A BaSIC Bestiary

Version 2009-08-23

Notice

This bestiary presents "generic" creatures for the Chaosium BASIC system (AKA *the Basic Role Playing System*). The creatures are thus compatible with other related systems including *Call of Cthulhu*, *RuneQuest*, *Stormbringer*, *Elric!*, *Hawkmoon*, and the French language *BaSIC, le jeu de rôle de base.*

It was inspired in particular by *Runemasters* and the Rainbow Mountains [Monts Arc-en-ciel] (two supplements for *RuneQuest*), even if some license was taken with the data provided there.

Note that this bestiary does not reproduce any of the characteristics of beings specific to the settings of Lovecraft, Stafford, or Moorcock, found respectively in the games *Call of Cthulhu*, *RuneQuest,* and *Elric!/Stormbringer/Hawkmoon*.

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Contents

Format of the Creature Descriptions

The creatures are presented in the common BRP format.

The average values of the characteristics are indicated and are used as the basis for calculating the derived values (Hit Points, Magic Points, etc). Skills indicated are only suggestions, corresponding to an "ordinary" individual. Of course, more or less capable individuals will exist. Weapons and armor are also provided as suggestions.

The creatures are classified into three categories:

- **Animals:** This category covers beings known to be living on Earth at the present time.

- **Fantastic Creatures:** This category covers many creatures common to fantasy-medieval RPGs, and includes dinosaurs and other prehistoric beasts.

- **Humanoids:** This category covers creatures suitable for incarnation as Player Characters. Their skills are not explicitly detailed because the skill lists and bases vary among *BaSIC*, *Call of Cthulhu*, and *RuneQuest*. On the other hand, some preferred skills are indicated in brackets by way of suggestion.

Some abbreviations used, in addition to the usual abbreviations for characteristics:

HP	Hit Points
MP	Magic Points
DB	Damage Bonus
½DB	One Half Damage Bonus
MOV	MOVement
VIR	VIRulence (also called POTency in Call of Cthulhu)

Cross Species Comparisons of Characteristics

Comparative Scale of STR

Creature	STR	Average
Spirit	None	None
Cat	1D3	2
Dog	2D6	7
Human	3D6	10-11
Wolf	2D6+6	13
Lion	2D6+12	19
Brown Bear	3D6+15	25-26
Horse	4D6+18	32

1: General Information

Buffalo	4D6+24	38
Black Rhinoceros	6D6+24	45
African Elephant	6D6+36	57

There's little point in rolling more than 6D6 to determine the STR of a creature. In any event, the characteristics are not linear: a creature with a STR of 40 is much more powerful than two creatures having STRs of 20. Furthermore, 6D6 takes a long time to roll and add.

A creature without STR cannot act physically on the material world. It cannot use Agility or Manipulation skills.

Comparative Scale of CON

Creature	CON	Average
Zombie	None	None
Cat	2D6	7
Human	3D6	10-11
Brown Bear	2D6+6	13
Buffalo	2D6+9	16
Black Rhinoceros	3D6+12	22-23
African Elephant	3D6+18	28-29

There's little point in rolling more than 3D6 to determine the CON of a creature. Note that at a certain point, the CON of an animal corresponds more or less to half its SIZ.

Certain creatures do not have a CON score. These are beings having no real metabolism, such as golems. A creature without CON is immune to poison, diseases, and to other effects affecting CON. Such creatures never grow fatigued. If the creature possesses Hit Points, they will generally be calculated from its SIZ.

To "heal" (actually *repair*) a creature without CON (i.e. to give it back lost Hit Points), it is generally necessary to use an appropriate *Craft* skill rather than *First Aid*, and to use spells of *Repair* rather than spells of *Healing*.

Creatures of this type are often immune to certain types of damage (such as that caused by firearms). Specifics are provided in the individual creature description.

Comparative Scale of SIZ

Creature	SIZ	Average
Spirit	-	-
Cat	1	1
Dog	1D6+1	4-5
Wolf	2D6+1	8
Human	2D6+6	13
Lion	3D6+6	16-17
Brown Bear	3D6+15	25-26
Horse	4D6+18	32

Buffalo	4D6+24	38
Black Rhinoceros	6D6+24	45
African Elephant	6D6+42	63

There's little point in rolling more than 6D6 to determine the SIZ of a creature. In any event, the characteristics are not linear: a creature having a SIZ of 40 is much more massive than two creatures of SIZ 20. Furthermore, 6D6 takes a long time to roll and add.

Creatures without SIZ have no physical body, and are generally immune to physical damage. Generally, they cannot inflict any damage either.

Don't forget that the SIZ of a creature is a function of its mass/weight, and not its length or volume! Appendix A includes a table correlating SIZ and mass/weight.

Also don't forget that, in the most games related to BaSIC, very large or very small SIZ can influence other factors, such as attack rolls.

Comparative Scale of INT

Creature	INT	Average
Inanimate Object	None	None
Normal Troll	1D6+3	6-7
Normal Orc	1D6+6	9-10
Human	2D6+6	13
Tolkienesqe Elf	3D6+6	16-17

There's little point in rolling more than 3D6 to determine the INT of a creature.INT scores higher than 30 should probably be reserved for creatures possessing knowledge inaccessible to humans.

Any being able to perceive its environment and act in consequence to that perception has INT, even if very limited. However, a score on INT is not specified for many creatures of this bestiary.

These creatures can be considered to react primarily on instinct and to lack any sort of real intelligence or ability to reason. As such they cannot speak or use magic, unless such abilities are innate.

The game *RuneQuest* provides a scale of INT for this type of creature, in the form of "Fixed INT". Refer to that if desired.

Comparative Scale of POW

Creature	INT	Average
Inanimate Object	None	None
Normal Troll	1D6+3	6-7
Normal Orc	1D6+6	9-10
Human	2D6+6	13
Tolkienesqe Elf	3D6+6	16-17

There's little point in rolling more than 3D6 to determine the POW of a creature.

POW scores higher than about 30 should be reserved for entities possessing high levels extreme/massive/overwhelming/disproportionate [démesurée] of magic ability.

All living creatures have POW. Non-living beings [Les êtres "non-vivants"], such as Undead [morts-vivants], do not have a soul, and hence have no true POW score.

If such creatures possess a POW score, it is "incomplete" and does not allow them to regenerate Magic Points (MP) