice is mostly unfounded, as they hunt such animals as zebras and wildebeests, and is perhaps caused by their reluctance to defend their kills or to fight individually.

Motivations: Normal animal motivations.

Combat Techniques: Hyenas will chase their prey, tiring hyenas being replaced by fresh ones, until they prey is exhausted. In combat they will bite with their jaws, which are capable of shattering bones. Hyenas typically target the body of their foes (treat as a "placed" Body Shot).

Other Names: Laughing Hyena

Rumors: Hyenas are sometimes thought to be evil creatures that hunt man and laugh when they kill.



KANGAROO

Val	Char	Cost	
15	STR	5	
14	DEX	12	
13	CON	6	
10	BODY	0	
5	INT	-5	
5	EGO	-10	
8	PRE	-2	
10	COM	0	
4	PD	1	
3	ED	0	
3	SPD	6	
6	REC	0	
26	END	0	
25	STUN	0	
Cost	Abilities		END
8	1d6-1 HKA, reduced penetration (-¼) – claws		1
2	Superleap +2" (5" forward, 2 ½" up)		1/5"
12	Running +6" (12" total)		1/5"
6	+2 to all Perceptions (12-)		
4	+2 to Hearing Perception (14- total)		
2	+1 to Smell Perception (13- total)		
-2	-2" Swimming (0" total)		

50+ Disadvantages

15	Physical Limitation: No fine manipulation
15	Timid (Common, Strong)
-35	Creature Bonus

OCV: 5; DCV: 5; ECV: 2; Phases: 4, 8, 12

COSTS:	Char	Powers	Total	Disadv.	Base
	13	+ 32	= 45	= -5	+ 50

Appearance: Kangaroos are the world's largest marsupial, weighing about 90 kg and standing nearly 7 feet tall with a tail over 4 feet long. The coat is reddish-gray, lightening near the belly and under the tail. Females are often found with young, or joeys, in their front pouches.

Ecology: Kangaroos graze in herds of 6-12 individuals, feeding mostly at night on roots and grasses. When moving slowly Kangaroos walk with a hopping stride on all 4 legs, but can attain speeds of up to 48 kph by leaping on their hind legs, using their tails for balance.

Motivations: Normal animal motivations.

Combat Techniques: Kangaroos will usually only attack in self defense by kicking out both hind feet to claw their opponents. The attack is usually targeted at the torso (treat as a "placed" Body Shot).

Rumors: Kangaroos fight mainly by lashing out, or "boxing", with its front feet.

KOMODO DRAGON

Val	Char	Cost	
20*	STR	5	
15	DEX	15	
20	CON	20	
13*	BODY	4	
2	INT	-8	
5	EGO	-10	
18	PRE	8	
10	COM	0	
7	PD	4	
5	ED	1	
3	SPD	5	
10	REC	6	
40	END	0	
34*	STUN	3	* Bonuses for Growth already figured in.

Cost	Abilities	END
7	Growth (5 pts), Persistent, Always On (2x mass, -1" KB)	
12	1d6 HKA, reduced penetration ($-\frac{1}{4}$) – bite	1
4	1 pip HKA, reduced penetration ($-\frac{1}{4}$) – claws	
6	+2d6 HA – tail	1
9	+3 PD, +3 ED Armor	
5	Extra Limb – tail	
5	Infrared Vision (tongue)	
3	+1 to all Perceptions (10-)	
4	+2 to Hearing Perception (12- total)	
10	+2 w/ H-to-H combat	
2	+1 w/ tail	
-2	-1" Running (5" total)	1/5"
-2	-2" Swimming (0" total)	

50+ Disadvantages

15	Physical Limitation: No fine manipulation
10	Physical Limitation: Cannot Leap
15	Frequently hungry (goes out of way to find food) (Common, Strong)
42	Creature Bonus

OCV: 5; DCV: 5; ECV: 2; Phases: 4, 8, 12

COSTS:	Char	Powers	Total	Disadv.	Base
	53	+	79	=	132
				=	82
					+ 50

Appearance: Komodo Dragons are the largest living lizards measuring up to 12 feet long and weighing nearly 136 KG. They resemble stout, long legged alligators with long, sharp claws. Unlike alligators they carry their entire mass, including most of the tail, up off the ground when walking.

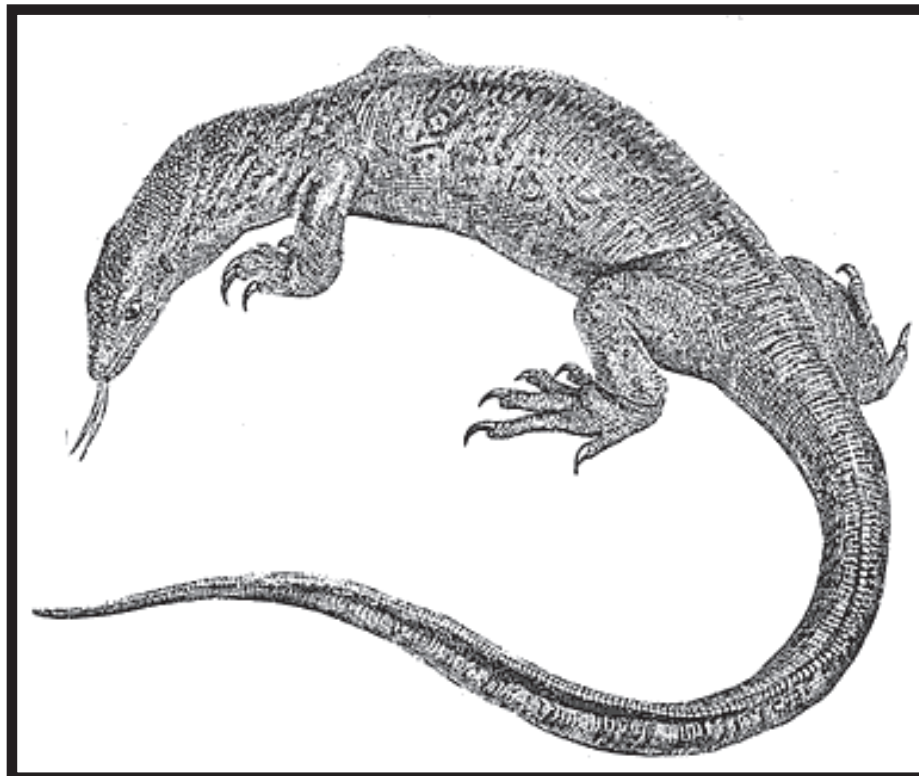
Ecology: Komodo Dragons inhabit a few isolated Indonesian islands living on a wide variety of terrains. They sleep among the rocks at night and spend most of the day eating carrion, or hunting monkeys, pigs and deer. They are so voracious that they will even attack other Komodo Dragons. Individuals are very protective of their kills, lashing out at any intruder. Komodo Dragons are encountered individually or, rarely, in pairs.

Motivations: Normal animal motivations. Komodo Dragons are very aggressive with intruders.

Combat Techniques: Komodo Dragons attack by first lashing out with their tails (check for Knockback or Knockdown) and then leaping onto the foe, biting it. Small opponents are simply bitten.

Other Names: Boja Dara

Rumors: When first discovered, Komodo Dragons were believed to be actual living dragons, their large, flickering yellow tongue being mistaken for a burst of fire.



LEOPARD

Val	Char	Cost	
18	STR	8	
23	DEX	39	
18	CON	16	
10	BODY	0	
6	INT	-4	
5	EGO	-10	
18	PRE	8	
10	COM	0	
8	PD	4	
8	ED	4	
4	SPD	7	
8	REC	0	
36	END	0	
32	STUN	4	

Cost	Abilities	END
16	1d6+1 HKA, reduced penetration (-¼) – bite	2
12	1d6 HKA, , reduced penetration (-¼) – claws	1
6	+10 PRE, create fear only (-½), while roaring (-¼)	
12	Running +6" (12" total)	1/5"
1	Swimming +1" (3" total)	1/5"
10	Tracking Scent	
6	+2 to all Perceptions (12-)	
8	+2 to Hearing & Smell Perceptions (14- total)	
5	Climbing 14-	
9	Concealment 13-	
5	Stealth 14-	
10	+2 w/ H-to-H combat	

50+ Disadvantages					
15 111	Physical Limitation: No fine manipulation Creature Bonus				
OCV: 8; DCV: 8; ECV: 2; Phases: 3, 6, 9, 12					
COSTS: Char Powers Total Disadv. Base					
76 + 100 = 176 = 126 + 50					

Appearance: Of all the large cats, the Leopard most resembles a domestic housecat. Its pelt is tawny gold with black spots with no two pelts having the same pattern. The area a Leopard is from can often be determined by its spot pattern.

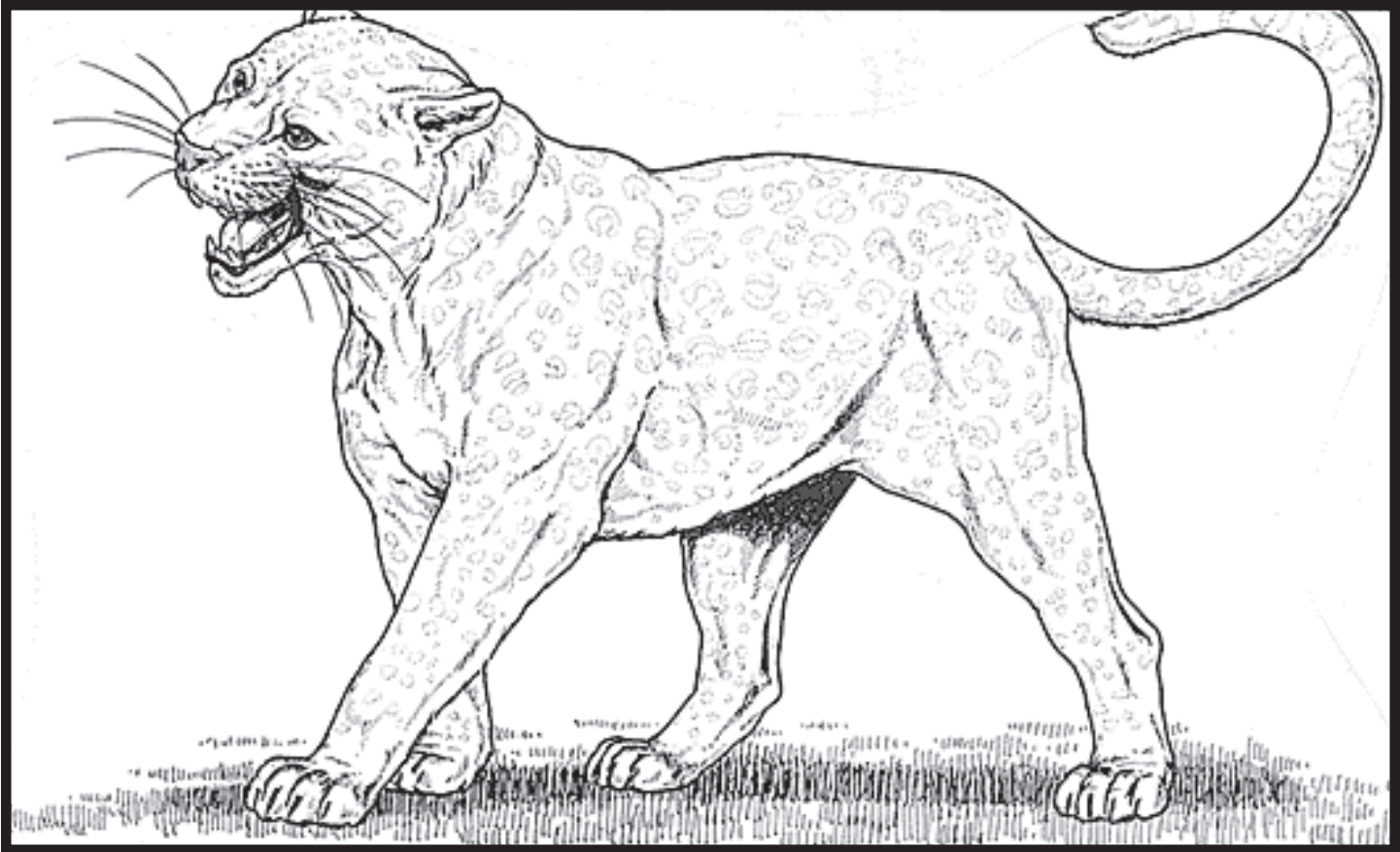
Ecology: Leopards live in many climates throughout Asia and Africa with the rare Ounce, or white Snow Leopard, inhabiting the Himalayas. Leopards hunt monkeys, antelope or cattle and can sometimes become man-eaters making them a terrible danger. They are encountered individually and only rarely in mated pairs during mating season (Feb.-Mar.).

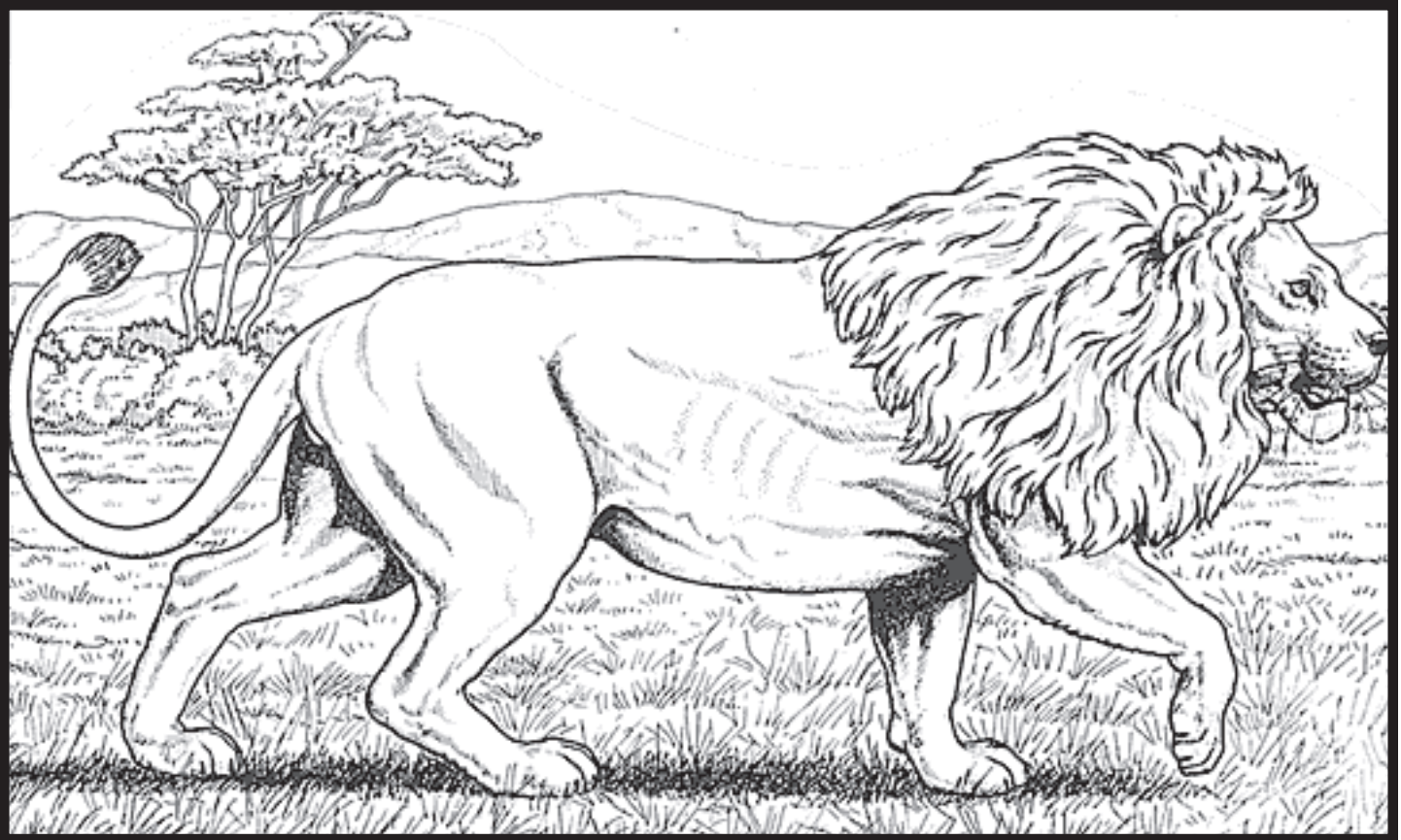
Motivations: Normal animal motivations.

Combat Techniques: Leopards attack in much the same way as other cats. They first Grab the victim, sometimes biting and hanging on, and proceeding to disembowel it with the hind claws.

Other Names: Panther

Rumors: Leopards are often worshipped as deities and sacrifices, sometimes human, are offered to counter unfortunate events.





LION

Val	Char	Cost	
23*	STR	8	
20	DEX	30	
20	CON	10	
14*	BODY	6	
6	INT	-4	
5	EGO	-10	
20	PRE	10	
10	COM	0	
10	PD	6	
8	ED	4	
4	SPD	10	
9	REC	2	
40	END	0	
36*	STUN	3	
* Bonuses for Growth already figured in.			
Cost	Abilities	END	
7	Growth (5 pts), Persistent, Always On (250 KG, -1" KB)		
20	1½ d6 HKA, reduced penetration (-¼) – bite	2	
16	1d6+1 HKA, , reduced penetration (-¼) – claws	2	
3	+1 PD, +1 ED Armor		
9	+15 PRE, create fear only (-½), while roaring (-¼)		
10	Running +5" (11" total)	1/5"	
10	Tracking Scent		
6	+2 to all Perceptions (12-)		
8	+2 to Hearing & Smell Perceptions (14- total)		
3	Climbing 13-		
5	Concealment 11-		
3	Stealth 13-		
10	+2 w/ H-to-H combat		

50+ Disadvantages

15	Physical Limitation: No fine manipulation
120	Creature Bonus

OCV: 7; DCV: 7; ECV: 2; Phases: 3, 6, 9, 12

COSTS:	Char	Powers	Total	Disadv.	Base
	75	+	110	=	185
				=	135
				+	50

Appearance: This most recognized of big cats is over 10 feet long and weighs 250 KG. Only the adult male Lion has the distinctive reddish mane.

Ecology: Lions live in prides of 10-30 individuals. At one time they ranged from southern Europe, Asia, and Africa. Now they can only be found in the wild in India's Gir Forest and central Africa. Food is caught at night by the lioness. The males then eat first followed by the females and then cubs (sometimes causing cubs to starve). Even though they are capable of killing anything from mice to elephants, their diet consists mainly of zebras and antelopes. It is not unknown for Lions to become man-eaters, stalking women and children.

Motivations: Normal animal motivations.

Combat Techniques: When hunting, Lions stalk near their prey and spring forward, grabbing it in its jaws. Pursuit is not common after an initial miss. In combat, Lions attack with their bite and, after a successful Grab, the hind claws.

Other Names: King of Beasts

Rumors: Lions are said to be magical creatures whose image appears in the stars, and their hides make excellent magical armor.

MANDRILL

Val	Char	Cost	
15	STR	5	
15	DEX	15	
13	CON	6	
6	BODY	-8	
6	INT	-4	
5	EGO	-10	
18	PRE	8	
10	COM	0	
6	PD	3	
3	ED	0	
3	SPD	5	
6	REC	0	
30	END	2	
26	STUN	5	

Cost	Abilities	END
8	1d6-1 HKA, reduced penetration (-¼) – bite	1
3	Acrobatics 12-	
3	Climbing 12-	
5	(Pack) Tactics 11-	
3	+1 w/ bite	
-2	-1" Running (5" total)	1/5"
-2	-2" Swimming (0" total)	

50+	Disadvantages
20	Psych Lim: Devotion to Pack (Common, Total)
-25	Creature Bonus

OCV: 5; DCV: 5; ECV: 2; Phases: 4, 8, 12					
COSTS:	Char	Powers	Total	Disadv.	Base
	27	+ 18	= 45	= -5	+ 50

Appearance: Mandrills have been described as the ugliest of monkeys and brutal tyrants of the forest. Standing upright, they are nearly 4 feet tall. The coat is dark brown but the male has striking colors on and around the face with white cheeks, orange beard, red nose and blue ridges on the muzzle.

Ecology: Mandrills live in rough, rocky, mountainous regions of Africa and the Middle East. They do not normally inhabit forests because they cannot climb trees. They live in troops of up to 300 individuals under the leadership of



several older males. The Mandrill's devotion to family is highly developed. Males rarely court females who have already been claimed and infidelity in females is punished by death. Their sophisticated organization lead some to believe that the troop has its captains, lieutenants, and guards.

Mandrills are omnivorous and control a great number of insects though they also do extensive damage to gardens and steal eggs.

Motivations: Normal animal motivations. Though they do not actively seek out fights, they respond to any encroachment as an assault.

Combat Techniques: Mandrills fear nothing and if confronted will attack viciously, biting and clubbing wildly. They often fight until dead.

Rumors: Old seafarer's legends tell of an isolated tropical islands inhabited by viscous, carnivorous apes.

RHESUS MONKEY

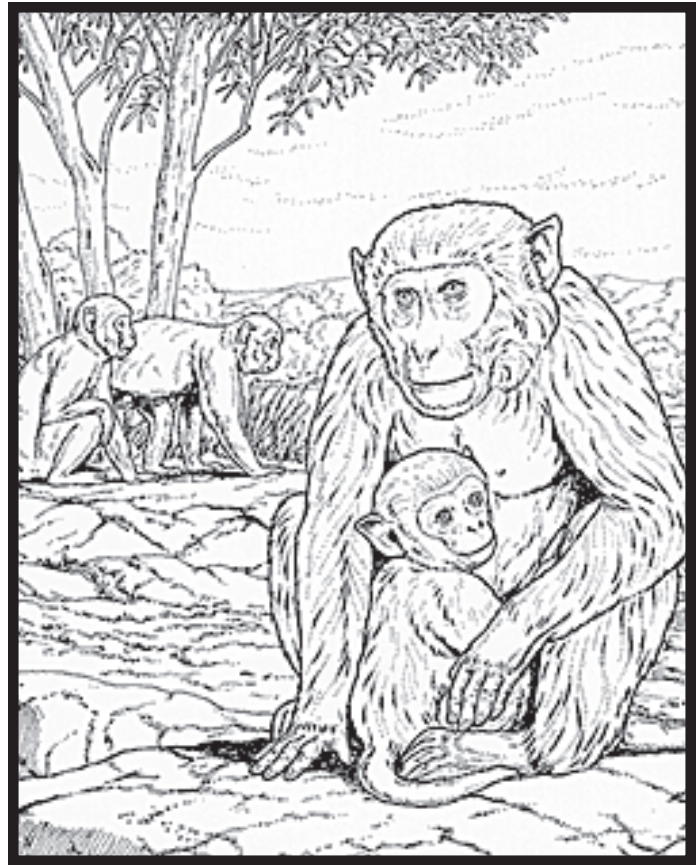
Val	Char	Cost	
8	STR	-2	
14	DEX	12	
10	CON	0	
6	BODY	-8	
6	INT	-4	
5	EGO	-10	
8	PRE	-2	
10	COM	0	
2	PD	1	
2	ED	0	
3	SPD	2	
4	REC	2	
26	END	3	
14	STUN	0	* Bonus for Shrinking already figured in.

Cost	Abilities	END
13	Shrinking (10 pts), Persistent, Always On (-2 to others' Sight Perceptions, +3" KB)	
5	1 pip HKA, reduced penetration (-¼) – bite	
3, 7	+1d6 HA ; Acrobatics 15-	
7, 7	Breakfall 15-; Climbing 15-	
-2, -4	-2" Swimming (0" total); -2" Running (4" total)	1/5"

50+	Disadvantages
-20	Creature Bonus

OCV: 5; DCV: 7*; ECV: 2; Phases: 4, 8, 12

COSTS:	Char	Powers	Total	Disadv.	Base
	-6	+ 36	= 30	= -20	+ 50



Appearance: The Rhesus Monkey is the most commonly seen monkey by civilized man. It is the typical organ grinder's monkey and the most common laboratory monkey. It is almost 3 feet long from head to foot and has long, brown hair with pinkish face and hind quarters.

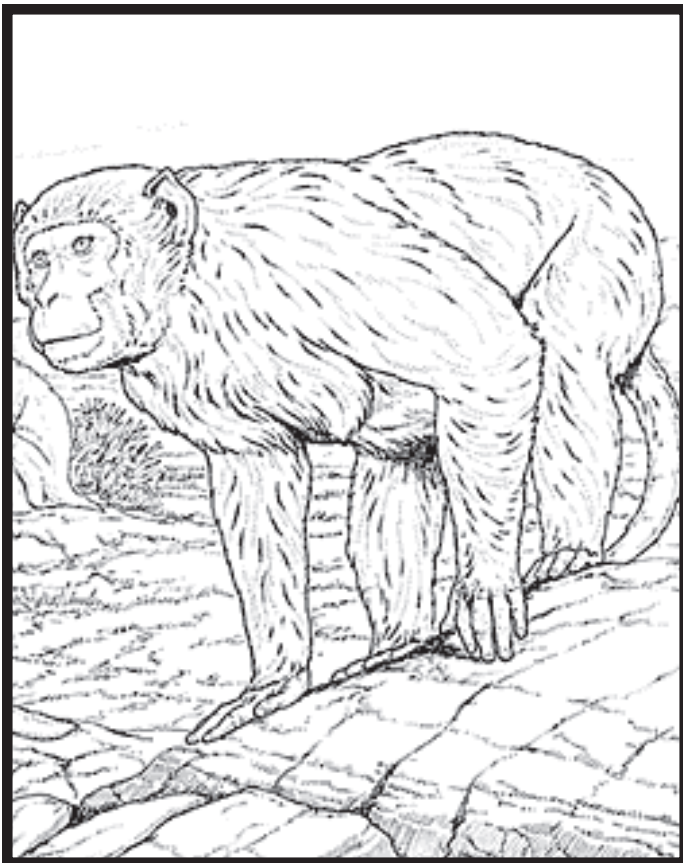
Ecology: Rhesus Monkeys are normally found in northern India, south-east Asia, and northern China. Their troops normally consist of 10-25 individuals and up to 60 individuals in protected areas. They eat fruits, vegetables and grains and do enormous damage to crops. They are fiercely territorial and fight to protect their foraging grounds.

Motivations: Normal animal motivations. Rhesus (and other monkeys) are quite intelligent and can quickly learn to use tools and distinguish words and signs.

Combat Techniques: Monkeys normally avoid dangerous situations, climbing high into the trees to escape. When defending their territory, fighting amongst themselves, or if cornered they will grab and bite, sometimes lashing out with their small fists.

Other Names: Macaque Monkeys

Rumors: Somewhere in the deep jungle there is a large, black monkey who leads all the monkey troops and watches the world of man with jealous contempt.



MOOSE

Val	Char	Cost	
33*	STR	8	
14	DEX	12	
25	CON	30	
22*	BODY	18	
5	INT	-5	
5	EGO	-10	
20	PRE	10	
10	COM	0	
14	PD	10	
10	ED	5	
3	SPD	6	
9	REC	0	
50	END	0	
44*	STUN	0	* Bonuses for Growth already figured in.

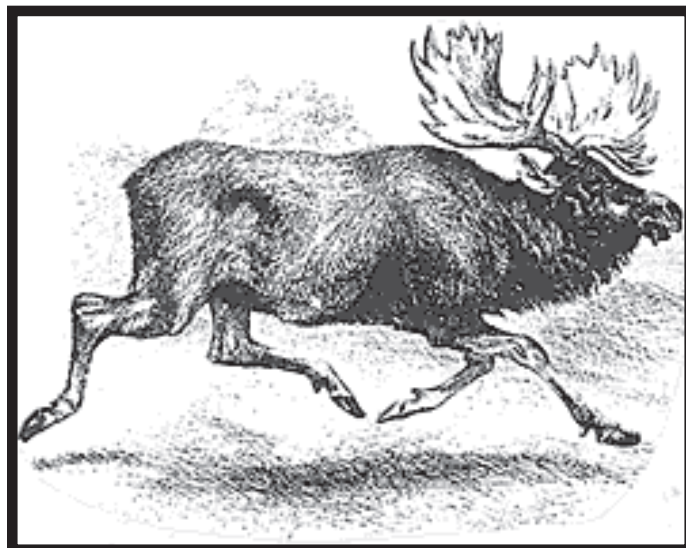
Cost	Abilities	END
20	Growth (15 pts), Persistent, Always On (800 KG, +2 to others' Sight Perception, -3" KB, +1" Reach)	
12	1d6 HKA, reduced penetration (-¼) – kick	1
20	1½ d6 HKA, reduced penetration (-¼), not during Winter (-1) – antlers	2
2	+1 DC w/ HKA, reduced penetration (-¼), only during Fall (-1½) – antlers	
3	+2 PD Armor	
12	Running +6" (12" total)	1/5"
6	+2 to all Perceptions (12-)	

50+	Disadvantages
15	Physical Limitation: No fine manipulation
94	Creature Bonus

OCV: 5; DCV: 3*; ECV: 2; Phases: 4, 8, 12

COSTS:	Char	Powers	Total	Disadv.	Base
	84	+	75	=	159 = 109 + 50

Appearance: Moose are the largest members of the deer family, standing up to 10 feet tall and having antlers up to 7 feet wide. Their coat is grayish or reddish-brown, duller and grayer in the winter. Male Moose shed their antlers during the winter, beginning to grow new ones during March or April which reach full size August.



Ecology: Moose live in well-watered, wooded regions of the Rocky Mountains, Canada and Alaska, and in Norway, Sweden, the USSR, Mongolia and China in Europe and Asia. Moose eat grass and water plants and are solitary animals except during winter when several will combine to form "yards" which are large areas of trampled snow where there are abundant bushes for feeding. They also become more social during mating season (September-October) when bulls often fight each other (usually doing little damage). Their common enemies are wolves, bears, pumas and sometimes wolverines and coyotes.

Motivations: Normal animal motivations.

Combat Techniques: A Moose normally attacks by charging its foe, attempting to strike with horns and knock the foe to the ground (Move By) and then trample it.

Other Names: Moose are called Elk in Europe and Asia.

MULE

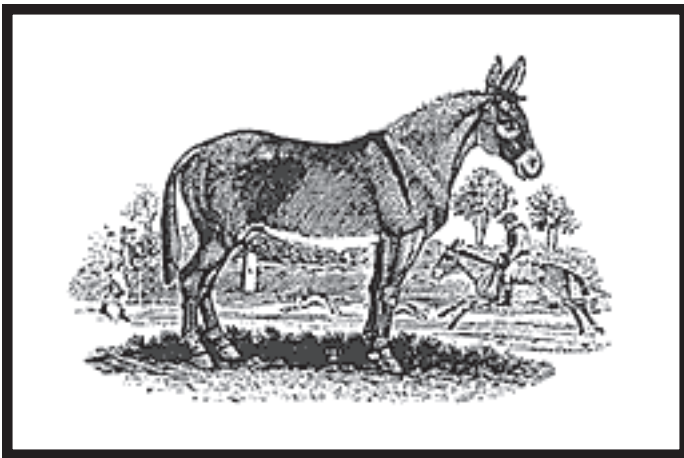
Val	Char	Cost	
20*	STR	0	
11	DEX	3	
18	CON	16	
13	BODY	2	
4	INT	-6	
5	EGO	-10	
10	PRE	0	
10	COM	0	
10	PD	8	
6	ED	3	
3	SPD	9	
6	REC	0	
36	END	0	
25	STUN	0	

Cost	Abilities	END
13	Growth (10 pts), Persistent, Always On (4x mass, +1 to others' Sight Perception, -2" KB)	
4	1 pip HKA, reduced penetration (-¼) – bite	
7	+3d6 HA, reduced penetration (-¼) – hooves	1
1	Damage Resistance 1 rPD/1 r ED	
8	Running +4" (10" total)	1/5"
3	+1 to all Perceptions (11-)	
4	+2 to Hearing Perception (13- total)	
4	+2 to Smell Perception (13- total)	

50+	Disadvantages
10	Physical Limitation: Limited Fine Manipulation
15	Psych. Limitation: Fear of fire & loud noises (Uncommon, Total)
15	Psych. Limitation: Stubborn (Frequent, Greatly)
15	Domesticated
-36	Creature Bonus

OCV: 4; DCV: 3*; ECV: 2; Phases: 4, 8, 12

COSTS:	Char	Powers	Total	Disadv.	Base
	25	+	44	=	69 = 19 + 50



Appearance: These smaller relatives of the horse are one of the most common beasts of burden. They are usually grayish in color though brown and white spots are common.

Ecology: Mules are the offspring of female horses and male asses. They are bred specifically as work animals and are not themselves capable of breeding. Mules commonly eat grains and grass.

Motivations: Normal animal motivations. Mules can be stubborn when tired or if its load is too heavy.

Combat Techniques: Mules will attempt to kick opponents with their hind hooves and bite foes who approach too close to be kicked.

Other Names: Ass, Donkey

ORANGUTAN

Val	Char	Cost	
23	STR	13	
15	DEX	15	
18	CON	16	
10	BODY	0	
7	INT	-3	
5	EGO	-10	
10	PRE	0	
10	COM	0	
8	PD	3	
6	ED	2	
3	SPD	2	
9	REC	0	
36	END	0	
31	STUN	0	

Cost	Abilities	END
4	1 pip HKA, reduced penetration ($-\frac{1}{4}$) – bite	
3	+1d6 HA – arm swing	
0	ES: Acrobatics 8-	
5	Breakfall 12-	
7	Climbing 13-	
4	Running +4" (10" in trees), only while swinging in trees (-1)	1/5"
-4	-4" Running (2" on ground)	
-2	-2" Swimming (0" total)	

50+	Disadvantages
5	Creature Bonus

OCV: 5; DCV: 5; ECV: 2; Phases: 6, 12					
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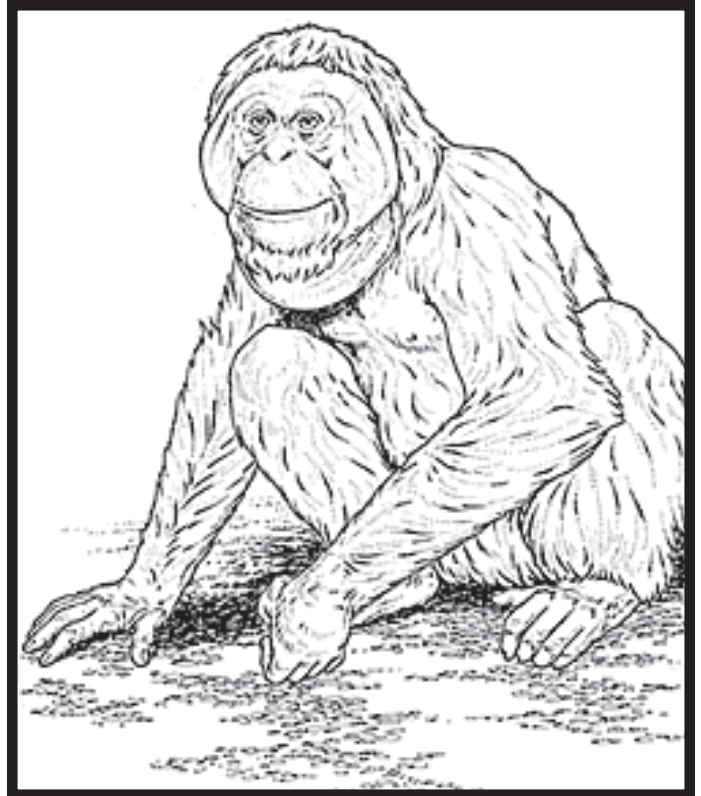
COSTS:	Char	Powers	Total	Disadv.	Base
	38	+	17	=	55
				=	5
				+	50

Appearance: Orangutans are nearly 5 feet tall when standing completely upright. The males weight about 100 KG and the females almost half that. In the wild they always walk on all four legs, only learning to walk upright in captivity. Males grow mustaches or beards.

Ecology: The Orangutan is the only great ape found in Asia, living in the tropical rain forests of Borneo and Sumatra. It spends most of its time swinging in the trees and is as capable of grasping with its feet as with its hands. It sleeps at night in the treetops in nests it builds each night. Orangutans do not live in troops as other apes do. They are solitary creatures who only socialize during mating season and during adolescence when they briefly run in small bands.

Motivations: Normal animal motivations.

Combat Techniques: Orangutans fight by lashing out with their powerful arms and by biting when in close quarters.



OSTRICH

Val	Char	Cost	
20	STR	10	
18	DEX	24	
15	CON	10	
12	BODY	4	
5	INT	-5	
5	EGO	-10	
10	PRE	0	
10	COM	0	
8	PD	4	
4	ED	1	
3	SPD	2	
7	REC	0	
30	END	0	
30	STUN	0	

Cost	Abilities	END
4	1 pip HKA, reduced penetration (-¼) – bite	
8	½ d6 HKA, reduced penetration (-¼) – kick	1
9	Telescopic Vision (+6 to Ranged PER)	
10	Running +5" (11" total)	1/5"
-2	-2" Swimming (0" total)	

50+	Disadvantages
15	Physical Limitation: No fine manipulation
4	Creature Bonus

OCV: 8; DCV: 8; ECV: 2; Phases: 4, 8, 12

COSTS:	Char	Powers	Total	Disadv.	Base
	40	+	29	=	69 = 19 + 50



Appearance: The world's largest living bird stands 10 feet tall, nearly half of this size being neck. Plumage is black with white on the tail and wings, and they have only two toes which help them to run quickly.

Ecology: Ostriches live on the dry plains of Africa in troops of several males, each with 3-5 females, and assorted young. The Ostrich's size allows them to see danger at considerable distances. They cannot fly but can run at speeds reaching 60 kph (noncombat). Their diet consists mostly of vegetation and some small animals such as rodents and lizards. Ostriches are sometimes caught and trained to carry loads or pull carts.

Motivations: Normal animal motivations.

Combat Techniques: In combat Ostriches deliver a powerful kick capable of crippling a horse. If the opponent is too close to kick, the Ostrich will bite.

Rumors: It is thought by some that, to hide, an ostrich will bury its head in the ground.

GREAT HORNED OWL

Val	Char	Cost	
-10	STR	-20	
14	DEX	12	
10	CON	0	
4	BODY	-12	
3	INT	-7	
5	EGO	-10	
10	PRE	0	
10	COM	0	
3	PD	3	
3	ED	1	
3	SPD	10	
4	REC	2	
26	END	3	
12	STUN	3	

* Bonus for Shrinking already figured in.

Cost	Abilities	END
13	Shrinking (10 pts), Persistent, Always On (-2 to others' Sight Perceptions, +3" KB)	
4	1 pip HKA, reduced penetration (-¼) – beak	
8	½ d6 HKA, reduced penetration (-¼) – talons	1
51	Flight 18", 2x Noncombat (42" max.), ½ END	1/10"
20	Targeting Hearing	
9	Telescopic Vision (+6 to Ranged PER)	
8	+2 to Sight & Hearing Perceptions (12-)	
7	Concealment 12-	
5	Stealth 12-	
6	+3 w/ Move By	
-10	-5" Running (1" total)	
-2	-2" Swimming (0" total)	

50+	Disadvantages
15	Physical Limitation: No fine manipulation
39	Creature Bonus

OCV: 5; DCV: 7*; ECV: 2; Phases: 4, 8, 12

COSTS:	Char	Powers	Total	Disadv.	Base
	-15	+	119	=	104 = 54 + 50



Appearance: Great Horned Owls grow to sizes of nearly 3 feet tall with a wingspan of almost 6 feet. Their mottled brown plumage allows them excellent camouflage in the trees. The hooting of the owl sounds so similar to the laughing and moaning of humans that those unfamiliar with owls might not know the difference (INT Roll or appropriate KS Roll).

Ecology: Horned Owls live in woodland areas across a wide range extending from Canada all the way to southern South America. During the daytime they sit motionless in the treetops and begin to hunt at twilight. Normal prey consists of anything from mice to rabbits, even to domestic poultry or cats if wild food is scarce.

Motivations: Normal animal motivations.

Combat Techniques: Owls hunt much the same way as hawks and falcons. A small target is swooped down on and carried off to be torn apart with talons, or struck with the knuckles (Move By) if the prey is too large to carry off.

Other Names: Eagle Owl, Night Tiger

Rumors: Owls are the popular companion of witches and wizards and they are reputed to possess great wisdom and knowledge.

PYTHON

Val	Char	Cost	
13	STR	3	
11	DEX	3	
15	CON	10	
12	BODY	4	
2	INT	-8	
5	EGO	-10	
8	PRE	-2	
10	COM	0	
4	PD	1	
3	ED	0	
2	SPD	0	
7	REC	2	
30	END	0	
29	STUN	2	

Cost	Abilities	END
4	1 pip HKA, reduced penetration (-¼) – bite	
3	+1 PD, +1 ED Armor	
10	+15 STR, only w/ Grab & squeeze (-¼)	
14	STR has Penetration, only w/ squeezing (-¼)	
2	Swimming +2" (4" total)	1/5"
8	+4 to Hearing Perception (13-)	
5, 9	Climbing 12-; Concealment 13-	
7, 5	Stealth 13-; +1 w/ H-to-H combat	
4, -4	+2 w/ Grab; -2" Running (4" total)	

50+	Disadvantages
15	Physical Limitation: No fine manipulation
5	Physical Limitation: Cannot Leap
2	Creature Bonus

OCV: 4; DCV: 4; ECV: 2; Phases: 6, 12				
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COSTS:	Char	Powers	Total	Disadv.	Base
	5	+	67	=	72 = 22 + 50

Appearance: Pythons come in a variety of colors depending on the region but all are quite large, some up to 15 feet long.

Ecology: Some Pythons live in tropical forests where they climb trees. The African Python prefers open country. They are solitary creatures and more than one is seldom encountered at a time. Pythons can unhinge their lower jaws enabling them to swallow objects much larger than themselves. This large a meal would last a Python for weeks.

Motivations: Normal animal motivations.

Combat Techniques: Pythons lay in ambush for a victim to pass. Once within striking distance, the snake springs into the victim, possibly knocking it down, and biting it. The Python then wraps itself around the prey, suffocating it.

Other Names: Constrictor



RAT

Val	Char	Cost							
-15	STR	-25	* Bonus for Shrinking already figured in.						
11	DEX	3							
5	CON	-10							
2	BODY	-16							
4	INT	-6							
5	EGO	-10							
8	PRE	-2							
10	COM	0							
1	PD	1							
3	ED	2							
3	SPD	9							
3	REC	4							
16	END	3							
11	STUN	6							
Cost	Abilities	END							
45	Shrinking (30 pts), Persistent, Always On (-6 to others' Sight Perception, +9" KB)								
4	1 pip HKA, reduced penetration (-¼) – bite								
5, 6	Ultraviolet Vision; +2 to all Perceptions (12-)								
3	Tunnelling 1" (1 DEF), only through dirt (-½)								
3	Contortionist 12-								
-6, -1	-3" Running (3" total); -1" Swimming (1" total)								
50+ Disadvantages									
15	Hunted by dogs & cats 8-								
-47	Creature Bonus								
OCV: 4; DCV: 10*; ECV: 2; Phases: 4, 8, 12									
COSTS:	Char	Powers	Total	Disadv.	Base				
	-41	+	59	=	18	=	-32	+	50

Appearance: This creature can grow to almost 2' long (not including the tail) with the average being only about 1'. Their fur is slick and ranges in color from black to brown to white with frequent combinations. Their tails are pink and scaly.

Ecology: Though capable of existing in the wild, Rats truly flourish in inhabited areas where food for the Rats abounds. Rats are omnivorous, eating vast amounts of grains and other foods and contaminating still more with their droppings. Rats also carry diseases such as Bubonic Plague.

Motivations: Normal animal motivations.

Combat Techniques: Rats normally flee from any superior opponent, unless cornered. When fighting among themselves or fighting a lesser creature, rats attack exclusively with their bite, hanging on to continue damage.

Other Names: Vermin, Black Plague

Rumors: Rats are reputed to possess vast cunning and intelligence but are said to be susceptible to the tunes played by Ratwives, following them uncontrollably.



RAY

Val	Char	Cost			
8	STR	-2			
14	DEX	12			
11	CON	2			
10	BODY	0			
2	INT	-8			
5	EGO	-10			
8	PRE	-2			
10	COM	0			
2	PD	0			
2	ED	0			
2	SPD	0			
4	REC	0			
22	END	0			
20	STUN	0			
Cost	Abilities		END		
4	1 pip HKA, reduced penetration (-¼) – bite		1/5"		
5	Life Support (Breath Underwater)				
4	Swimming +4" (6" total)				
5	Discriminatory Smell				
5	Discriminatory Touch				
10	Tracking Scent				
6	+2 to all Perceptions (11-)				
4	+2 to Touch Perception (13- total)				
11	Concealment 13-				
-12	-6" Running (0" total)				
Cost	Additional Abilities (Stingray)		END		
4	1 pip HKA, reduced penetration (-¼) – stinger		1/5"		
16	2d6 RKA, NND (appropriate Immunity, alien metabolism, or anti-venom, +2), Persistent, Gradual Effect (5 Hours), No Range, only if stinger does BODY damage (-½), only affects living things (-½), 2 Charges – venom				
2	Swimming +2" (8" total)				
Cost	Additional Abilities (Electric Ray)		END		
37	4d6 Energy Blast, Explosion, 0 END, Personal Immunity, Invisible, No Range, No Knockback		0		
50+	Disadvantages				
15	Physical Limitation: No fine manipulation				
5	Physical Limitation: Cannot Leap				
15	2d6/Turn when out of water (Uncommon)				
-51	Creature Bonus; Common Ray				
-29	Creature Bonus; Stingray				
-14	Creature Bonus; Electric Ray				
OCV: 5; DCV: 5; ECV: 2; Phases: 6, 12					
COSTS:	Char	Powers	Total	Disadv.	Base
Common	-8	+	42	= 34	= -16 + 50
Sting	-8	+	64	= 56	= 6 + 50
Electric	-8	+	79	= 71	= 21 + 50

Appearance: Flat bodied Rays come in a variety of species. Stingrays measure from 20 inches to over 15 feet wide and have one or more long spines near its tail. Coloring is mottled brown and white, blending well with the ocean floor. Electric Rays range in size from 2-6 feet wide and are grayish in color.

Ecology: Rays live mainly in warm and tropical waters on ocean floors where their coloring disguises them. Diet consists of shellfish and other invertebrates. Though they do not normally travel in schools, several Rays can often be found in the same area. The Stingray has a potent poison which it injects into predators through its tail spines. The Electric Ray has powerful electric organs in the back of its head which produce a stinging shock, though not nearly as powerful as that of the electric eel.

Motivations: Normal animal motivations.

Combat Techniques: Rays normally flee from creatures larger than themselves. Most Rays attack by biting. Stingrays also use their spines to lacerate their foe (and inject poison). Electric Rays wrap their "wings" around their prey and release their electrical charge which is potent enough to stun their normal prey.

Other Names: Torpedo (Electric Ray)

BLACK RHINOCEROS

Val	Char	Cost			
35†	STR	5	* Bonuses for Growth already figured in. † Bonuses for Density Increase already figured in.		
14	DEX	12			
25	CON	30			
30*	BODY	34			
5	INT	-5			
5	EGO	-10			
15	PRE	5			
10	COM	0			
14†	PD	10			
10†	ED	4			
3	SPD	6			
8	REC	0			
50	END	0			
51*	STUN	0			
Cost	Abilities			END	
20	Growth (15 pts), Persistent, Always On (x8 mass, +2 to others' Sight Perception, -4" KB)				
7	Density Increase (5 pts), Persistent, Always On (x2 mass (1600 KG total), -1" KB (-5" total))				
20	1½ d6 HKA, reduced penetration (-¼) – horn		2		
15	+6 PD, +4 ED Armor				
6	+10 PRE, only when charging (-¼), create fear only (-½)				
14	Running +7" (13" total)		1/5"		
20	Targeting Sense of smell				
2	+1 w/ Hearing Perception (11-)				
4	+2 w/ Smell Perception (12-)				
6	+2 w/ Strike, Move By & Move Through				
-6	-3 w/ Sight Perception (7-)				
50+	Disadvantages				
10	Physical Limitation: Limited Fine Manipulation				
10	Physical Limitation: Cannot leap (Frequently)				
15	Enraged when seriously injured or stressed (Common) 11-, 14-				
114	Creature Bonus				
OCV: 5; DCV: 3*; ECV: 2; Phases: 4, 8, 12					
COSTS:	Char	Powers	Total	Disadv.	Base
	91	+ 108	= 199	= 149	+ 50

Appearance: The Black Rhino stands 5 feet tall and 11 feet long and weighs up to 900 KG. It has a thick, heavy hide and two horns on its snout (as opposed to the Indian Rhino which has only one). The White Rhino, similar in size to the Black Rhino, is white because of the mud it bathes in which dries very light. This lightness, combined with the animal's darker hide make it difficult to see when it enters a wooded area (-2 Sight Perception).

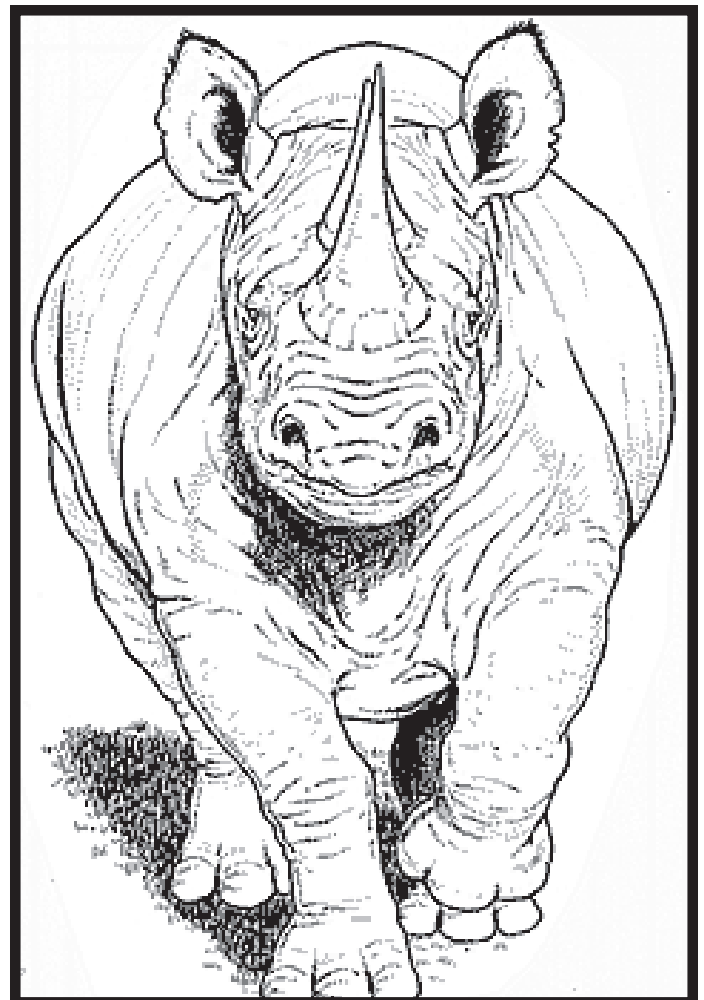
Ecology: The Black Rhino lives in the dry regions of Africa with some sparse trees and brush to protect it from the wind and sun. The Rhino feeds on these shrubs and find water in the scarce mudholes. Rhinos are usually encountered individually but sometimes in mated pairs.

Motivations: Normal animal motivations.

Combat Techniques: Rhinos generally retreat from danger, though they will attack if cornered or provoked. If a scent from upwind or a sound should startle a rhino it will charge. When attacking, a rhino will first attempt to gore its target and attempt to knock them down. When fleeing, the Rhino will run at full (noncombat) speed for as long as it can maintain or until it no longer perceives danger. Anything in its path is at risk of being trampled.

Other Names: Unicorn. The White Rhino fits the historical description of a unicorn.

Rumors: The rhino's horn will soften and dissolve when in contact with alkaline materials (such as alkaline based poisons). This gives rise to the belief that a cup made of the horn of a unicorn will detect poison.



SEA LION

Val	Char	Cost	
20†	STR	-5	
14	DEX	12	
18	CON	16	
17	BODY	14	
5	INT	-5	
5	EGO	-10	
13	PRE	3	
10	COM	0	
8†	PD	4	
7†	ED	0	
3	SPD	6	
6	REC	2	
36	END	0	
29	STUN	0	

† Bonuses for Density increase already figured in.

Cost	Abilities	END
20	Density Increase (15 pts), Persistent, Always On (600 KG, -4" KB)	
4	1 pip HKA, reduced penetration (-¼) – bite	
3	+1 PD, +1 ED Armor	
6	+2 to all Perceptions	
4	+2 to Sight Perception	
8	Swimming +8" (10" total)	1/5"
5	+1 w/ H-to-H combat	
-6	-3" Running (3" total)	

50+ Disadvantages

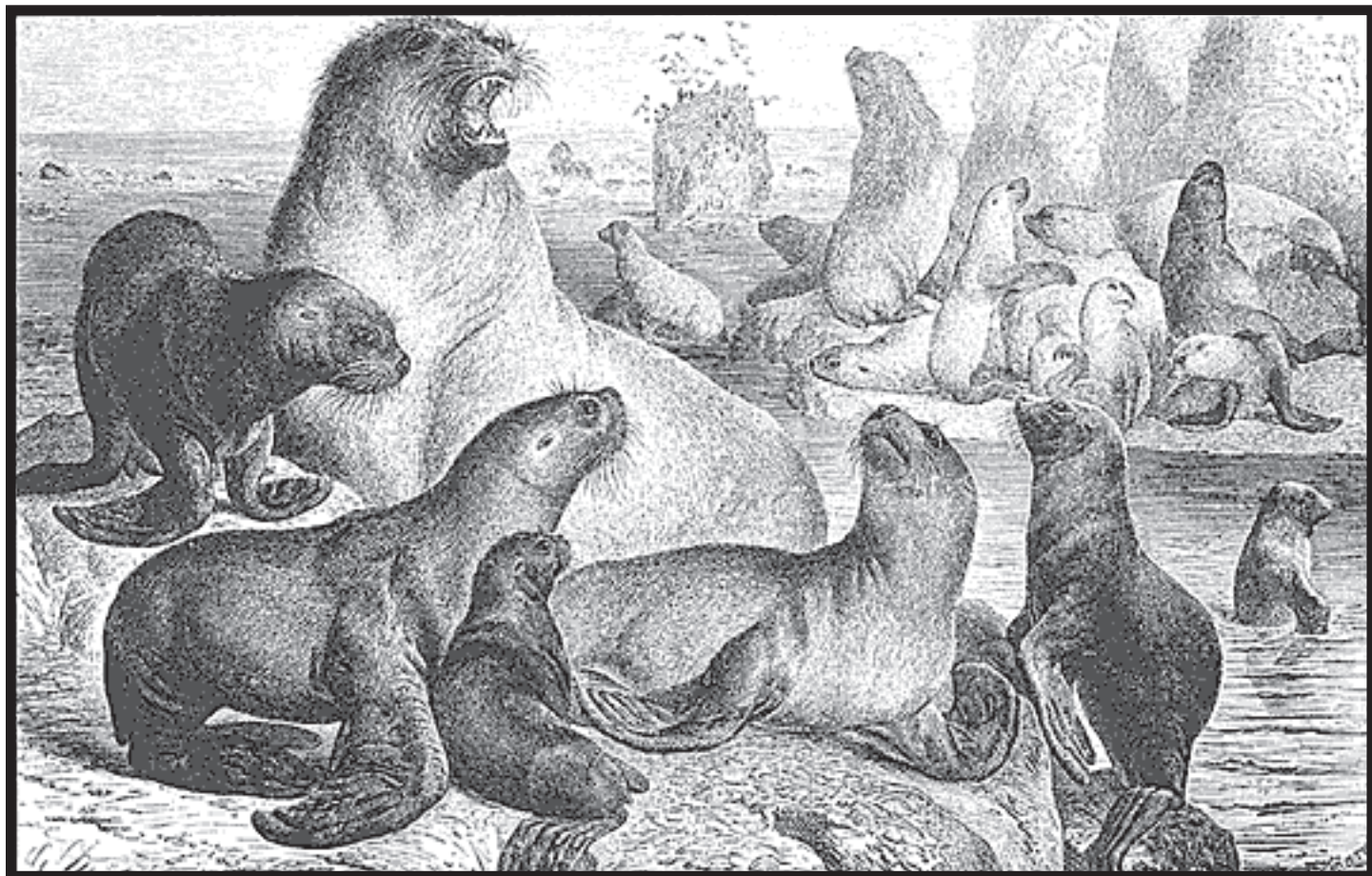
15	Hunted by Killer Whales 8-
15	Physical Limitation: No fine manipulation
10	Physical Limitation: Cannot Leap
-9	Creature Bonus

OCV: 5; DCV: 5; ECV: 2; Phases: 4, 8, 12

COSTS:	Char		Powers		Total		Disadv.		Base
	37	+	44	=	81	=	31	+	50

Appearance: Sea Lions are over 6 feet long and weigh more than 500 KG. Their bodies appear to be covered by slick, black skin when wet, but the Sea Lion actually has a coat of stiff hair which slicks back when wet. Sea Lions move differently than regular seals as their back flippers allow them to move with a more quadrupedal gait.

Ecology: Sea Lions can be found along the coasts of Australia, South America, and California. This is the type of "seal" most commonly seen in circuses and other shows. They move much more easily in the water than on land and hunt squid and fish in groups of 2-20. Larger groups congregate on land to breed and sun themselves. They are killed in great numbers by killer whales who hunt them for food. Sea Lions are pests to fishermen and dock workers since they eat fish and collect on piers in such numbers that their combined weight sometimes destroys the pier.



Motivations: Normal animal motivations. Sea Lions can be trained to perform simple tricks.

Combat Techniques: Sea Lions do not present much of a threat to larger foes though they are capable of delivering a viscous bite. They flee from most confrontations.

Other Names: Eared Seal

Rumors: Seamen aboard the great sailing ships of the past have confused Sea Lions with mermaids.

COMMON SEAL

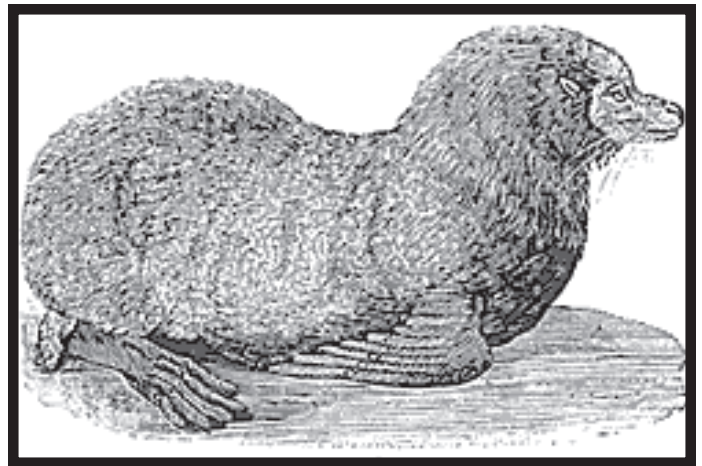
Val	Char	Cost	
13	STR	3	
12	DEX	6	
15	CON	10	
10	BODY	0	
3	INT	-7	
5	EGO	-10	
10	PRE	0	
10	COM	0	
4	PD	1	
6	ED	3	
2*	SPD	-2	
6	REC	0	
30	END	0	
25	STUN	0	* 3 SPD in water.

Cost	Abilities	END
4	1 pip HKA, reduced penetration ($-\frac{1}{4}$) – bite	1
4	+1 PD, +2 ED Armor	
7	+1 SPD, only in water ($-\frac{1}{2}$) *	
6	+2 to all Perceptions (12-)	
2	+1 to Sight Perception (13 – total)	
9	Swimming +9" (11" total)	1/5"
-1	-5" Running (1" total)	

50+	Disadvantages
15	Physical Limitation: No fine manipulation
10	Physical Limitation: Cannot leap (Frequently)
20	Hunted by man (More Powerful, NCI) 8-
15	Hunted by Killer Whales (More Powerful) 8-
-79	Creature Bonus

OCV: 4; DCV: 4; ECV: 3; Phases: 6, 12*					
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COSTS:	Char	Powers	Total	Disadv.	Base
	0	+	31	=	31
				=	-19
				+	50



Appearance: Common Seals measure up to 8 feet long and weigh over 150 KG. Their short fur is brownish-grey with lighter undersides having browner spots. Unlike sea lions, Common Seals are unable to support their weight on their flippers and must lay on the ground, bouncing or scooting along to move.

Ecology: Common Seals live in northern waters such as the north Atlantic, north Pacific, North Sea and Arctic Ocean. They prefer to spend most of their time in the water where they are much more dexterous and can even sleep. They come ashore only to rest, breed and escape killer whales.

Motivations: Normal animal motivations.

Combat Techniques: Common Seals are only aggressive to fish and other seals who wander too close to their territory. Their only attack is their bite.

Other Names: Earless Seal, Harbor Seal



SHARKS

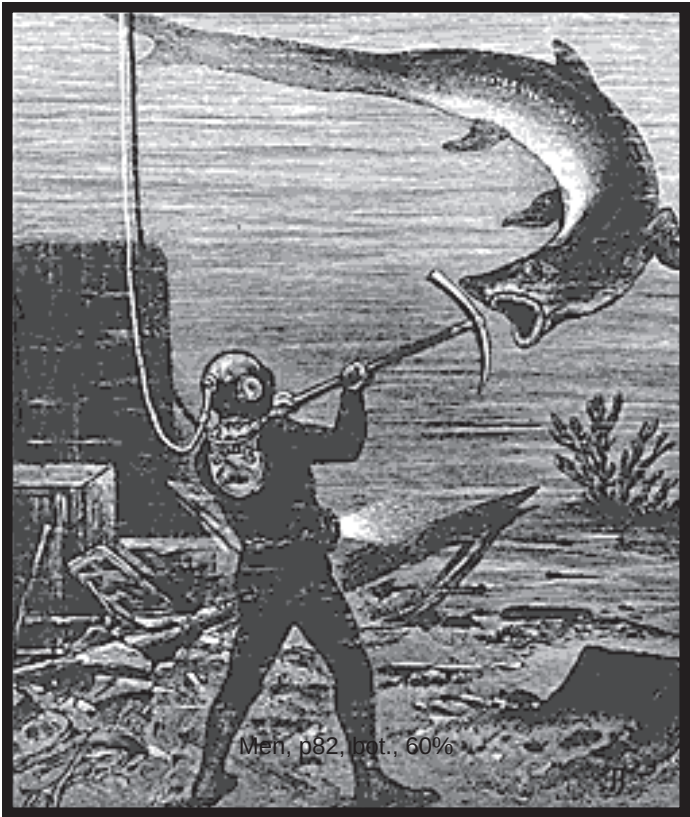
Motivations: Normal animal motivations.

Combat Techniques: Sharks first stalk their prey and then lash out, biting the victim and hanging on. It may then continue to chew at the prey.

GREAT WHITE SHARK

Val	Char	Cost	
30*	STR	0	
15	DEX	15	
25	CON	30	
27*	BODY	26	
2	INT	-8	
5	EGO	-10	
23	PRE	13	
10	COM	0	
10	PD	8	
8	ED	3	
3	SPD	5	
7	REC	0	
50	END	0	
45*	STUN	0	* Bonuses for Growth already figured in.

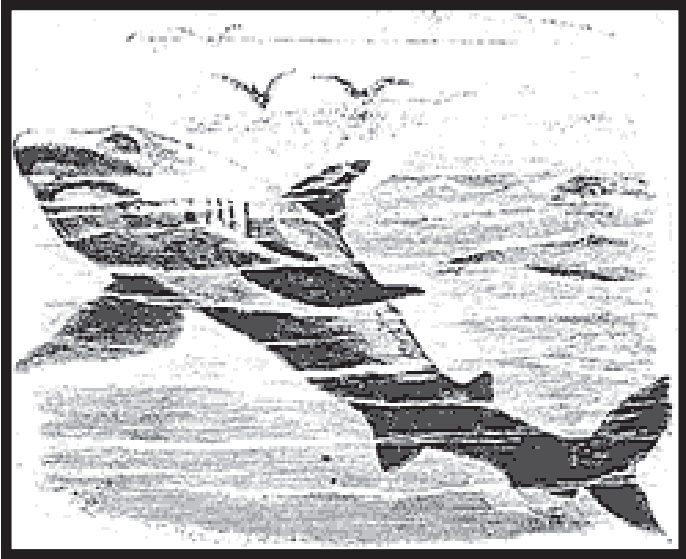
Cost	Abilities	END
27	Growth (20 pts), Persistent, Always On, (1,600 KG, +2 to others' Sight Perception, -4 KB, +1" reach)	
20	1½ d6 HKA, reduced penetration (-¼) – bite	2
15	+5 PD, +5 ED Armor	
5	Life Support (Breath Underwater)	
24	Swimming +16" (18" total), ½ END	1/10"
5	Discriminatory Smell	
10	Tracking Scent	
3	Ultrasonic Hearing	
20	Targeting Hearing	
6	+2 to all Perceptions (11-)	
6	+3 to Smell Perception (14- total)	
-12	-6" Running (0" total)	



50+	Disadvantages
15	Physical Limitation: No fine manipulation
5	Physical Limitation: Cannot Leap
15	Always hungry (goes out of way to find food) (Common, Strong)
20	Berserk in presence of blood (Uncommon) 14-, 11-
15	2d6/Turn when out of water (Uncommon)
10	1d6/Turn when not moving in water (Uncommon)
81	Creature Bonus

OCV: 5; DCV: 3*; ECV: 2; Phases: 4, 8, 12

COSTS:	Char	Powers	Total	Disadv.	Base
	82	+	129	=	211 = 161 + 50



Appearance: The Great White Shark ranges in size from 20 feet to over 35 feet and in weight from 1,800 KG to 5 tons. Coloring is slate grey above, lightening below. Since it draws oxygen through its mouth into the gills, the shark always swims with its mouth open, displaying its formidable teeth.

Ecology: Great Whites live near the surface of deep tropical waters where they hunt fish and squid for food. They hunt in loose groups of 2-10 sharks, each maintaining its distance from the other until a kill is made. The aggressiveness of the Great White Shark is legendary, surpassed only by the mako shark. The shark must remain swimming its entire life, and in fact sleeps swimming, to keep oxygen moving through its gills. If the shark were to be motionless in the water it would suffocate.

Other Names: Great White, Man Eater, White Pointer

Rumors: Stories are told of Great White Sharks which grow to a size far greater than 35 feet.

HAMMERHEAD SHARK

Val	Char	Cost							
25*	STR	0	* Bonuses for Growth already figured in.						
15	DEX	15							
20	CON	20							
19*	BODY	12							
2	INT	-8							
5	EGO	-10							
18	PRE	8							
10	COM	0							
8	PD	6							
6	ED	2							
3	SPD	5							
6	REC	0							
40	END	0							
34*	STUN	0							
Cost	Abilities	END							
20	Growth (15 pts), Persistent, Always On (8x mass, +2 to others' Sight Perception, -3" KB, +1" Reach)								
12	1d6 HKA, reduced penetration (-¼) – bite	1							
6	+2 PD, +2 ED Armor								
5	Life Support (Breath Underwater)								
10	Swimming +8" (10" total), ½ END	1/10"							
5	Discriminatory Smell								
10	Tracking Scent								
3	Ultrasonic Hearing								
20	Targeting Hearing								
6	+2 to all Perceptions (11-)								
6	+3 to Smell Perception (14- total)								
-12	-6" Running (0" total)								
50+	Disadvantages								
15	Physical Limitation: No fine manipulation								
5	Physical Limitation: Cannot Leap								
15	Always hungry (goes out of way to find food) (Common, Strong)								
15	2d6/Turn when out of water (Uncommon)								
10	1d6/Turn when not moving in water (Uncommon)								
31	Creature Bonus								
OCV: 5; DCV: 3*; ECV: 2; Phases: 4, 8, 12									
COSTS:	Char	Powers	Total	Disadv.	Base				
	50	+	91	=	141	=	91	+	50

Appearance: Hammerhead Sharks are similar to other sharks except that their heads are greatly expanded with the eyes and nostrils set on the ends of the "hammer". They grow to be over 20 feet long and can weigh up to a ton.

Ecology: Hammerhead Sharks live in all tropical waters, occasionally wandering as far north as Great Britain. They feed on fish and like most sharks are scavengers. They also have a reputation for attacking man. The reason for the shape of their heads is uncertain but is reputed to increase swimming speed because of its hydrofoil shape.

Other Names: Balancefish

MAKO SHARK

Val	Char	Cost			
20*	STR	0	* Bonuses for Growth already figured in.		
15	DEX	15			
22	CON	24			
16*	BODY	8			
2	INT	-8			
5	EGO	-10			
19	PRE	9			
10	COM	0			
7	PD	5			
5	ED	1			
3	SPD	5			
6	REC	0			
44	END	0			
32*	STUN	0			
Cost	Abilities			END	
13	Growth (10 pts), Persistent, Always On (4x mass, +1 to others' Sight Perception, -2" KB)				
16	1d6+1 HKA, reduced penetration (-¼) – bite		2		
3	+1 PD, +1 ED Armor				
5	Life Support (Breath Underwater)				
12	Swimming +12" (14" total), ½ END		1/10"		
5	Discriminatory Smell				
10	Tracking Scent				
3	Ultrasonic Hearing				
20	Targeting Hearing				
6	+2 to all Perceptions (11-)				
6	+3 to Smell Perception (14- total)				
-12	-6" Running (0" total)				
50+	Disadvantages				
15	Physical Limitation: No fine manipulation				
5	Physical Limitation: Cannot Leap				
15	Always hungry (goes out of way to find food) (Common, Strong)				
15	2d6/Turn when out of water (Uncommon)				
10	1d6/Turn when not moving in water (Uncommon)				
26	Creature Bonus				
OCV: 5; DCV: 4*; ECV: 2; Phases: 4, 8, 12					
COSTS:	Char	Powers	Total	Disadv.	Base
	49	+ 87	= 136	= 86	+ 50

Appearance: The Mako Shark averages 10-12 feet in length with larger specimens exceeding 18 feet. It is metallic blue in color fading to white on its belly.

Ecology: The Mako Shark ranges from the Gulf of Maine through the Gulf of Mexico, preferring warm and tropical waters. It lives in shallow water in the summer eating fish and squid, and moves into deeper waters in the cooler months. The Mako is the world's fastest shark, perhaps the fastest fish swimming at speeds over 95 kph (noncombat). It uses this speed to swim down other, sometimes larger, fish.

BIGHORN SHEEP

Val	Char	Cost	
17	STR	7	
14	DEX	12	
13	CON	6	
12	BODY	4	
5	INT	-5	
5	EGO	-10	
8	PRE	-2	
10	COM	0	
4	PD	1	
3	ED	0	
3	SPD	6	
6	REC	0	
26	END	0	
28	STUN	0	

Cost	Abilities	END
10	+4d6 HA, reduced penetration (-¼) – head butt	1
7	+3d6 HA, reduced penetration (-¼) – kick	1
1	Damage Resistance 1 rPD/1 rED	
3	Superleap +3" (5½" forward, 3" up)	1/5"
2	Running +1" (7" total)	1/5"
6	+2 to all Perceptions (12-)	
5	Defense Maneuver	
3	Climbing, not vertically (-1) 14-	

50+	Disadvantages
15	Physical Limitation: No fine manipulation
-9	Creature Bonus

OCV: 5; DCV: 5; ECV: 2; Phases: 4, 8, 12					
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COSTS:	Char	Powers	Total	Disadv.	Base
	19	+	37	=	56
				=	6
				+	50



Appearance: These large sheep grow to a size of over 6 feet tall and a weight of over 135 KG. Color is brownish white. Females have short, curved horns. Male horns grow very large and curve around behind the head, even forward again in old animals

Ecology: Bighorn Sheep live in North America from Alaska south to Mexico and in Siberia. They thrive in dry high country and snowy mountaintops where their unsurpassed jumping and climbing abilities allow them to move easily. They move in herds of about 50 individuals eating the sparse grass and roots.

Motivations: Normal animal motivations.

Combat Techniques: Combatting Sheep will always keep opponents in front of them. If attacked by more than one foe they will constantly turn to confront the nearest. They attacks by springing forward and striking with their horns (Move By).

Other Names: Ram, Mountain Goat

Rumors: Boots made from the skin of old mountain goats empower the wearer with incredible leaping ability.

SNAKES

Val	Char	Cost	
-8	STR	-18	
14‡	DEX	12	
5	CON	-10	
3‡	BODY	-14	
2	INT	-8	
5	EGO	-10	
10	PRE	0	
10	COM	0	
2	PD	2	
1	ED	0	
3	SPD	2	
3	REC	4	
22	END	6	
14‡	STUN	8	

Cost	Abilities	END
13	Shrinking (10 pts), Persistent, Always On (-2 to others' Sight Perceptions, +3" KB)	
4	1 pip HKA, reduced penetration (-¼) – bite	
8	+4 to Hearing Perception (13-)	
9	Concealment 13-	
5	Stealth 13-	
5	+1 w/ H-to-H combat	
4	+2 w/ bite	
-10	-5" Running (1" total)	
-1	-1" Swimming (1" total)	

Cost	Additional Abilities (Timber Rattlesnake)	END
13	Shrinking (+10 pts), Persistent, Always On (-2 to others' Sight Perceptions (-4 total), +2 DCV (total DCV 9), +6" KB)	
16	2d6 RKA, NND (appropriate Immunity, alien metabolism, or anti-venom, +2), Persistent, Gradual Effect (1 day), No Range, only if bite does BODY damage (-½), only affects living things (-½), 4 Charges – venom	
5	Infrared Vision (tongue)	
4	+2 to IR Vision (11-)	

* Bonus for Shrinking already figured in.
Increase DCV by 2 for Timber Rattlesnake, Fer-de-lance, Asp Viper, and Death Adder.

‡ BODY is 2, STUN is 13, DEX is 15, for Timber Rattlesnake, Fer-de-lance, Asp Viper, and Death Adder.

Cost	Additional Abilities (Eastern Diamondback)	END
17	2d6 RKA, NND (appropriate Immunity, alien metabolism, or anti-venom, +2), Persistent, Gradual Effect (5 Hours), No Range, only if bite does BODY damage (-½), only affects living things (-½), 4 Charges – venom	
5, 4 3	Infrared Vision (tongue); +2 to IR Vision (11-) +3 STR	
Cost	Additional Abilities (Fer-de-lance)	END
13	Shrinking (+10 pts), Persistent, Always On (-2 to others' Sight Perceptions (-4 total), +2 DCV (total DCV 9), +6" KB)	
24	3d6 RKA, NND (appropriate Immunity, alien metabolism, or anti-venom, +2), Persistent, Gradual Effect (1 Day), No Range, only if bite does BODY damage (-½), only affects living things (-½), 4 Charges – venom	
5, 4	Infrared Vision (tongue); +2 to IR Vision (11-)	
Cost	Additional Abilities (Asp Viper)	END
13	Shrinking (+10 pts), Persistent, Always On (-2 to others' Sight Perceptions (-4 total), +2 DCV (total DCV 9), +6" KB)	
32	4d6 RKA, NND (appropriate Immunity, alien metabolism, or anti-venom, +2), Persistent, Gradual Effect (1 Day), No Range, only if bite does BODY damage (-½), only affects living things (-½), 4 Charges – venom	
Cost	Additional Abilities (Death Adder)	END
13	Shrinking (+10 pts), Persistent, Always On (-2 to others' Sight Perceptions (-4 total), +2 DCV (total DCV 9), +6" KB)	
35	4d6 RKA, NND (appropriate Immunity, alien metabolism, or anti-venom, +2), Persistent, Gradual Effect (5 Hours), No Range, only if bite does BODY damage (-½), only affects living things (-½), 4 Charges – venom	
5, 3	Bite is Continuous; +3 STR	
Cost	Additional Abilities (Sea Snake)	END
35	4d6 RKA, NND (appropriate Immunity, alien metabolism, or anti-venom, +2), Persistent, Gradual Effect (5 Hours), No Range, only if bite does BODY damage (-½), only affects living things (-½), 4 Charges – venom	
1, 3	Swimming +1" (2" total); +3 STR	
Cost	Additional Abilities (Egyptian Cobra)	END
50	4d6 RKA, NND (appropriate Immunity, alien metabolism, or anti-venom, +2), Persistent, Gradual Effect (1 Hour), No Range, only if bite does BODY damage (-½), only affects living things (-½), 30 Charges – venom	
Cost	Additional Abilities (Ringhal)	END
42	4d6 RKA, NND (appropriate Immunity, alien metabolism, or anti-venom, +2), Persistent, Gradual Effect (1 Hour), No Range, only if bite does BODY damage (-½), only affects living things (-½), 8 Charges – venom	
15	3d6 Flash, Persis., Linked to RKA, 1 hex Range (-½), only if venom is spat (-½), 8 Charges – venom	
5	Bite is Continuous	
3, 4	+3 STR; +2 w/ spit attack	

Cost	Additional Abilities (King Cobra)	END			
62	5d6 RKA, NND (appropriate Immunity, alien metabolism, or anti-venom, +2), Persistent, Gradual Effect (1 Hour), No Range, only if bite does BODY damage (-½), only affects living things (-½), 30 Charges – venom				
5	+5 PRE				
Cost	Additional Abilities (Mamba)	END			
58	5d6 RKA, NND (appropriate Immunity, alien metabolism, or anti-venom, +2), Persistent, Gradual Effect (5 Minutes), No Range, only if bite does BODY damage (-½), only affects living things (-½), 8 Charges – venom				
3, 5	+3 STR; +5 PRE				
2	Running +1" (2" total)				
50+ Disadvantages					
15	Physical Limitation: No fine manipulation				
10	Physical Limitation: -1 SPD & -5 DEX when cold (Infrequent, Greatly)				
15	Timid (Com., Strong), only for Ordinary & Sea Snake				
-79	Creature Bonus; Common Snake				
-41	Creature Bonus; Timber Rattlesnake				
-50	Creature Bonus; Eastern Diamondback				
-33	Creature Bonus; Fer-de-lance				
-34	Creature Bonus; Asp Viper				
-23	Creature Bonus; Death Adder				
-40	Creature Bonus; Sea Snake				
-29	Creature Bonus; Egyptian Cobra				
-10	Creature Bonus; Ringhal				
-12	Creature Bonus; King Cobra				
-11	Creature Bonus; Mamba				
OCV: 5; DCV: 7*; ECV: 2; Phases: 4, 8, 12					
COSTS:	Char	Powers	Total	Disadv.	Base
Common	-26	+ 37	= 11	= -39	+ 50
Timber	-26	+ 75	= 49	= -1	+ 50
E. Diamond	-26	+ 66	= 40	= -10	+ 50
Fer-d-lance	-26	+ 83	= 57	= 7	+ 50
Asp Viper	-26	+ 82	= 56	= 6	+ 50
D. Adder	-26	+ 93	= 67	= 17	+ 50
Sea Snake	-26	+ 76	= 50	= 0	+ 50
E. Cobra	-26	+ 87	= 61	= 11	+ 50
Ringhal	-26	+ 106	= 80	= 30	+ 50
King Cobra	-26	+ 104	= 78	= 28	+ 50
Mamba	-26	+ 105	= 79	= 29	+ 50



Appearance: The **Timber Rattlesnake** grows from 4-8 feet long. Its body is yellowish brown in color with transverse brownish patterns. The **Eastern Diamondback Rattlesnake** grows to over 8 feet and is patterned with brown diamond shaped markings. The lance shaped **Fer-de-lance** is 4-6 feet long with grayish brown body and dark, diamond shaped splotches. The **Asp Viper** reaches a size of only 3 feet long. Its coloring is reddish brown with a black dorsal stripe and spots running down the length of its back, sometimes forming a zigzag band. **Death Adders** grow to a size of 18-36 inches long with a gray or reddish to yellowish brown color. It is patterned with irregular brownish bands. **Sea Snakes** are black and light grayish green, either dark above and light below or dark ringed along their 5 foot length. **Egyptian Cobras** grow to 4-6 feet and possibly up to 10 feet long. Coloring is yellow to almost black, the yellow often having black spots. The **Ringhal** is a hooded snake which grows to 24-36 inches in length. Coloring is dark brown with an irregular pattern of light colored stripes and small black spots. The **King Cobra** ranges in length from 14-18 feet and is dark yellowish green in color. **Mambas** grow to a size of 8-12 feet long and are dark, metallic gray in color. There is a regular pattern of darker rings along their entire length.

Ecology: **Timber Rattlesnakes** range from New England to Florida and west to the Mississippi River. They are found in wooded hills in the northern sections and in swamps and low forests in the southern. **Eastern Diamondbacks** range from North Carolina to Florida and west as far as Louisiana, commonly encountered in coastal lowlands, dry pine woods, in fields, or occasionally in the water. The **Fer-de-lance** is found only on the West Indian island of Martinique in less inhabited forests. The **Asp Vipers** are found across southern Europe, Asia, and Africa. They commonly stay fairly close to their burrows and are most frequently encountered



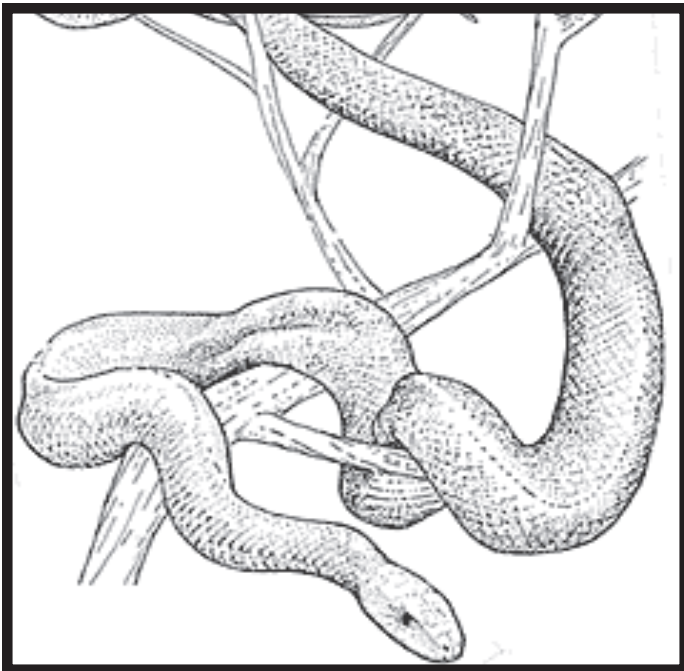
warming themselves on warm rocks and logs or in scrubby bushes. **Death Adders** are found across Australia (except in the central desert) and on the surrounding islands such as New Guinea. They frequent dry, scrubby areas in Australia and rain forests elsewhere. **Seas Snakes** are found throughout the world inhabiting most temperate and tropical coastal areas. The **Egyptian Cobra** is found across the northern three quarters of Africa and throughout the Arabian Peninsula. They can be found here in almost any setting except tropical rainforests. The **Ringhal** is found in southeast and southern Africa from Rhodesia to Cape Province. The **King Cobra** can be found over a wide range from India through Southeast Asia. **Mambas** can be found from Ethiopia and Somalia south to Natal and southwest Africa in any low, dry scrubby areas.

Motivations: Normal animal motivations.

Combat Techniques: The only combat ability of most snakes is their bite and subsequent venom (see section on Venom). In addition the **Death Adder** and the **Ringhal** have the ability to hold their prey while continuing to inject venom and the **Ringhal** to spit venom into the eyes of a foe, blinding it.

Other Names: Hamadryad (King Cobra),

Rumors: Legends of the Basilisk describe it as the king of snakes, able to kill anyone whom it looks at. Its venom was said to be so powerful that it could kill anyone who smelled it at a distance.



GIANT SQUID

Val	Char	Cost	
35*	STR	5	
14	DEX	12	
30	CON	40	
30*	BODY	32	
2	INT	-8	
5	EGO	-10	
18	PRE	8	
10	COM	0	
20	PD	17	
10	ED	4	
3	SPD	6	
10	REC	2	
60	END	0	
53*	STUN	5	* Bonuses for Growth already figured in.

Cost	Abilities	END
27	Growth (20 pts), Persistent, Always On, (1,600 KG, +2 to others' Sight Perception, -4 KB, +1" reach)	1
12	1d6 HKA, reduced penetration (-¼) – bite	
17	Darkness to sight (5" Radius), No Range, 1 Continuing Charge of 1 Turn, only underwater (-½), not in strong current (-¼)	
2	Damage Resistance 2 rPD/2 r ED	1/5"
8	Life Support (Breath Underwater, High Pressure)	
20	Stretching 4" (5" total reach), 0 END, no noncombat stretching (-½)	
5	Extra Limbs – 10 tentacles	
10	Clinging (normal STR)	
9	Swimming +9" (11" total)	
6	+2 to all Perceptions (11-)	
4	+2 to Sight Perception (13- total)	
4	+2 w/ Grab	
-12	-6" Running (0" total)	

50+ Disadvantages	
15	Physical Limitation: No fine manipulation
15	Hunted by Sperm Whales 8-
20	3d6/Turn when out of water (Uncommon)
125	Creature Bonus
OCV: 5; DCV: 3*; ECV: 2; Phases: 4, 8, 12	
COSTS:	Char Powers Total Disadv. Base
	113 + 112 = 225 = 175 + 50

Appearance: Giant Squid have torpedo shaped bodies that are 15 feet long, with 8 tentacles that stretch out to over 50 feet each and 2 longer tentacles that reach to nearly 75 feet. Giant Squid come in a variety of colors. Some Squid that dwell in deep oceans are bejewelled with colored, light producing phosphors.

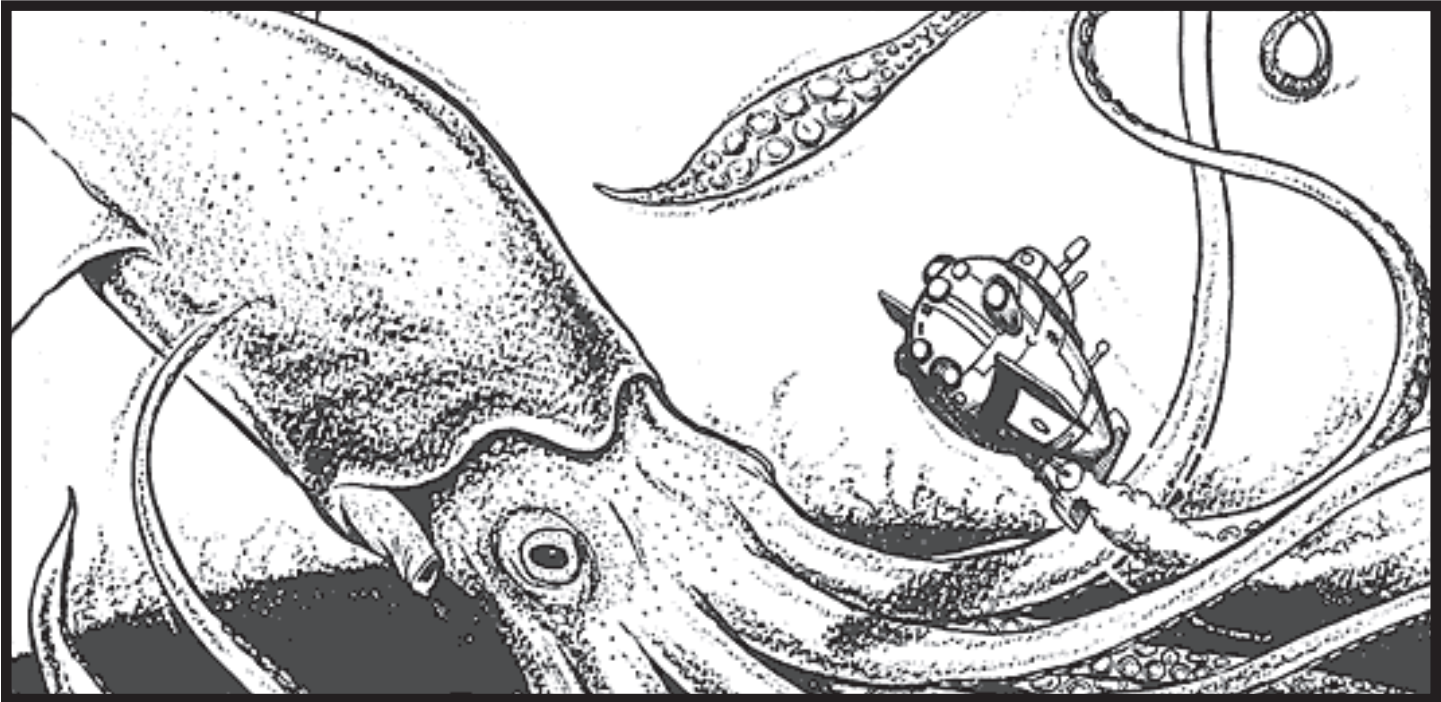
Ecology: Giant Squid live in deep oceans where they hunt fish and invertebrates and are in turn hunted by sperm whales. Propulsion is achieved by drawing water into the body and squirting it out through the funnel shape behind the head. They are also capable of producing the ink cloud characteristic of all squid.

Motivations: Normal animal motivations.

Combat Techniques: Giant Squid Grab their opponents and squeeze them or draw them into their beaks for rending.

Other Names: Giant Octopus, Kraken, Cephalopod

Rumors: Sailors tell tales of Giant Squid that are capable of eating whales and dragging entire ships under the water.



SWARMING ANIMALS

Some animals attack as a swarm. These animals are so insignificant that, individually, they do not warrant Characteristics and Abilities but when they attack as a swarm they are capable of doing considerable damage. The Statistics listed here are for an entire swarm of the creature listed, since they act as a group and cannot really be attacked individually. For instance, if the damage done to a swarm exceeds its CON (technically Stunning it), the swarm has been disbursed enough that it cannot attack effectively and must reform. If the damage exceeds the swarm's STUN (knocking it unconscious), the swarm has been seriously dispersed and will take a considerable amount of time to reform and attack, if it does at all. The BODY listed for a swarm is the amount of BODY damage which must be done to the entire swarm before most of the bees (ants, piranha, etc.) will be killed.

HIT LOCATION: Swarms have no vital organs, all portions of the swarm being the same. Either apply all damage normally or, for greater realism, use the following chart:

SWARM					
3d6 Roll	Density	STUNx	N STUN	BODYx	To Hit
3-6	Low	x½	x½	x½	-1 OCV
7-14	Average	x1	x1	x1	-3 OCV
15-18	High	x1½	x1½	x2	-8 OCV



BEE & WASP SWARM

Val	Char	Cost	
-40	STR	-50	
17	DEX	21	
14	CON	8	
8	BODY	-4	
2	INT	-8	
5	EGO	-10	
8	PRE	-2	
10	COM	0	
0	PD	0	
1	ED	-2	
4	SPD	13	
3	REC	0	
28	END	0	
20	STUN	5	* Bonus for Shrinking already figured in.

Cost	Abilities	END
13	Shrinking (10 pts), Persistent, Always On (-2 to others' Sight Perceptions, +3" KB)	
30	3d6 Energy Blast (Physical), NND (appropriate immunity, sealed clothing), Area Effect (4 hexes), 0 END, No Range, reduced penetration (-¼) – stings	
7	½ d6 RKA, NND (appropriate Immunity, alien metabolism, or anti-venom, +2), Persistent, Gradual Effect (1 Day), No Range, only if stings do BODY damage (-½), only affects living things (-½), 64 Charges – venom	
30	75% Resistant Physical Damage Reduction, only vs. small sized weapons (fists, swords, bullets, etc) (-1)	
15	25% Resistant Energy Damage Reduction	
5	+10 PRE, only for Defense (-1)	
10	Flight 5"	1/5"
10, 10	Clinging (normal STR); 360° Vision	
9, 5	+3 to all Perceptions (12-); Defensive Maneuver	
-12, -2	-6" Running (½" noncombat); -2" Swimming (0" total)	

50+	Disadvantages
15	Physical Limitation: No fine manipulation
15	Physical Limit.: Incapacitated in water (Infreq., Total)
20	Psych. Limitation: Protective of Queen (Com., Total)
1	Creature Bonus

OCV: 6; DCV: 8*; ECV: 2; Phases: 3, 6, 9, 12					
COSTS:	Char	Powers	Total	Disadv.	Base
	-29	+ 130	= 101	= 51	+ 50

Appearance: Swarms composed of bees or wasps appear as a vague, amorphous cloud of insects which might fill several cubic meters. This mass is always shifting in shape and density as it flies.

Ecology: Bees and wasps are found almost everywhere but the coldest regions. Some bees build their hives in boxes or empty attic, other wasps build their nests in trees or underground. If the nest is disturbed or if the insects feel that their queen is in danger they will attack as a swarm.

Motivations: Bees and wasps have normal animal motivations.

Combat Techniques: Bee and Wasp Swarms usually attack unseen and without warning, aggressively stinging their foe until it is dead or something separates the swarm from it (water, sealed door, etc).

PIRANHA SCHOOL

Val	Char	Cost	
-30	STR	-40	
22	DEX	36	
20	CON	20	
16	BODY	12	
3	INT	-7	
5	EGO	-10	
13	PRE	3	
10	COM	0	
2	PD	2	
2	ED	-2	
5	SPD	18	
5	REC	2	
40	END	0	
34	STUN	8	

Cost	Abilities	END
24	½ d6 HKA, Continuous, Area Effect (hexes), reduced penetration (-¼) – bites	3
30	75% Resistant Physical Damage Reduction, only vs. small sized weapons (fists, swords, bullets, etc) (-1)	
5	+10 PRE, only for Defense (-1)	
4	Swimming +4" (6" total)	1/5"
10	360° Vision	
6	+2 to all Perceptions (12-)	
5	Defensive Maneuver	
-12	-6" Running (0" total)	

50+	Disadvantages
15	Physical Limitation: No fine manipulation
15	2d6/Turn when out of water (Uncommon)
20	Berserk in presence of food (Common) 14-, 14-
14	Creature Bonus

OCV: 7; DCV: 7; ECV: 2; Phases: 3, 5, 8, 10, 12

COSTS:	Char	Powers	Total	Disadv.	Base
	42	+	72	=	114 = 64 + 50

Appearance: Schools of Piranhas, composed of up to 1000 fish, are almost undetectable until you're in the water. Only a silvery reflection of the fish while they move can be seen from above the water. The school will be somewhat dispersed at first, but when it attacks it will be much more dense.

Ecology: Piranhas are found in sluggish, freshwater rivers and lakes of Central and South Americas. Any creature which enters the water is potential prey for Piranha, from insects to alligators to man.

Motivations: Normal animal motivations.

Combat Techniques: Though they attack viciously and without warning, a school of Piranha are not able to do considerable damage unless their prey cannot get out of the water.

TIGER

Val	Char	Cost	
25*	STR	10	
21	DEX	33	
23	CON	26	
18*	BODY	14	
6	INT	-4	
5	EGO	-10	
20	PRE	10	
10	COM	0	
12	PD	8	
8	ED	3	
4	SPD	9	
9	REC	0	
46	END	0	
43*	STUN	3	

* Bonuses for Growth already figured in.

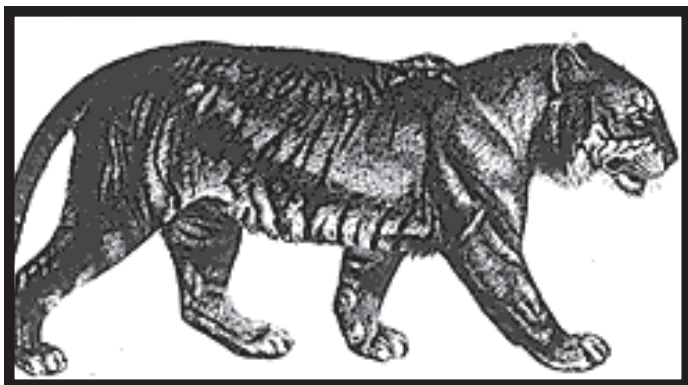
Cost	Abilities	END
7	Growth (5 pts), Persistent, Always On (200-400 KG, -1" KB)	
16	1d6+1 HKA, reduced penetration (-¼) – bite	2
12	1d6 HKA, reduced penetration (-¼) – front claws	1
14	1½ d6 HKA, reduced penetration (-¼), only after target is Grabbed (-½) – hind claws	2
3	+1 PD, +1 ED Armor	
6	+10 PRE, create fear only (-½), only while roaring (-¼)	
12	Running +6" (12" total)	1/5"
2	Swimming +2" (4" total)	1/5"
10	Tracking Scent	
5	Ultraviolet Vision	
6	+2 to all Perception (12-)	
8	+2 to Hearing & Smell Perceptions (14- total)	
3	Climbing 13-	
5	Concealment 11-	
3	Stealth 13-	
10	+2 w/ H-to-H combat	

50+	Disadvantages
15	Physical Limitation: No fine manipulation
168	Creature Bonus

OCV: 7; DCV: 7; ECV: 2; Phases: 3, 6, 9, 12

COSTS:	Char	Powers	Total	Disadv.	Base
	102	+	131	=	233 = 183 + 50





Appearance: The largest members of the cat family stand over 4 feet tall and 10 feet long. They can weigh from 180-230 KG. Females are slightly smaller. The Tigers' striping provides excellent camouflage in forests and high grass.

Ecology: Tigers live in south, southeast, and east Asia, inhabiting the forests and grasslands. Here they rest and sleep in the comfortable seclusion of the forest and emerge early in the evening to hunt, usually individually but sometimes in pairs. They do not seem particular in their food, killing anything from antelopes to boars to peacocks and fishing if game is scarce. Leftovers of the kills are dragged into the cover of the forest for eating later. Tigers seem to care much less about the condition of their meat than other cats and will even eat carrion that is several days old.

Motivations: Normal animal motivations.

Combat Techniques: Tigers attack by Grabbing their prey with their powerful jaws and holding on while they continue to bite and rake with the hind claws. When Tigers hunt in pairs, one Tiger waits in ambush while the other drives the prey.

Rumors: Many believe that the Tiger is responsible for the tales of the legendary Manticore and that it has three rows of teeth and whiskers which are poisonous quills.



WALRUS

Val	Char	Cost	
25*†	STR	-5	
10	DEX	0	
23	CON	26	
24*	BODY	24	
3	INT	-7	
5	EGO	-10	
13	PRE	3	
10	COM	0	
11†	PD	8	
6†	ED	-1	
2	SPD	0	* Bonuses for Growth already figured in.
7	REC	2	
46	END	0	† Bonuses for Density increase already figured in.
39*	STUN	0	

Cost	Abilities	END
13	Growth (10 pts), Persistent, Always On (400 KG, +1 to others' Sight Perception, -2" KB)	
13	Density Increase (10 pts), Persistent, Always On (4x mass (1700 KG total), -2" KB (-4" total))	
16	1d6+1 HKA, reduced penetration (-¼) – tusks	2
15	+5 PD, +5 ED Armor	
5	Swimming +5" (7" total)	1/5"
9	+3 to all Perceptions (13-)	
4	+2 w/ tusks	

50+	Disadvantages
15	Physical Limitation: No fine manipulation
5	Physical Limitation: Cannot Leap
20	Hunted by man (More Powerful, NCI) 8-
15	Hunted by Killer Whales (More Powerful) 8-
10	Creature Bonus

OCV: 3; DCV: 2*; ECV: 2; Phases: 6, 12					
COSTS:	Char	Powers	Total	Disadv.	Base
	40	+	75	=	115
				=	65
				+	50

Appearance: The typical Walrus measures 15 feet in length and weighs 1700 KG. Females are about a third smaller (-10 pts Density Increase). Both sexes have shaggy whiskers and tusks. The skin is hard, wrinkled and thick, growing thicker with age.

Ecology: Walruses live the northern waters of the Atlantic and Pacific Oceans, the Atlantic species being slightly smaller. They live in large colonies on beaches and ice flows, the males remaining separate from the females except during mating season. The tusks are used not only as a weapon, but as a tool to dig clams, its primary food, from the ocean floor and as a grapple to help haul its bulk out of the water. normally timid, Walruses are quick to defend their young and, despite their bulk, are capable of moving as fast as a man can run.

Motivations: Normal animal motivations.

Combat Techniques: Walruses attack with their tusks, lashing out with impressive force. Sometimes the Walrus will try to pin its opponent with its massive weight (Grab) while it attacks.

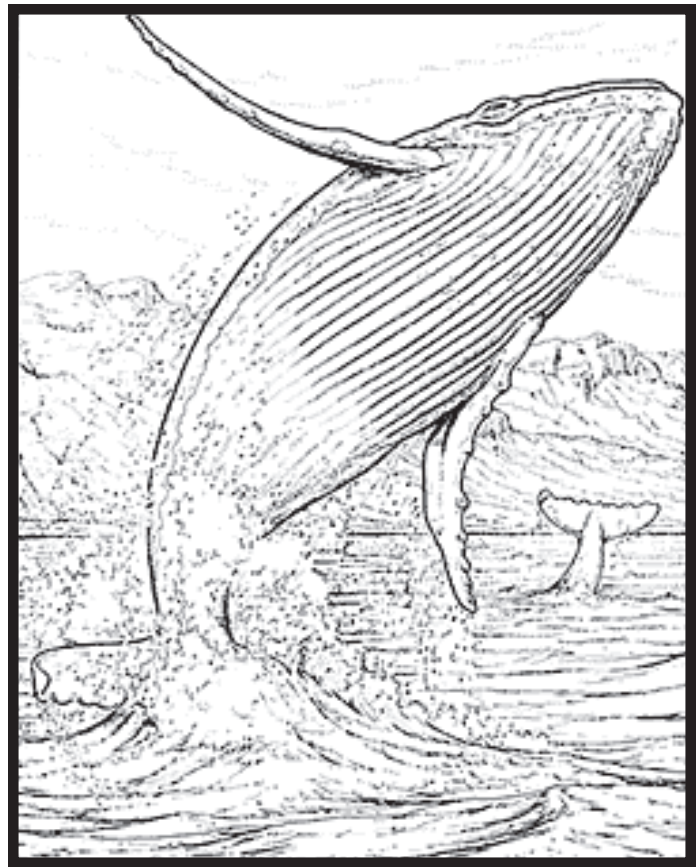
WHALES

Appearance: These huge, oceangoing mammals have blowholes on top of their heads and tail fins which are arranged horizontally rather than vertically (as fish's are). Their are two types of Whales; toothed Whales and baleen Whales. Toothed Whales have large teeth and actively hunt fish and other animals for food. Baleen Whales have a comb-like material that hangs inside their mouths called baleen and is used as the Whale swims to strain fish and crustaceans for food. They also have folded grooves on the bottom of their throats called pleats which expand, enlarging the throat to catch more food.

Motivations: Some believe that Whales are highly intelligent creatures though their actions tend to follow normal animal motivations.

HUMPBACK WHALE

Val	Char	Cost							
60*	STR	5	* Bonuses for Growth already figured in.						
10	DEX	0							
28	CON	36							
41*	BODY	44							
5	INT	-5							
5	EGO	-10							
10	PRE	0							
10	COM	0							
20	PD	17							
20	ED	14							
2	SPD	0							
9	REC	0							
56	END	0							
54*	STUN	0							
Cost	Abilities			END					
60	Growth (45 pts), Persistent, Always On (8" long, 4" wide, 40 tons, +6 to others' Sight Perception, -9" KB, +4" reach)			1/5"					
12	+4 PD, +4 ED Armor								
3	Life Support (High Pressure)								
17	Swimming +17" (19" total)								
6	+2 to all Perceptions (12-)								
4	+2 to Hearing Perception (14- total)								
-12	-6" Running (0" total)								
50+	Disadvantages								
15	Physical Limitation: No fine manipulation								
5	Physical Limitation: Cannot Leap								
10	No sense of smell (Frequent, Slightly)								
10	Timid (Common)								
5	1d6/Minute when beached (Uncommon)								
96	Creature Bonus								
OCV: 3; DCV: -3*; ECV: 2; Phases: 6, 12									
COSTS:	Char	Powers	Total	Disadv.	Base				
	101	+	90	=	191	=	141	+	50



Appearance: Humpbacks are baleen Whales which grow to a size of 40-60 feet long and a weight of up to 40 tons. They are black skinned with whitish spots on their flippers and flukes. Their predominate features are the multiple knobs or bumps on their heads and the length of their front flippers which are very flexible and grow to almost a third the length of their bodies.

Ecology: Humpback Whales live in deep ocean waters, migrating each summer to polar regions where they feed on shrimp-like krill. After 4 months of this feeding the Humpbacks migrate to more tropical waters again, eating very little and existing on the blubber they have built up. Some Humpbacks stay in tropical waters all year. The Humpback Whale has a propensity for beaching themselves for unknown reasons. They are also extremely protective of their mates and young. Males will not abandon injured mates, and females, sometimes with the help of another protective female, will often interpose themselves between calves and danger.

Combat Techniques: Though very protective, Humpback Whales are not aggressive. Any attacks are made by bumping (Strike) and ramming (Move Through).

Other Names: Big-Winged New Englander

ORCA (Killer Whale)

Val	Char	Cost	
40*	STR	0	
18	DEX	24	
30	CON	40	
35*	BODY	38	
6	INT	-4	
5	EGO	-10	
13	PRE	3	
10	COM	0	
13	PD	11	
10	ED	4	
3	SPD	6	
8	REC	0	
60	END	0	
55*	STUN	0	* Bonuses for Growth already figured in.

Cost	Abilities	END
40	Growth (30 pts), Persistent, Always On, (6,400 KG, +4 to others' Sight Perception, -6 KB, +2" reach)	
24	2d6 HKA, reduced penetration (-¼) – bite	3
9	+3 PD, +3 ED Armor	
3	Life Support (High Pressure)	
12	Swimming +12" (14" total)	1/5"
4	+2 to Sight Perception (12-)	
6	+3 to Hearing Perception (13-)	
-12	-6" Running (0" total)	
50+ Disadvantages		
15	Physical Limitation: No fine manipulation	
10	No sense of smell (Frequent, Slightly)	
123	Creature Bonus	
OCV: 6; DCV: 2*; ECV: 2; Phases: 4, 8, 12		
COSTS: Char Powers Total Disadv. Base		
112 + 86 = 198 = 148 + 50		

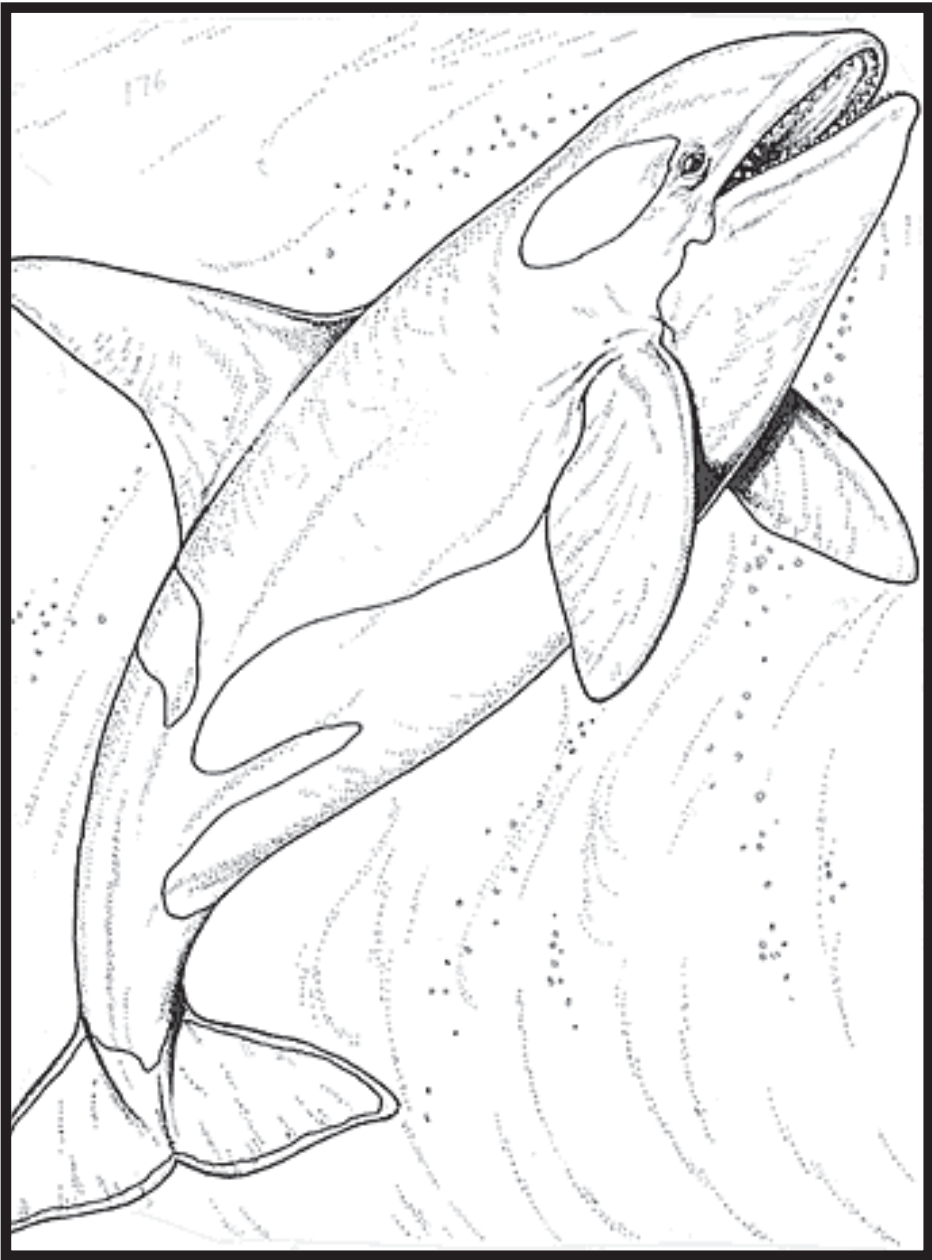
Appearance: The familiar Orca grows to a size of 20-30 feet and a weight of up to 8 tons. The characteristic black and white pattern varies little from whale to whale, so Orca are usually differentiated by their tall dorsal fin which is different in every individual and can grow up to 6 feet tall. They are toothed whales.

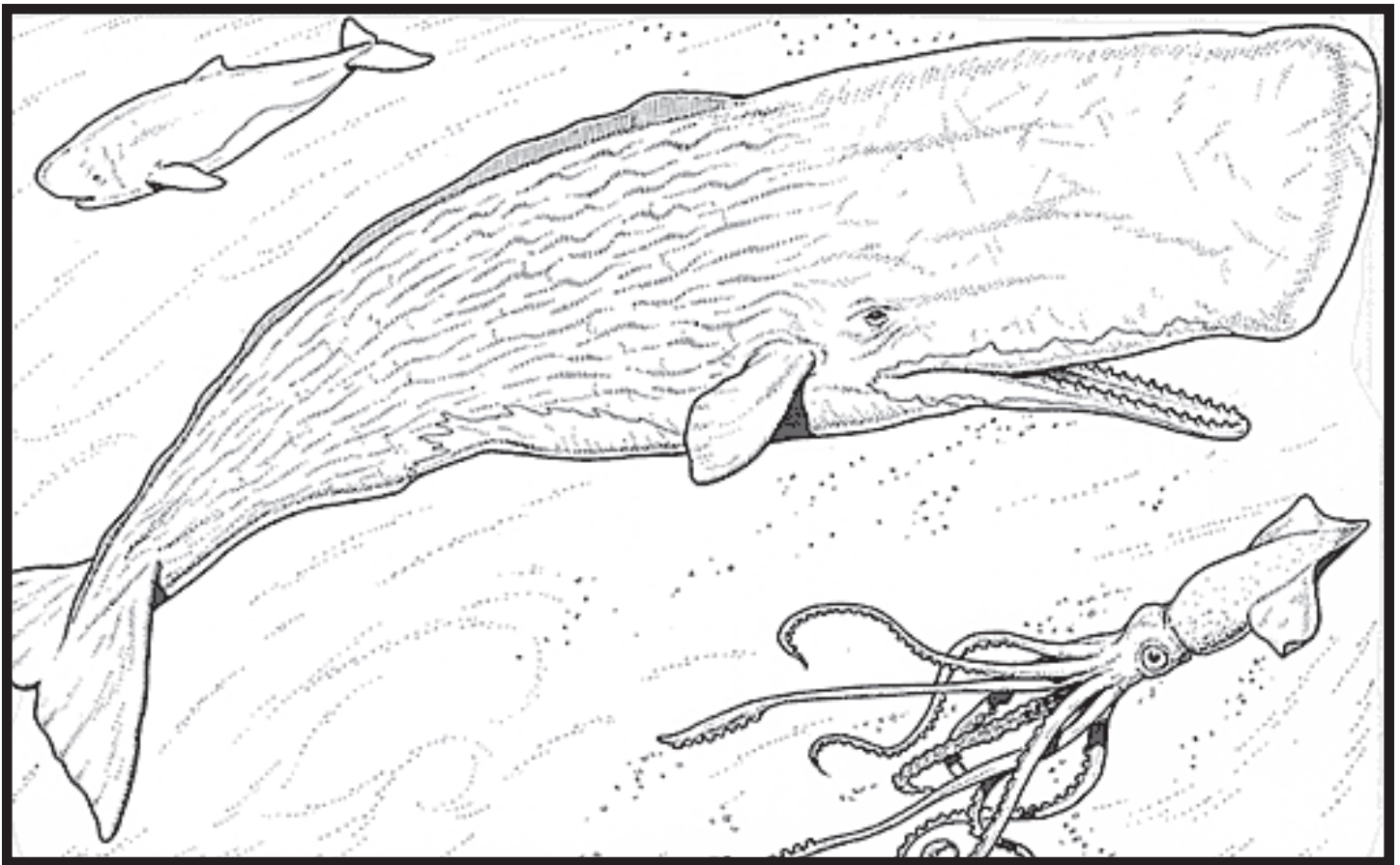
Ecology: Orca are fearless creatures, having no natural enemies. They live in all but tropical and arctic oceans in groups (of 5-40) called pods. These pods sometimes travel in larger groups (superpods) of more than 100. Each pod has its own set of sounds, or dialect. Orca are among the ocean's greatest hunters, often working in packs to kill fish, seals, sea lions, dolphins, whales, squids, birds, and sea turtles. There are even reports of Orca that lead whale hunters to humpback whales, detaining an animal until it is killed, in exchange for the choice bits of flesh.

Combat Techniques: Orca attack with cunning and teamwork. They will attempt to pull their target deep underwater, suffocating it, while they tear off large hunks of flesh.

Other Names: Killer Whale, Killer Black-fish, Whale Killer

Rumors: It is said that Orca have infallible memories and never forget a transgression.





SPERM WHALE

Val	Char	Cost	
70*	STR	15	
11	DEX	3	
35	CON	50	
46*	BODY	54	
6	INT	-4	
5	EGO	-10	
13	PRE	3	
10	COM	0	
20	PD	15	
20	ED	13	
2	SPD	-1	
12	REC	0	
70	END	0	
68*	STUN	0	* Bonuses for Growth already figured in.
Cost	Abilities	END	
60	Growth (45 pts), Persistent, Always On (8" long, 4" wide, 58 tons, +6 to others' Sight Perception, -9" KB, +4" reach)		
32	2½ d6 HKA, reduced penetration (-¼) – bite	4	
29	4d6 Energy Blast, NND (deafness, ear protection), 0 END, only in water (-½), only used while hunting (-¼), Reduced by Range – sonic blast	0	
12	+4 PD, +4 ED Armor		
3	Life Support (High Pressure)		
15	Swimming +15" (17" total)	1/5"	
4	+2 to Sight Perception (12-)		
6	+3 to Hearing Perception (13-)		
-12	-6" Running (0" total)		

50+ Disadvantages

15	Physical Limitation: No fine manipulation
5	Physical Limitation: Cannot Leap
10	No sense of smell (Frequent, Slightly)
15	Timid (Common, Strong)
5	1d6/Minute when beached (Uncommon)
187	Creature Bonus

OCV: 4; DCV: -2*; ECV: 2; Phases: 6, 12

COSTS:	Char	Powers	Total	Disadv.	Base
	138	+	149	=	287 = 237 + 50

Appearance: The toothed Sperm Whale grows to 50 feet or more and weighs up to 58 tons. The head profile is squarish in shape and often covered with multiple scars from the beaks of giant squid. The blowhole is far forward on the head and to the left. Color is uniformly dark brown to dark gray.

Ecology: Sperm Whales are found in all the world's oceans in schools of up to 50 males or 50 females and young. During breeding season, males fight over "harems" of females. Diet consists of fish, squid and octopus.

Combat Techniques: Sperm Whales fight by biting, slapping with their tails (Strike), and by ramming (Move Through).

Rumors: Tales are told of huge, white specimens of Sperm Whales capable of swallowing small boat loads of people whole.

WOLF

Val	Char	Cost	
10	STR	0	
17	DEX	21	
15	CON	10	
10	BODY	0	
6	INT	-4	
5	EGO	-10	
8	PRE	-2	
10	COM	0	
5	PD	3	
3	ED	0	
3	SPD	3	
5	REC	0	
30	END	0	
23	STUN	0	

Cost	Abilities	END			
8	d6 HKA, reduced penetration (-¼) – bite	1			
1	Damage Resistance 1 rPD/1 r ED				
12	+15 PRE, create fear only (-½), while growling (-¼)				
2	Running +1" (7" total)	1/5"			
5, 5	Ultraviolet Vision; Ultrasonic Hearing				
3	+1 to all Perceptions (11-)				
6	+3 to Hearing Perception (14- total)				
6, 5	+3 to Smell Perception (14- total); Stealth 12-				
7, 7	Concealment 12-; (Pack) Tactics 13-				
50+ Disadvantages					
15	Physical Limitation: No fine manipulation				
23	Creature Bonus				
OCV: 6; DCV: 6; ECV: 2; Phases: 4, 8, 12					
COSTS:	Char	Powers	Total	Disadv.	Base
	21	+	67	=	88 = 38 + 50

Appearance: Wolves are generally 3 feet high and 5 feet long, weighing 80 KG or more. The coats of Grey Wolves vary from grey to black. The slightly smaller Red Wolf's coat ranges from Reddish brown to brown.

Ecology: Grey Wolves inhabit much of Europe, Asia and North America. Red Wolves are confined to southern and southwest sections of North America. Wolves travel in packs of 10-40 individuals hunting small animals such as rabbits, mice, and foxes, and other animals as large as deers. Several Wolves can bring down moose and elk. Wolves are highly territorial and will chase away or kill intruders.

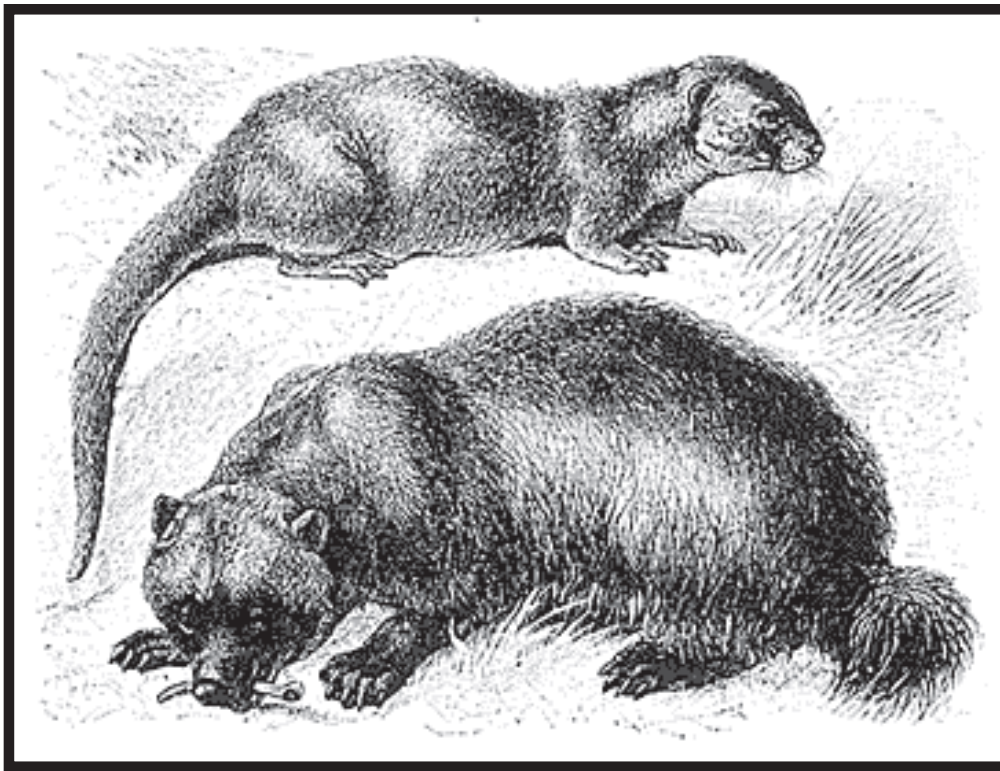
Motivations: Normal animal motivations.

Combat Techniques: Wolves hunt individually and in groups. They are capable of working together as a pack to chase prey until it is exhausted and then make the kill. The attack is made by biting and hanging on, proceeding to thrash about, tearing at the prey.

Other Names: Timber Wolf (Grey Wolf)

Rumors: Wolves are suspected of possessing an innate evil and many are believed to consort with or even be witches or evil wizards.





WOLVERINE

Val	Char	Cost	
0	STR	-10	
11	DEX	3	
13	CON	6	
10	BODY	0	
4	INT	-6	
5	EGO	-10	
15	PRE	5	
10	COM	0	
4	PD	4	
3	ED	0	
3	SPD	9	
6	REC	6	
26	END	0	
25	STUN	8	* Bonus for Shrinking already figured in.
Cost	Abilities		END
13	Shrinking (10 pts), Persistent, Always On (-2 to others' Sight Perceptions, +3" KB)		
8	½d6 HKA, reduced penetration (-¼) – bite		1
12	1d6 HKA, reduced penetration (-¼) – claws		1
3	+1 PD, +1 ED Armor		
3	+1 to all Perceptions (11-)		
3	Concealment 10-		
5	Climbing 12-		
5	Stealth 12-		
5	+1 w/ H-to-H combat		
-4	-2" Running (4" total)		
-2	-2" Swimming (0" total)		

50+ Disadvantages

15	Physical Limitation: No fine manipulation
15	Psych. Limitation: Fearless (Common, Strong)
20	Berserk when encounters another creature (Very Common) 11-, 14-
-34	Creature Bonus

OCV: 4; DCV: 6*; ECV: 2; Phases: 4, 8, 12

COSTS:	Char	Powers	Total	Disadv.	Base
	15	+	51	=	66 = 16 + 50

Appearance: This largest member of the weasel family resembles a large badger or small bear. Its length is about 4 feet, and weight is 27 KG. It has a shaggy coat of dense, dark brown fur with a pale band across the face and along each side. The long claws of the Wolverine are prominent.

Ecology: Wolverines live in coniferous forests of Europe, Asia and North America. Territorial animals, a male Wolverine will often share the same territory with up to 3 females. Wolverines are cunning, fearless and opportunistic hunters. They are capable of killing animals the size of reindeer and defend their kill, or any carrion they encounter, with viscous enthusiasm. They are said to be capable of eating more than any other carnivore, which has earned them their nickname.

Motivations: Normal animal motivations.

Combat Techniques: Wolverines will resourcefully use any situation to make a kill, such as attacking moose while they are slowed in deep snow, or leaping from trees onto its prey. Wolverines attack smaller prey by biting and larger prey with a combination of biting and clawing.

Other Names: Glutton

Rumors: Tribesmen of the north revere the Wolverine as a god much the same as jungle tribesmen view the lion.

MOVIE MONSTERS

Many of the creatures from the movies and TV have already appeared elsewhere in this book, such as vampires and dinosaurs. Here we present representations of more modern or stylized monsters inspired by popular movies.

The Everycreature Skills for most of these monsters are:

Climbing
 Concealment
 Deduction
 Shadowing
 Stealth
 Area Knowledge: natural environment
 1-4 pts in their own language

GIANT APE

Val	Char	Cost							
70*	STR	0							
14	DEX	12							
50	CON	80							
58*	BODY	72							
8	INT	-2							
10	EGO	0							
30	PRE	20							
8	COM	-1							
25	PD	23							
15	ED	5							
3	SPD	6							
30	REC	36							
100	END	0							
100*	STUN	12	* Bonuses for Growth already figured in.						
Cost	Abilities		END						
80	Growth (60 pts), Persistent, Always On (16" tall, 8" wide, 400,000 KG, +8 to others' Sight Perception, -12" KB, +8" reach)								
20	1½ d6 HKA, reduced penetration (-¼) – bite		2						
17	½ END w/ STR								
36	+15 PD, +9 ED Armor								
38	Running +19" (25" total)		1/5"						
8	+2 to sight & hearing Perceptions (13-)								
6	+3 to smell Perception (14-)								
10, 5	Tracking Scent; Breakfall 14-								
13, 7	Climbing 17-; Survival 13-								
15, 0	+3 w/ H-to-H combat; ES: Acrobatics 8-								
75+	Disadvantages								
15	Physical Limitation: No fine manipulation								
20	Distinctive Features (Not Concealable, Major Reaction)								
10	Hunted by other monsters (As Powerful) 8-								
25	Hunted by military (More Powerful, NCI) 11-								
373	Creature Bonus								
OCV: 5; DCV: -3*; ECV: 3; Phases: 4, 8, 12									
COSTS:	Char	Powers	Total	Disadv.	Base				
	263	+	255	=	518	=	443	+	75

Appearance: The Giant Ape resembles a normal gorilla in appearance but stands over 60 feet tall when fully erect.

Ecology: Giant Apes live on isolated tropical islands which are often inhabited by dinosaurs or other monsters. Here they live off of the many fruits which grow on the islands. If the island is inhabited by native tribesmen, the Giant Ape will often be left offerings of food in exchange for peaceful coexistence.

Motivations: Giant Apes have normal animal motivations. They are highly intelligent creatures however, capable of deductive leaps which might rival human level intelligence.

Combat Techniques: Giant Apes attack smaller victims by bashing with its massive fists; a GM may wish to give such attacks an Area Effect of 3 hexes. Equal or large size creatures are bitten and grappled with normally.

Other Names: Ape King

Rumors: Giant Apes have a weakness for any creature which is consistently kind to it and will seek to claim it and protect it from harm.



GIANT KILLER SLIME

Val	Char	Cost	
0*	STR	-10	
10	DEX	0	
10	CON	0	
15*	BODY	10	
1	INT	-9	
0	EGO	-0	
20	PRE	10	
4	COM	-3	
0	PD	0	
2	ED	0	
3	SPD	3	
10	REC	16	
40	END	0	
40*	STUN	20	* Changes as creature grows.

Cost	Abilities	END
15	Cannot Be Stunned (Automaton)	
15	Does Not Bleed (Automaton)	
0	Growth (0 pts), Persistent, Always On	
183	10d6 Transfer BODY to Growth (7 pts Transferred = 5 pts Growth), returns 5/day, 0 END, Always On, only after Grab (-¾)	0
11	Desolidification (affected by cold), not through solid objects, affected normally by all attacks (-2)	4
26	+16 PD, +10 ED Armor, not vs cold (-½)	
60	75% Resistant Physical Damage Reduction	
40	75% Resistant Energy Damage Reduction, not vs cold (-½)	
19	Life Support (Doesn't Breathe, Immune to pressures, high radiation, intense heat)	
5	+10 PRE, only for Defense (-1)	
6	Running +3" (9" total)	1/5"
10	Detect (Sense) movement at Range	

75+	Disadvantages
20	Distinctive Features (Not Concealable, Major Reaction)
15	Physical Limitation: No fine manipulation
10	Physical Limitation: Cannot Leap
10	Physical Limitation: No Senses (Frequently, Slightly)
20	2x BODY from cold attacks (Common)
15	1d6 RKA/minute from -32° (Uncommon)
30	Hunted by military (NCI) 14-
20	Hunted by military (NCI, only for testing) 11-
212	Creature Bonus

OCV: 3; DCV: 3*; ECV: n/a; Phases: 4, 8, 12					
COSTS:	Char	Powers	Total	Disadv.	Base
	37	+	390	=	427
				=	352
				+	75

Appearance: Giant Killer Slimes appear as reddish, bluish piles of viscous, multi-textured slime. When it first hatches, it is only large enough to fill a 10 gallon bucket, but it is capable of growing to limitless proportions.



Ecology: The Killer Slimes travel through space, dormant inside meteor-like eggs. Once one lands on a habitable planet the egg hatches and the Slime begins to consume all the fleshy life it can find, growing ever larger as it feeds. It eats by draining away the BODY of its prey and consuming it (once a victim's BODY drops below 2x its normal BODY, the creature is disintegrated). The Slime wanders at random, following any trace of movement in search of food. Its slimy body moves by "flowing" along and can ooze through any opening. Though nearly unstoppable, Giant Killer Slimes are highly susceptible to cold temperatures and can be killed or at least frozen indefinitely if contained in a freezing area.

Motivations: Giant Killer Slimes live only to survive and grow. They have no other capacity beyond these functions.

Combat Techniques: The Slime attacks by Grabbing or flowing over its prey, consuming it.

HIT LOCATION: Giant Killer Slimes have no vital organs and all damage should be applied normally.

HACH-Ū-RUI

Val	Char	Cost	
115*	STR	0	
10	DEX	0	
60	CON	100	
70*	BODY	78	
7	INT	-3	
8	EGO	-4	
50	PRE	40	
6	COM	-2	
35	PD	33	
30	ED	18	
2	SPD	0	
40	REC	32	
120	END	0	
170*	STUN	65	

* Bonuses for Growth already figured in.

Cost	Abilities	END
140	Growth (105 pts), Persistent, Always On (128" tall, 64" wide, 102.4 kton, +14 to others' Sight Perception, -21" KB, +64" reach)	
29	½ END on STR	
75	5d6 HKA – bite	7
15	+5d6 HA – tail swipe	3
130	STR plus tail swipe as cone Area Effect (+1)	
135	6d6 Energy RKA, Armor Piercing – breath	13
69	+26 PD, +20 ED Armor	
8	Mental Defense 10 pts	

Cost	Abilities	END
12	6d6 Absorption Energy to STUN, only vs radiation (-1), only to starting value (-½)	
85	Running +34" (40" total), ½ END	1/10"
29	Swimming +23" (25" total), ½ END	1/10"
10	+2 w/ H-to-H combat	
6	+4 w/ breath	

75+	Disadvantages
15	Physical Limitation: No fine manipulation
25	Distinctive Features (Not Concealable, Extreme Reaction)
10	Hunted by other Giant Monsters 8-
25	Hunted by all Governments (NCI) 14-
950	Creature Bonus

OCV: 3; DCV: -11*; ECV: 3; Phases: 6, 12

COSTS:	Char	Powers	Total	Disadv.	Base
	357	+ 743	= 1100	= 1025	+ 75

Appearance: Hach-Ū-Rui, or Japanese Reptile, is one of the most formidable and destructive creatures known to man. It towers over 500 feet tall, easily taller than most buildings. Its body is reptilian having a thick, armored hide and long, destructive tail.

Ecology: Hach-Ū-Rui is thought to be a type of dinosaur who, instead of dying millions of years ago, fell into a kind of suspended animation deep beneath the ocean off the coast



of Japan. There it slowly mutated from the massive radiation released by the multiple atomic bombs dropped during WW II, and is awakened by any massive underwater disturbances such as bomb testing or powerful hurricanes.

Motivations: Once awakened, Hach-Ô-Rui will angrily wreak destruction across the nearest land mass (usually Japan). It seems that it has little more than animal intelligence and, except when it seeks out and feeds on radiation, wishes only to take out its frustrations on its surroundings and return to the sea to continue its sleep.

Combat Techniques: There is almost nothing which Hach-Ô-Rui can do that is not highly destructive. In his rage he will cause massive destruction by smashing buildings and anything else it can find with its feet and tail. Hach-Ô-Rui can also breath a stream of intense radiation which hits its target with the force of a bomb.

Other Names: Lightning Lizard, Death from the Sea

Rumors: Many in Japan believe that Hach-Ô-Rui is not a horrible monster but a faithful ally of Japan, appearing only when some other destructive creature threatens.

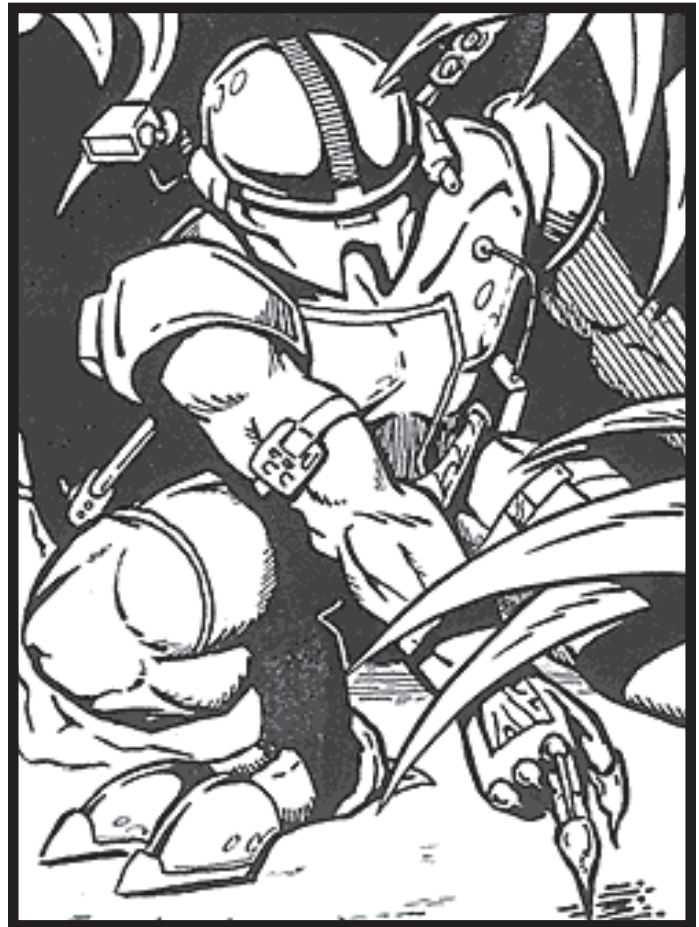
HUNTER ALIEN

Val	Char	Cost	
28*	STR	13	
23	DEX	39	
28	CON	36	
18*	BODY	14	
13	INT	3	
13	EGO	6	
18	PRE	8	
2	COM	-4	
15	PD	10	
15	ED	9	
4	SPD	7	
11	REC	0	
56	END	0	
44*	STUN	0	

* Bonuses for Growth already figured in.

Cost	Abilities	END
7	Growth (5 pts), Persistent, Always On (2x mass, -1" KB)	
25	1½ d6 HKA, 0 END, OIF – retractable claws	0
60	4d6 RKA, Armor Piercing, OIF – shoulder blaster	9
27	END Reserve (40 END, Recovers 36/Turn) OIF (shoulder blaster), powers RKA +3 w/ RKA, OIF (helmet) – laser sight	
20	+10 PD, +10 ED Armor, Activation 15-, OIF	
15	Invisibility to sight (w/ fringe), 0 END, doesn't work when wet (-½), OIF (armor)	0
5	Infrared Vision	
4	Detect Detection 14-, Visible, OIF – helmet	
4	Running +2" (8" total)	1/5"
2	Swimming +2" (4" total)	1/5"
9	Breakfall 16-	
9	Climbing 16-	
15	Mimicry 17-	
17	Stealth 20-	
4	Familiarity w/ Common Melee & Common Missile Weapons	
10	+2 w/ H-to-H combat	

Optional Weapons		
26	2d6+1 HKA, 0 END, OAF – spear	
37	2d6 RKA, Armor Piercing, Penetrating, 0 END, OAF – throwing razor	
16	5d6 Entangle (5 DEF), Takes No Damage From Attacks, 1 Charge, requires solid surface beyond target (-Á), OAF – capture net	



75+ Disadvantages

25	Distinctive Features (Not Concealable, Major Reaction)
15	Overconfidence (Very Common, Moderate)
15	Urge to hunt (Very Common, Moderate)
10	No sight (except IR) (Frequent, Slightly)
5	Phosphorescent Blood (Infrequent, Slightly)
231	Creature Bonus

OCV: 8; DCV: 8; ECV: 5; Phases: 3, 6, 9, 12

COSTS:	Char	Powers	Total	Disadv.	Base
	141	+	235	=	376
				=	301
				+	75

Appearance: Hunter Aliens are a race of muscular, bipedal fish. Their normal bodies are smooth and pale skinned with large claws on the hands and feet. When normally encountered, however, they will be wearing a type of light combat armor consisting of a bullet resistant mesh and various mounted armor plates and weapons. This armor imparts almost complete invisibility on the Hunter.

Ecology: Hunter Aliens travel the galaxy hunting the inhabitants of other planets for sport. The Hunter's kills are usually cleaned "in the field" and only a small memento, a skull, hand, or finger, is kept as a trophy. The rest is discarded. These "safaris" usually last 2-10 days at which time the Hunter is picked up by a retrieval ship.

Motivations: Hunter Aliens believe they are the only superior life in the galaxy. All other life forms are merely animals,

there for the killing. They enjoy hunting these animals for sport and have a kind of ranking system based on the number and type of trophies.

Combat Techniques: Though capable hand to hand fighters, Hunter Aliens prefer to utilize a variety of weapons at their disposal from shoulder mounted lasers to wrist mounted mechanical claws to common spears and nets. Their helmets are designed to detect retinal dilation in those around them allowing them to realize when their invisible form has been detected. As they hunt for sport, their prey are ruthlessly killed.

Other Names: Predatory Alien, The Devil of Summer

Rumors: Few have lived to tell tales of these horrible aliens. Those who have say that the Hunters like to kill exceptional prey with their bare hands.

HUNTER CYBORG

Val	Char	Cost
25	STR	15
20	DEX	30
0	CON	-20
16	BODY	12
20	INT	10
0	EGO	-0
15	PRE	5
10	COM	0
0	PD	-5
0	ED	0
4	SPD	10
0	REC	-14
0	END	-10
0	STUN	-0

Cost	Abilities	END
45	Takes No STUN (Automaton)	
15	Does Not Bleed (Automaton)	
13	Armor Piercing STR	
29	0 END w/ STR & Running	
10	+20 PRE, only for Defense (-1)	
144	+18 PD, +14 ED Armor (x3 cost)	
8	Knockback Resistance -4"	
30	Life Support (Full)	
8	Running +4" (10" total)	1/5"
10	Infrared & Ultraviolet Visions	
12	Telescopic Vision (+8 to Ranged PER)	
3	Ambidexterity	
10	Eidetic Memory	
13	Combat Driving 18-	
13	Combat Piloting 18-	
9	Computer Programming 16-	
1	Disguise 8-	
9, 9	Electronics 14-; Mechanics 14-	
13	Mimicry 16-	
5	Tracking 14-	
8	Transport Familiarity, w/ Ground Vehicles, Air Vehicles, Water Vehicles, Space Vehicles	
6	Familiarity w/ Common Melee, Common Missile, Small Arms	
10	Weaponsmith w/ Slugthrowers & Energy Weap. 14-	
15	+5 w/ all Ranged Attacks	
15	+3 w/ H-to-H combat	

75+ Disadvantages

10	Distinctive Features: Emotionless (Concealable)
25	Psych. Limitation: Singleminded (Very Common, Total)
15	Psych. Limitation: Disregard for life (Very Common)
10	1½ x BODY from heat (Common)
5	1½ x BODY from radiation (Uncommon)
5	1½ x BODY from magnetics (Uncommon)
351	Creature Bonus

OCV: 7; DCV: 7; ECV: n/a; Phases: 3, 6, 9, 12

COSTS:	Char	Powers	Total	Disadv.	Base
	33	+	463	=	496 = 421 + 75

Appearance: Hunter Cyborgs appear exactly as normal humans do. Cyborgs who have seen combat often wear sunglasses, hats or bandages to conceal damage to their artificial bodies.

Ecology: Hunter Cyborgs are sophisticated killing machines. They are created to blend into society while they seek out and kill people for their masters. Cyborgs are often released unarmed into the world to begin their hunt, stealing weapons and equipment as they work. Once a target is eliminated the Cyborg can either be instructed to return to its master for further orders or simply self-destruct to prevent it from being traced back to its point of origin.

Motivations: Hunter Cyborgs have no motivations of their own. Their only purpose is to follow the instructions of their masters as efficiently as possible.

Combat Techniques: Hunter Cyborgs have no style in combat unless such is their master's wish. They use the simplest, most direct method available in combat. If an attacker is not viewed as a serious threat, the Cyborg will sometimes ignore it entirely in favor of pursuing its goal.

Other Names: Robot Assassin

Rumors: It is said that today's technology is not capable of producing a robotic being as advanced as this.

XENOMORPHS

Appearance: Xenomorphs are horrible alien parasites. Adults are skeletal, insect-like, and black as night. Hatchlings resemble pale, boney spiders a foot long with dangling intestines which drag behind them.

Ecology: Xenomorphs hatch from leathery, slime filled eggs. They immediately search for another living creature and implant an embryo in the creature's throat. The hatchling then dies. After several days of incubation the embryo bursts from the host-creature's throat, usually killing the host. The young embryo, only a few inches long, immediately seeks out an isolated area where it grows to its full adult size. After feeding, the adult proceeds to lay its eggs near a reliable source of food. Xenomorphs are carnivorous though they kill far more than they eat. The blood of a Xenomorph goes through a violent chemical change when exposed to the air causing it to become highly corrosive.

Motivations: Xenomorphs are motivated solely by their urge to survive and reproduce across an ever widening territory. They will go to any lengths to fulfill this motivation.

Combat Techniques: A Xenomorph attacks with maniacal fury, giving no quarter. If it takes its prey by surprise, it will make a PRE Attack and bite the victim. In open combat it will use its claws, biting only after a successful Grab.

Other Names: Alien Horror

Rumors: Somewhere deep in space is the Xenomorphs' homeworld, said to be a place of unspeakable terror.

XENOMORPH (Adult)

Val	Char	Cost	
18	STR	8	
18	DEX	24	
25	CON	30	
13	BODY	6	
10	INT	0	
16	EGO	12	
28	PRE	18	
0	COM	-5	
10	PD	6	
6	ED	1	
3	SPD	2	
9	REC	0	
50	END	0	
46	STUN	11	

Cost	Abilities	END
15	1d6-1 HKA, Armor Piercing – bite	1
12	1d6 HKA, reduced penetration (-¼) – claws	1
6	½d6 Energy RKA, Contin., Uncontrolled (4 Charges per shot), Sticky, No Cons. Control, 1" Range (-½), only when Xenomorph takes BODY (-1), ends if creature dies (-½), 16 Charges – corrosive blood	
21, 10	+9 PD, +5 ED Armor; Clinging (Normal STR)	
5, 5	Mental Defense; Extra Limb – tail	
7, 13	+15 PRE, only for PRE Attacks (-1); Survival 16-	
5, 9	Ultraviolet Vision; +3 to all Perceptions (14-)	
7, 9, 7	Breakfall 14-; Climbing 15-; Stealth 14-	
17, 7	Concealment 18-; (Pack) Tactics 11-	
3, 15	Tracking 11-; +3 w/ H-to-H combat	

75+ Disadvantages

25	Distinctive Features (Not Concealable, Extreme)
15	Psych. Limitation: Hunts "hosts" (Very Common)
20	Psych. Limitation: Driven (Very Common, Strong)
10	Physical Limitation: Alien Physique (Infrequent, Greatly)
141	Creature Bonus

OCV: 6; DCV: 6; ECV: 5; Phases: 4, 8, 12

COSTS:	Char	Powers	Total	Disadv.	Base
	113	+	173	=	286
				=	211
				+	75

XENOMORPH (Hatchling)

Val	Char	Cost	
5	STR	-5	
20	DEX	30	
13	CON	6	
7	BODY	-6	
6	INT	-4	
10	EGO	0	
15	PRE	5	
0	COM	-5	
4	PD	3	
3	ED	0	
4	SPD	10	
6	REC	4	
26	END	0	
24	STUN	7	

* Bonus for Shrinking already figured in.

Cost	Abilities	END
27	Shrinking (20 pts), Persistent, Always On (-4 to others' Sight Perception, +6" KB)	
5	½d6 Energy RKA, Continuous, Uncontrolled (4 Charges per shot), Sticky, No Conscious Control, 1" Range (-½), only when Xenomorph takes BODY (-1), ends when creature dies (-½), 12 Charges – corrosive blood	
13	Choke Hold (+2 DC), 3d6 NND, -2 OCV	
10	+20 STR, only w/ Grab (-1)	
5	+10 PRE, defense only (-1)	
13	Clinging (+9 STR)	
5	Infrared Vision	
9	+3 to all Perceptions (13-)	
8	Multiform (into adult), IIF (host body), No Conscious Control, only once (-2), 1 day delay, Conc. (0 DCV)	
5, 5	Extra Limb – tail; Climbing 14-	
15, 3	Concealment 16-; Stealth 13-	
6, 5	+3 w/ Choke Hold; +1 w/ H-to-H combat	

75+ Disadvantages

25	Distinctive Features (Not Concealable, Extreme)
25	Psych. Limit.: must implant embryo (Very Com., Total)
20	Psych. Limitation: Driven (Very Common, Strong)
10	Physical Limitation: Alien Physique (Infrequent, Greatly)
24	Creature Bonus

OCV: 7; DCV: 11*; ECV: 3; Phases: 3, 6, 9, 12

COSTS:	Char	Powers	Total	Disadv.	Base
	45	+	134	=	179
				=	104
				+	75

COMBAT STAT SUMMARY TABLE & INDEX

Beasts of Myth and Fantasy																	
Name	STR	DEX	CON	BOD	PRE	tPD	rPD	tED	rED	SPD	REC	STN	OCV	DCV	Move	Damage	Notes
Abatwa	-25	16	5	1	5	1	0	1	0	3	3	18	5	21	1"	1 pip maximum	§ 20
Ant, Giant	30	15	20	16	25	14	8	12	8	3	9	40	5	3	8" {2}	1d6 ††, venom	§ 76
Banshee	20	12	20	10	25	10*	0*	10*	0*	3	8	50	4	4	6" [5]	[11d6 PRE], [3d6 RKA]	§ 21
Barbegazi	16	13	16	12	13	5	2	5	2	3	6	30	4	6	{11,5"}	½ d6 †, wp	§ 22
Basilisk	20	11	20	16	15	15	5	9*	5*	2	9	39	4	4	6"	1d6-1 †, 1d6 ††, [8d6 TR]	§ 23
Bat, Giant	30	20	20	16	23	10	0	6	0	3	9	34	7	5	3" [20]	½ d6 †	§ 24
Bee, Giant	10	15	20	8	25	8	4	8	4	3	8	28	5	7	4" [11]	1 pip †, venom	§ 77
Beetle, Giant	30	15	20	16	25	18	12	16	12	3	9	40	5	3	10"	1½ d6 †	§ 76
Black Annis	28	13	20	15	25	10	4	7	2	3	10	39	4	4	6"	1d6 ††, [8d6 mind cont.]	§ 24
Boggart	5	20	13	3	13	2	0	3	0	4	4	18	7	13	2" {5}	spells	§ 46
Bunyip	25	17	26	16	30	16	4	10	2	4	9	47	6	5	9" (4")	1d6 †, [9d6 PRE]	§ 25
Chimaera	25	14	22	23	20	14	4	11	2	4	12	49	5	3	6" [16]	1d6 †, 2d6 †, [v]	§ 26
Cockatrice	-10	12	10	8	10	3	0	2	0	3	4	20	4	8	4" [3"]	½ d6, [6d6 RKA]	§ 27
Crab, Giant	40	16	28	25	35	25*	10*	19*	4*	4	8	44	5	1	11" (2)	2d6 ††	§ 28
Demon Mount	35	20	25	19	22	15	3	13*	3*	4	9	41	7	5	15"	1d6-1 †, 2d6 ††, [v]	§ 33
Demon, Bifrons	50	23	30	20	40	22*	4*	19*	4*	5	20	64	7	7	6"	1d6 †, 1d6 ††, [v]	§ 29
Demon, Cimeries	70	26	34	26	50	28*	8*	24*	8*	6	22	78	9	9	6"	2d6 ††, 2d6 †, [v]	§ 30
Demon, Ose	55	30	30	25	50	23*	5*	19*	5*	6	20	68	10	10	6"	1½ d6 †, 2d6 ††, [v]	§ 31
Demon, Valfor	50	26	28	30	50	24*	6*	22*	6*	6	20	70	9	9	6"	1d6 †, 1d6 ††, [v]	§ 32
Doppleganger	13	14	11	10	10	3	0	3	0	3	5	23	5	5	6"	[v]	§ 34
Dragon Turtle	75	12	40	42	30	23	3	21	1	2	15	80	4	-1	8" (10)	2d6 ††, 15d6 energy blast	§ 39
Dragon, Greater	60	21	38	35	40	29	9	29*	9*	4	12	80	7	2	12" [18]	2½ d6 ††, 3d6+1 ††, [v]	§ 36
Dragon, Lesser	45	18	33	30	30	22	7	22*	7*	3	10	60	6	2	12" [15]	2d6 ††, 2½ d6 ††, [v]	§ 35
Dragon, Miniature	0	17	13	6	13	7	2	6	2	3	8	30	6	10	3" [12]	½ d6, 1 pip, [v]	§ 38
Elemental, Air	-20	23	23	15	20	5*	0*	4*	0*	4	7	30	8	8	[10"]	4d6/6d6 physical blast	§ 40
Elemental, Earth	50	17	28	15	25	20*	8*	20*	8*	3	10	40	6	6	5" {6}	(12d6), 5d6 entangle	§ 41
Elemental, Fire	-30	20	23	15	30	1*	0*	15*	8*	4	5	30	7	7	2" {4}	2d6/2d6 Energy EKA	§ 42
Elemental, Water	25	18	23	15	20	8*	0*	5*	0*	3	10	40	6	6	6" (10)	(5d6), 4d6 entangle, [v]	§ 43
Ent	40	14	30	20	23	14	10	8	2	3	11	55	5	3	4"	½ d6 †† area effect	§ 44
Fairies, Boggart	5	20	13	3	13	2	0	3	0	4	4	18	7	13	2" {5}	spells	§ 46
Fairies, Gnome	0	13	10	3	10	3	0	2	0	3	5	16	4	12	2" {2}	spells	§ 46
Fairies, Leprechaun	0	24	10	4	15	2	0	2	0	3	3	18	8	14	3" {10}	spells	§ 48
Fairies, Nymph, Water	8	18	13	9	18	2	0	3	0	3	7	25	6	6	6" (10)	spells	§ 50
Fairies, Nymph, Wood	8	18	13	9	18	2	0	3	0	4	7	25	6	6	9"	spells	§ 50
Fairies, Pixie	0	18	10	3	5	2	0	2	0	4	6	12	6	14	1" [10]	spells	§ 51
Fairies, Pooka	5	18	13	5	15	2	0	3	0	3	4	20	6	10	3"	spells	§ 52
Frog, Giant (poisonous)	20	11	16	14	18	8	2	5	2	2	6	30	4	4	6" {10}	½ d6 †, venom	§ 53
Frog, Giant (vampire)	20	11	16	14	18	8	2	5	2	2	6	30	4	4	6" {10}	½ d6 †, ½ d6 †, drain	§ 53
Frog, Giant	20	11	16	14	18	8	2	5	2	2	6	30	4	4	6" {10}	½ d6 †	§ 53
Genii	24	14	20	20	17	10*	0*	10*	0*	5	10	42	5	5	6" [8]	wp, spells	§ 54
Ghost	10	12	20	10	20	5*	0*	5*	0*	2	6	35	4	4	6" [5]	(2d6)	§ 55
Ghoul	8	18	10	8	15	3*	0	2	0	3	4	18	6	6	6"	½ d6 ††	§ 56

Beasts of Myth and Fantasy																			
Name	STR	DEX	CON	BOD	PRE	tPD	rPD	tED	rED	SPD	REC	STN	OCV	DCV	Move	Damage	Notes		
Giant, Cavern	50	15	28	25	30	21	3	15	1	3	13	70	5	3	9" (3)	(10d6), wp	§ 57		
Giant, Cloud	50	15	30	26	35	18	2	18	0	4	12	75	5	1	11" [10]	(10d6), wp, spells	§ 58		
Giant, Fire	50	14	28	27	35	20	2	11*	0*	3	12	70	5	3	10"	(10d6), wp	§ 59		
Giant, Forest	45	14	28	25	30	20	2	10	0	3	12	70	5	3	10"	(9d6), wp	§ 60		
Giant, Frost	55	14	30	28	35	21	2	12*	0*	3	12	75	5	3	11"	(11d6), wp	§ 61		
Giant, Mountain	40	14	28	25	30	18	2	10	0	3	12	60	5	3	10"	(8d6), wp	§ 62		
Giant, Storm	60	15	30	30	40	22	2	16	2	4	12	80	5	1	12" [10]	(12d6), wp, 3d6 RKA	§ 62		
Gnome	0	13	10	3	10	3	0	2	0	3	5	16	4	12	2" {2}	spells	§ 46		
Golem, Cloth	0	12	0	6	15	2*	0*	1	0	4	0	0	4	4	6"	special	§ 64		
Golem, Flesh	15	12	15	12	15	4	0	3	0	3	6	30	4	4	6"	(3d6), wp	§ 65		
Golem, Glass	10	18	0	11	15	2	2	8	8	3	0	0	6	6	6"	½ d6 ††, [v]	§ 65		
Golem, Ice	30	16	0	12	30	6*	5*	1	1	3	0	0	5	5	6"	1d6 ††, [v]	§ 66		
Golem, Paper	-30	20	0	1	5	0*	0*	0	0	5	0	0	7	15	6" {6}	1 pip, poison	§ 66		
Golem, Stone	35	15	0	14	35	7*	7*	5*	5*	3	0	0	5	5	6"	(7d6), wp	§ 67		
Golem, Wood	20	16	0	12	20	5*	5*	3	3	4	0	0	5	5	6"	(4d6), wp, [v]	§ 68		
Gorgon	18	15	22	12	13	8	2	5	0	4	10	44	5	5	6"	1d6 ††, wp, [v]	§ 69		
Gremlin	10	18	13	4	10	4	0	4	0	4	7	20	6	12	6"	[v]	§ 68		
Gryphon	25	23	20	16	25	15	3	13	3	4	10	40	8	8	14" [10]	1d6 †, 2½ d6 ††	§ 70		
Harpy	13	15	15	12	15	8	0	4	0	4	6	27	5	5	2" [10]	2d6 ††, (4½ d6)	§ 71		
Hell Hound	15	18	15	12	18	6	1	9	1	4	7	30	6	6	7"	1d6 †, ½ d6 †, 3d6 blast	§ 72		
Hippocampus	20	14	23	15	15	9*	1*	7*	1*	3	9	36	5	4	(9")	1 pip †, (7d6)	§ 72		
Hoardling	15	14	13	9	15	9*	4*	8*	4*	3	6	25	5	5	6" [8]	wp, 1d6 †, venom	§ 74		
Homunculus	0	14	13	7	10	2	0	2	0	3	5	24	5	9	3"	opt.– ½ d6 †, wp	§ 73		
Hydra	55	18	35	38	35	22	7	22	7	3	12	70	6	2	8"	6x 1½ d6 †, 1d6 †, (14d6)	§ 74		
Imp	10	18	15	9	10	2	0	3	0	4	6	22	6	8	6" [8]	½ d6 †, 1 pip †, venom	§ 75		
Kelpie	23	20	18	15	10	11	3	6	1	4	10	42	7	6	14" (6)	1 pip †, (7½ d6), [v]	§ 78		
Knocker	14	12	18	10	10	3	0	4	0	3	7	28	4	8	6" {5}	wp	§ 78		
Land Shark	40	12	21	20	24	11	5	7	1	3	6	44	4	0	6" {9}	2d6 ††	§ 79		
Leprechaun	0	24	10	4	15	2	0	2	0	3	3	18	8	14	3" {10}	spells	§ 48		
Lizard, Giant	50	15	33	38	30	19	6	14	4	4	10	63	5	1	10"	1½ d6 ††, 1d6 ††	§ 80		
Manticore	25	21	22	16	25	11	1	10	1	4	9	40	7	7	11"	1d6 †, 1d6 ††, [v]	§ 81		
Minotaur	23	18	25	15	20	16	4	8	2	3	12	41	6	5	10"	1d6 †, 2d6 ††, wp, [v]	§ 82		
Mound, Black	-20	10	0	5	12	5*	0*	4	0	3	4	18	3	3	2"	2d6 entangle, [v]	§ 83		
Mound, Clear	-5	3	0	6	10	6*	3*	4	1	2	2	16	1	1	1"	2d6 entangle, [v]	§ 84		
Mound, Red	-35	2	0	4	13	5*	5*	3	1	3	2	10	1	1	½"	1d6 BODY drain	§ 84		
Mound, White	0	8	0	4	12	12	5	3	1	2	3	15	3	3	3" {2}	[v]	§ 85		
Mound, Yellow	-35	1	0	10	10	5*	0*	5*	0*	1	2	16	0	0	0"	4d6 STUN drain	§ 85		
Mummy	23	10	20	18	18	8*	2*	4*	0*	2	10	50	3	3	5"	(7½ d6)	§ 86		
Nymph, Water	8	18	13	9	18	2	0	3	0	3	7	25	6	6	6" (10)	spells	§ 50		
Nymph, Wood	8	18	13	9	18	2	0	3	0	4	7	25	6	6	9"	spells	§ 50		
Octopus, Giant	65	12	40	46	35	14*	2*	8	2	2	12	76	4	2	1" (18)	2d6 †, (13d6)	§ 87		
Ogre	30	14	23	20	25	14	2	9	0	3	10	50	5	4	8"	1d6-1 †, wp	§ 88		
Onca	18	20	13	15	18	7	0	4	0	4	8	33	7	7/15	8" (3)	1d6 †, 2d6 ††, 1d6+1 †	§ 89		
Pegasus	25	15	20	16	20	11	8	5	1	3	12	49	5	3	12" [20]	1 pip †, (9d6) †	§ 90		
Phoenix	-5	17	13	8	15	3*	0*	4*	0*	3	6	20	6	8	1" [22]	½ d6 †, 1d6 ††	§ 90		
Pixie	0	18	10	3	5	2	0	2	0	4	6	12	6	14	1" [10]	spells	§ 51		
Pooka	5	18	13	5	15	2	0	3	0	3	4	20	6	10	3"	spells	§ 52		
Rakshasa	25	20	25	15	23	6*	0*	7*	0*	3*	9*	42	7	6	6"	½ d6 †, 1d6 †, 1d6+1 ††	§ 91		
Rat, Giant	8	17	15	7	15	7	2	4	0	3	5	22	6	6	6"	½ d6 †, ½ d6 ††	§ 92		
Roc	60	11	23	46	28	14*	0*	18*	0*	3	10	66	4	-1	6" [20]	2½ d6 ††, 2d6 ††	§ 93		
Salamander	5	18	18	8	13	4	0	8*	0*	4	4	26	6	10	6"	1 pip †, 1d6 RKA, [v]	§ 94		

Beasts of Myth and Fantasy																			
Name	STR	DEX	CON	BOD	PRE	tPD	rPD	tED	rED	SPD	REC	STN	OCV	DCV	Move	Damage	Notes		
Satyr	18	14	15	10	13	4	0	3	0	3	7	31	5	5	8"	wp, [v]	§ 95		
Scorpion, Giant	30	15	20	16	25	14	8	12	8	4	9	40	5	3	10"	½ d6 ‡, ½ d6 ‡, venom	§ 76		
Shadow	8	23	13	6	13	3*	0*	3*	0*	4	8	26	8	8	6"	1d6 BODY drain	§ 96		
Siren	8	18	13	9	12	5	0	3	0	3	5	20	6	8	6" [10]	½ d6 †‡, [v]	§ 97		
Skeleton	13	14	10	10	13	4	1	6	1	3	5	0	5	5	6"	1 pip ‡, wp	§ 98		
Snake, Giant	40	15	25	16	35	18	6	12	4	3	14	50	5	3	16" (10)	2d6 ‡, (8d6)	§ 99		
Sphinx	20	20	20	12	20	17	5	15	5	5	12	40	7	7	6" [15]	½ d6 ‡, [v], wp, spells	§ 100		
Spider, Giant	30	15	20	16	25	14	8	12	8	4	9	40	5	3	9"	½ d6 ‡, venom, [v]	§ 76		
Succubus	20	15	16	15	20	10*	2*	8*	2*	3	8	35	5	5	6" [14]	wp, [v]	§ 101		
Troll, Common	30	14	25	22	25	16	3	10	1	3	10	55	5	4	8"	1d6 ‡, 2d6 †‡	§ 102		
Unicorn	25	21	25	15	20	13	5	9	3	4	15	41	7	5	12"	1 pip ‡, 1d6 ‡, (9d6) †	§ 103		
Vampire, Greater	30	25	20	15	25	10*	6*	4*	2*	4	10	40	8	8	6" [3]	1 pip ‡, [v]	§ 105		
Vampire, Lesser	25	18	13	11	13	8*	5*	4*	1*	3	9	32	6	6	7"	1 pip ‡, [v]	§ 104		
Vodyani	18	14	18	12	18	6	0	5	0	3	8	30	5	5	6" (10)	1d6 †‡	§ 106		
Wasp, Giant	10	15	20	8	25	8	4	8	4	3	8	28	5	7	4" [11]	1 pip ‡, venom	§ 77		
Wendigo	30	18	20	18	20	12	2	10	0	4	10	45	6	6	10"	½ d6 ‡, 1d6 †‡	§ 106		
Werebear	38	20	21	25	25	20*	6*	14*	4*	4	12	49	7	7	5"	1½ d6 ‡, 2½ d6 †‡, [v]	§ 108		
Wereboar	22	17	19	15	23	14*	4*	8*	2*	3	9	36	6	6	10"	½ d6 ‡, 1½ d6 †‡, [v]	§ 109		
Wererat	18	18	20	13	16	10*	4*	6*	2*	4	8	32	6	6	7"	1d6 †‡, ½ d6 ‡, [v]	§ 109		
Weretiger	25	21	21	20	20	20*	2*	14*	2*	4	12	44	7	7	10"	1d6+1 ‡, 2d6 †‡, [v]	§ 110		
Werewolf	15	18	18	12	20	11*	4*	7*	2*	4	7	30	6	6	7"	2d6 †‡, 1d6 ‡, [v]	§ 111		
Wight	19	17	20	18	16	8	0	5	0	4	8	38	6	6	6"	1 pip ‡, 1d6 †‡	§ 112		
Will-o-Wisp	5	23	25	5	15	18	8	25	10	6	8	25	8	8	[12]	1d6 RKA (no range)	§ 112		
Wyvern	30	18	23	18	30	17	6	12	6	3	8	40	6	4	4" [15]	1d6+1 ‡, ½ d6 ‡, [v]	§ 113		
Yeti	20	13	23	18	19	8	2	7	2	3	9	40	4	3	6"	½ d6 ‡, 1d6+1 ‡, [v]	§ 114		
Zombie	15	8	10	15	15	5	0	3	0	2	6	0	3	3	4"	(3d6), wp	§ 115		
Prehistoric Creatures																			
Allosaurus	40	16	33	31	30	26	5	20	4	3	15	68	6	6	10"	2d6 †‡	4 t		
Anatosaurus	38	15	30	32	20	24	6	19	6	2	11	54	5	2	10" (4")	1½ d6 †‡	§ 116		
Ankylosaurus	40	13	28	33	15	18*	4*	9*	2*	2	8	52	4	0	11"	½ d6 †‡, (12d6)	§ 118		
Apatosaurus	58	11	40	44	25	32	6	28	4	2	11	80	4	-2	6"	1d6+1 †‡, (11½ d6)	§ 119		
Baluchitherium	45	14	30	34	30	20	4	15	3	3	15	72	5	5	10"	2d6 †‡	6 t		
Bear, Cave	33	20	25	25	30	18	5	10	4	3	12	54	7	7	5"	1½ d6 †‡	750 k		
Brachiosaurus	65	11	40	47	40	35	8	20	6	2	20	100	4	4	8"	(15d6)	70 t		
Ceratosaurus	35	18	25	27	28	21	6	21	6	3	8	48	6	4	10"	2d6-1 †‡, 1d6 †‡	§ 120		
Corythosaurus	38	15	30	32	25	24	5	16	4	3	14	66	5	5	12"	(7d6)	4 t		
Deinonychus	15	18	15	11	13	12	4	7	2	3	6	30	6	6	12"	½ d6 †‡, 1½ d6 †‡	§ 121		
Diplodocus	50	11	33	37	30	28	7	20	5	2	17	79	4	4	6"	1d6 †‡	11 t		
Ichthyosaurus	40	15	33	34	33	23	5	20	4	3	15	71	5	5	(10")	1d6-1 †‡	7 t		
Mammoth	45	16	28	35	35	20	7	15	5	3	15	72	6	6	12"	2d6 †‡	6 t		
Mastodon	40	16	25	35	30	18	4	12	2	3	13	68	6	6	12"	2d6 †‡	5 t		
Microvenator	5	17	10	6	5	5	0	3	0	3	4	18	6	8	9"	1 pip †‡	§ 121		
Plesiosaurus	43	15	30	33	20	24	4	19	4	3	9	55	5	1	2" (10")	1½ d6 †‡	§ 122		
Quetzalcoatlus	13	15	11	8	13	4	0	3	0	3	5	26	5	4	[4/15"]	1 pip †‡	§ 122		
Smilodon	30	21	19	15	25	12	0	6	0	4	10	40	7	7	10"	1½ d6 †‡	250 k		
Stegosaurus	38	13	35	32	15	26*	6*	19*	4*	2	10	57	4	1	6"	½ d6 †‡, 1d6+1 †‡	§ 123		
Styracosaurus	40	14	38	33	25	25*	5*	21*	3*	3	12	62	5	3	11"	1d6 †‡, 1d6 †‡	§ 124		
Titanothere	40	11	28	33	30	22	6	18	4	3	14	67	4	4	11"	2d6 †‡	5 t		
Triceratops	45	13	38	35	25	24*	6*	19*	4*	3	11	64	4	0	9"	1d6 †‡, 2d6 †‡	§ 124		
Tyrannosaurus	48	18	38	35	30	22	7	16	3	4	12	63	6	2	13"	2½ d6 †‡, 1d6-1 †‡	§ 125		

Animals																	
Name	STR	DEX	CON	BOD	PRE	tPD	rPD	tED	rED	SPD	REC	STN	OCV	DCV	Move	Damage	Notes
Addax	13	15	13	11	10	6	0	3	0	3	6	25	5	5	12"	½ d6 ††	120 k
Alligator	18	15	18	13	18	12	3	9	1	3	12	34	5	5	3" (6)	1d6 ††, (5½ d6)	\$ 126
Alpca	10	11	10	8	8	3	0	2	1	3	4	18	4	4	3"	½ d6 ††	70 k
Animals, Small	-5	18	13	5	10	4	0	3	0	3	4	15	6	10	4"	½ d6 †	\$ 127
Animals, Very Small	-20	15	8	2	5	2	0	2	0	4	4	10	5	11	2"	1 pip	\$ 128
Antelope, Medium	8	18	13	8	8	2	0	2	0	4	5	24	6	6	12"	½ d6 ††, 1 pip, (4½ d6†)	\$ 128
Baboon	20	15	15	7	20	6	0	3	0	3	7	25	5	5	4"	1d6-1 ††	40 k
Badger	0	11	13	6	10	4	0	3	0	3	5	20	4	8	4" {1}	½ d6 †	\$ 129
Barracuda	15	14	18	10	18	3	0	4	0	3	7	27	5	5	(14")	½ d6 †	\$ 130
Bat, Common	-25	20	10	2	10	1	0	3	0	3	3	7	7	13	1" [7]	(+1d6 HA)	\$ 130
Bat, Vampire	-25	20	10	2	10	1	0	3	0	3	3	7	7	13	1" [7]	(+1d6 HA)	\$ 130
Bear, Asiatic Black	18	15	13	10	10	7	1	5	1	3	7	26	5	5	4"	1d6-1 ††	110 k
Bear, Black	23	15	18	12	20	10	2	6	0	3	10	33	5	5	5"	1d6 ††, 1d6+1 ††	\$ 131
Bear, Brown	28	14	18	16	10	11	2	7	1	3	10	39	5	5	4"	1d6 ††	300 k
Bear, Grizzly	30	20	18	17	30	12	2	8	1	3	10	41	7	7	5"	1d6 ††	360 k
Bear, Indian Sloth	20	14	13	11	10	8	1	6	1	3	7	28	5	5	4"	1d6-1 ††	130 k
Bear, Kodiak	33	20	23	22	35	13	3	9	2	3	12	51	7	7	5"	1½ d6 ††	360 k
Bear, Polar	30	20	20	20	20	14	4	14	4	3	10	42	7	6	5" (3)	1d6+1 ††, 1d6 ††	\$ 132
Bee Swarm	-40	17	14	8	8	0*	0*	1	0	4	3	20	6	8	[5"]	3d6 energy blast, venom	\$ 172
Bison, N. American	35	11	18	22	15	7	2	7	2	3	7	39	4	2	11"	1d6+1 ††	\$ 133
Boar	13	17	15	12	13	10	2	4	0	3	8	28	6	6	6"	1d6 ††	\$ 134
Bobcat	8	18	13	6	13	4	0	2	0	4	7	17	6	6	12"	1d6-1 ††	15 k
Buffalo, Cape	35	18	28	23	18	7	2	7	2	3	8	47	6	4	9"	(11d6), 1d6+1 ††	\$ 134
Buffalo, Water	30	11	23	21	15	12	2	8	1	3	11	48	4	4	12"	1d6+1 ††	800 k
Caiman	15	15	15	11	18	8	3	6	1	3	6	27	5	5	4"	1d6 ††	100 k
Camel	25	11	20	16	13	7	2	6	2	3	8	32	4	2	9"	(5d6), 1 pip ††	\$ 135
Caribou	18	15	18	13	25	8	0	4	0	3	8	31	5	5	18"	1d6 ††	300 k
Cat, Domestic	-15	18	10	3	8	1	0	1	0	4	4	8	7	11	6" {1}	1 pip †	\$ 136
Cheetah	17	22	18	12	18	10	1	8	1	4	9	31	7	7	18"	1d6+1 ††, 1d6 ††	\$ 136
Chimpanzee	18	15	15	8	10	4	0	3	0	3	7	25	5	7	4"	1d6 ††	\$ 137
Cougar	18	20	18	10	18	10	1	8	1	4	9	32	7	7	12"	1d6+1 ††, 1d6 ††	\$ 138
Cow	20	11	18	16	13	10	1	8	1	2	8	35	4	4	10"	1d6 ††	350 k
Coyote	3	14	8	6	8	2	0	1	0	3	3	12	5	5	8"	½ d6 †	20 k
Crocodile	23	15	20	15	20	14	4	10	2	3	12	35	5	5	6" (6)	1d6+1 ††, (6½ d6)	\$ 138
Deer, Axis	11	14	13	8	8	6	0	3	0	3	6	21	5	5	10"	1d6 ††	70 k
Deer, Roe	10	14	10	7	8	5	0	2	0	3	4	17	5	5	10"	½ d6 ††	50 k
Deer, White-tailed	15	14	15	10	8	7	0	3	0	3	6	26	5	5	12"	1d6+1 ††	100 k
Dingo	5	14	8	7	8	3	0	1	0	3	3	14	5	5	8"	½ d6 ††	30 k
Dog, Alsatian/Shepherd	8	15	10	7	10	4	0	2	0	3	4	16	5	5	6"	½ d6 ††	20 k
Dog, Collie	-5	14	10	5	10	5	0	3	0	3	4	17	5	7	8"	½ d6 †	\$ 140
Dog, Doberman	8	17	13	9	13	7	1	4	1	3	6	28	6	6	8"	1d6 ††	\$ 139
Dog, Scottish Terrier	-10	11	8	4	8	2	0	2	0	3	4	8	4	8	6"	1 pip †	\$ 140
Dolphin	20	15	18	12	10	11	1	9	1	3	7	29	5	5	(16")	1 pip ††, 1d6+1 ††	\$ 141
Eagle, Bald	-8	18	8	4	12	3	0	4	0	4	4	16	6	8	1" [23]	½ d6 †, 1d6 †	\$ 142
Eel, Electric	-10	14	8	2	5	3	0	4	0	3	3	10	5	9	(5")	7d6 energy blast	\$ 143
Eel, Moray	10	14	10	5	15	4	1	3	1	3	4	20	5	7	(6")	½ d6 ††	\$ 143
Eland	25	15	23	20	20	11	1	7	0	3	10	45	5	5	14"	1d6 ††	600 k
Elephant, African	45	15	30	34	25	19	6	12	4	3	9	57	5	2	12"	1½ d6 ††	\$ 144
Elk	25	15	23	18	23	12	1	9	0	3	10	43	5	5	14"	1d6+1 ††	450 k
Emu	18	17	13	8	10	6	0	5	0	3	7	24	6	6	13"	1d6-1 ††	55 k
Falcon, Peregrine	-20	21	3	3	15	2	0	2	0	5	3	10	7	7	[20"]	1 pip †	2 k

Animals																	
Name	STR	DEX	CON	BOD	PRE	tPD	rPD	tED	rED	SPD	REC	STN	OCV	DCV	Move	Damage	Notes
Fox, Red	0	11	5	4	5	1	0	0	0	3	1	7	4	4	6"	1 pip †	7 k
Gazelle	8	18	13	8	13	5	0	3	0	4	5	19	6	6	17"	1d6 ††	75 k
Gemsbok	15	13	15	14	10	7	0	4	0	3	6	30	5	5	12"	½ d6 ††	200 k
Gibbon	10	11	8	6	8	4	0	2	0	2	4	15	4	4	4"	½ d6 ††	12k
Gila Monster	0	9	11	2	10	4	1	3	1	2	3	12	3	7	1"	1 pip †, venom	\$ 145
Giraffe	30	15	23	18	10	8	3	8	3	3	8	38	5	3	14"	1½ d6 ††	\$ 146
Goat, Domestic	8	8	8	7	8	3	0	1	0	2	4	15	3	3	6"	(1d6)	50 k
Gorilla	25	15	20	14	15	6	1	5	1	3	8	34	5	5	5"	½ d6 ††, (7d6)	\$ 147
Guanaco	13	11	13	10	8	4	0	3	1	3	6	24	4	4	3"	½ d6 ††	100 k
Hippopotamus	35	15	24	30	10	15	5	12	5	3	8	47	5	3	5" (4)	1½ d6 ††	\$ 148
Horse, Draft	28	13	20	18	13	5	1	4	1	3	7	35	5	3	10"	1 pip ††, (8½ d6) †	\$ 149
Horse, Hvy. Warhorse	30	16	22	18	18	6	2	5	2	3	7	37	5	3	10"	1 pip ††, (9d6) †	\$ 151
Horse, Lt. Warhorse	25	18	18	17	16	5	1	4	1	3	6	31	6	4	12"	1 pip ††, (8d6) †	\$ 150
Horse, Riding	25	15	20	16	13	5	1	4	1	3	7	34	5	4	13"	1 pip ††, (8d6) †	\$ 149
Hyena	15	15	15	10	8	5	0	2	0	3	6	26	5	5	10"	½ d6 ††	\$ 151
Ibex	15	11	13	10	8	7	0	3	0	3	6	25	4	4	8"	1d6 ††	100 k
Kangaroo	15	14	13	10	8	4	0	3	0	3	6	25	5	5	12" {2}	1d6-1 ††	\$ 152
Komodo Dragon	20	15	20	13	18	10	3	8	3	3	10	34	5	5	5"	1d6 ††, 1 pip ††	\$ 153
Leopard	18	23	18	10	18	8	0	8	0	4	8	32	8	8	12" (3)	1d6+1 ††, 1d6 ††	\$ 154
Lion	23	20	20	14	20	11	1	8	1	4	9	36	7	7	11"	1½ d6 ††, 1d6+1 ††	\$ 155
Llama	18	11	15	12	10	5	0	4	1	3	7	29	4	4	4"	½ d6 ††	140 k
Macaque, Japanese	13	11	8	6	10	5	0	2	0	2	5	17	4	4	4"	½ d6 ††	15 k
Mandrill	15	15	13	6	18	6	0	3	0	3	6	26	5	5	5"	1d6-1 ††	\$ 156
Monkey, Rhesus	8	14	10	6	8	2	0	2	0	3	4	14	5	7	4"	1 pip ††, (2½ d6)	\$ 157
Moose	33	14	25	22	20	16	2	10	0	3	9	44	5	3	12"	1d6 ††, 1½ d6 ††	\$ 158
Mule	20	11	18	13	10	10	1	6	1	3	6	25	4	3	10"	1 pip ††, (7d6) †	\$ 158
Ocelot	10	18	15	7	13	5	0	3	0	4	5	20	6	6	12"	1d6-1 ††	15 k
Orangutan	23	15	18	10	10	8	0	6	0	3	9	31	5	5	4"	1 pip ††, (5½ d6)	\$ 159
Orca	40	18	30	35	13	16	3	13	3	3	8	55	6	2	(14")	2d6 ††	\$ 176
Osprey	-15	15	3	3	10	2	0	2	0	4	2	13	5	5	[20"]	½ d6 †	2 k
Ostrich	20	18	15	12	10	8	0	4	0	3	7	30	8	8	11"	1 pip ††, ½ d6 ††	\$ 160
Otter, River	3	15	5	6	5	2	0	1	0	3	2	11	5	5	(8")	1 pip †	14 k
Otter, Sea	5	14	8	7	8	4	0	2	0	2	3	14	5	5	(8")	1 pip ††	36 k
Owl	-10	18	5	4	13	2	0	2	0	4	2	14	6	6	[18"]	½ d6 †	4 k
Owl, Great Horned	-10	14	10	4	10	3	0	3	0	3	4	12	5	7	1" [18]	1 pip †, ½ d6 †	\$ 160
Peccary	5	11	8	6	5	2	0	1	0	3	3	13	4	4	10"	1d6 ††	30 k
Pig, Domestic	13	11	13	12	10	6	1	4	0	3	6	26	4	4	10"	1d6 ††	100 k
Piranha School	-30	22	20	16	13	2*	0*	2	0	5	5	34	7	7	(6")	½ d6 area effect †	\$ 173
Python	13	11	15	12	8	5	1	4	1	2	7	29	4	4	4" (4)	1 pip ††, (5½ d6)	\$ 161
Ram, Bighorn	13	15	12	12	15	8	0	4	0	3	6	25	5	5	6"	(6d6)	150 k
Ram, Domestic	10	11	10	10	10	5	0	2	0	3	4	20	4	4	6"	(2d6)	100 k
Rat	-15	11	5	2	8	1	0	3	0	3	3	11	4	10	3"	1 pip ††	\$ 162
Ray, Common	8	14	11	10	8	2	0	2	0	2	4	20	5	5	(6")	1 pip ††	\$ 162
Ray, Electric	8	14	11	10	8	2	0	2	0	2	4	20	5	5	(6")	1 pip ††, 7d6 energy blast	\$ 162
Ray, Sting-	8	14	11	10	8	2	0	2	0	2	4	20	5	5	(8")	1 pip ††, venom	\$ 162
Rhea	15	15	13	7	8	5	0	3	0	3	6	22	5	5	13"	½ d6 ††	25 k
Rhinoceros, Black	35	14	25	30	15	20	6	14	4	3	8	51	5	3	13"	1½ d6 ††	\$ 163
Sea Lion	20	14	18	17	13	9	1	8	1	3	6	29	5	5	3" (10)	1 pip ††	\$ 164
Seal, Common	13	12	15	10	10	5	1	8	2	v	6	25	4	4	1" (11)	1 pip ††	\$ 165
Seal, Elephant	35	11	28	30	15	16	5	10	4	3	13	62	4	4	(6")	1d6 ††	3.6 t
Shark, Great White	30	15	25	27	23	15	5	13	5	3	7	45	5	3	(18")	1½ d6 ††	\$ 166

Animals																	
Name	STR	DEX	CON	BOD	PRE	tPD	rPD	tED	rED	SPD	REC	STN	OCV	DCV	Move	Damage	Notes
Shark, Hammerhead	25	15	20	19	18	10	2	8	2	3	6	34	5	3	(10")	1d6 ††	§ 167
Shark, Mako	20	15	22	16	19	8	1	6	1	3	6	32	5	4	(14")	1d6+1 ††	§ 167
Sheep, Bighorn	17	14	13	12	8	4	1	3	1	3	6	28	5	5	7" {3}	(7½ d6) †, (6½ d6) †	§ 168
Snake, Asp Viper	-8	15	5	2	10	2	0	1	0	3	3	13	5	9	1"	1 pip †, venom	§ 169
Snake, Common	-8	14	5	3	10	2	0	1	0	3	3	14	5	7	1"	1 pip †	§ 168
Snake, Death Adder	-5	15	5	2	10	2	0	1	0	3	3	13	5	9	1"	1 pip †, venom	§ 169
Snake, E. Diamondback-5	14	5	3	10		2	0	1	0	3	3	14	5	7	1"	1 pip †, venom	§ 169
Snake, Egyptian Cobra-8	14	5	3	10		2	0	1	0	3	3	14	5	7	1"	1 pip †, venom	§ 169
Snake, Fer-de-lance	-8	15	5	2	10	2	0	1	0	3	3	13	5	9	1"	1 pip †, venom	§ 169
Snake, King Cobra	-8	14	5	3	15	2	0	1	0	3	3	14	5	7	1"	1 pip †, venom	§ 169
Snake, Mamba	-5	14	5	3	15	2	0	1	0	3	3	14	5	7	2"	1 pip †, venom	§ 169
Snake, Ringhal	-5	14	5	3	10	2	0	1	0	3	3	14	5	7	1"	1 pip †, venom	§ 169
Snake, Sea Snake	-5	14	5	3	10	2	0	1	0	3	3	14	5	7	1"	1 pip †, venom	§ 169
Snake, Timber Rattler	-8	15	5	2	10	2	0	1	0	3	3	13	5	9	1"	1 pip †, venom	§ 168
Springbok	10	18	13	7	10	5	0	2	0	4	5	19	6	6	16"	1d6 ††	35 k
Squid, Giant	35	14	30	30	18	20	2	10	2	3	10	53	5	3	(11")	1d6 ††	§ 171
Tiger	25	21	23	18	20	13	1	9	1	4	9	43	7	7	12" (4)	1d6+1 ††, 1d6 ††	§ 173
Tortoise, Galapagos	13	8	13	14	10	18	5	12	4	2	6	28	3	3	1"	½ d6 ††	200 k
Turtle, Allig. Snapping	8	15	12	8	10	2	5	2	4	3	5	18	5	5	½"	½ d6+1 ††	50 k
Turtle, Giant Sea	15	11	15	12	10	13	3	10	1	2	6	28	4	4	(4")	½ d6 ††	150 k
Vicuna	10	11	10	8	8	3	0	2	1	3	4	18	4	4	3"	½ d6 ††	70 k
Walrus	25	10	23	24	13	15	5	11	5	2	7	39	3	2	6" (7")	1d6+1 ††	§ 174
Warthog	10	14	13	10	10	6	1	4	0	3	5	22	5	5	11"	½ d6 ††	100 k
Wasp Swarm	-40	17	14	8	8	0*	0*	1	0	4	3	20	6	8	[5"]	3d6 energy blast, venom	§ 172
Whale, Blue	75	15	45	51	60	30	8	20	6	2	24	112	5	5	(8")	(16d6)	130 t
Whale, Humpback	60	10	28	41	10	24	4	24	4	2	9	54	3	-3	(19")	(12d6)	§ 175
Whale, Killer	40	18	30	35	13	16	3	13	3	3	8	55	6	2	(14")	2d6 ††	§ 176
Whale, Sperm	70	11	35	46	13	24	4	24	4	2	12	68	4	-2	(17")	2½ d6 ††, 4d6 en. blast	§ 177
Wolf	10	17	15	10	8	5	1	3	1	3	5	23	6	6	7"	½ d6 ††	§ 178
Wolverine	0	11	13	10	15	5	1	4	1	3	6	25	4	6	4"	½ d6 ††, 1d6 ††	§ 179
Yak	25	11	18	19	13	10	1	8	1	2	9	41	4	4	10"	1d6 ††	500 k
Zebra	20	11	8	11	5	8	1	2	1	2	6	25	4	4	12"	(4d6)	350 k
Zebu	28	11	20	20	15	10	2	8	1	2	10	44	4	4	10"	1d6 ††	550 k

Movie Monsters

Ape, Giant	70	14	50	58	30	40	15	24	9	3	30	100	5	3	25"	1½ d6 ††, (14d6)	§ 180
Hach-Ū-Rui	115	10	60	70	50	61	26	50	20	2	40	170	3	-11	40"(25)	5d6 †, (28d6), 6d6 RKA	§ 182
Hunter Alien	28	23	28	18	18	25*	10*	25*	10*	4	11	44	8	8	8" (4)	1½ d6 †, 4d6 RKA, wp	§ 183
Hunter Cyborg	25	20	0	16	15	18*	18*	14*	14*	4	0	0	7	7	10"	(5d6), wp	§ 184
Slime, Giant Killer	0	10	10	15	20	0*	0*	2*	0*	3	10	40	3	3	9"	[v]	§ 181
Xenomorph, Adult	18	18	25	13	28	19	9	11	5	3	9	46	6	6	6"	1d6-1 †, 1d6 ††, [v]	§ 185
Xenomorph, Hatchling	5	20	13	7	15	4	0	3	0	4	6	24	7	11	6"	[v]	§ 185

Attacks: All attacks, unless presented in parentheses, are Killing Attacks; attacks in brackets are special attacks; "wp" indicates that wp are sometimes used; "[v]" indicates that the creature has special attacks and its description should be referenced.

Movement: Only the primary movement rate is given. Movement rates in parentheses are for swimming rates; swimming rates are only given for creatures with a swimming rate greater than 2". Movement rates in brackets are for flying rates. Movement rates in {}'s are special movement modes (e.g., tunneling, super leap, etc.).

§ # — See the text on page # for special abilities and attacks.

k — If a number followed by a "k" is given, it is the creature's approximate mass in kilograms.

t — If a number followed by a "t" is given, it is the creature's approximate mass in tons.

† — This Killing Attack has the Reduced Penetration Limitation.

‡ — This damage can be increased by the creature if it uses its strength coupled with the attack.

* — Special defense or stat (e.g., Damage Resistance, Desolidification, increased speed, etc.).

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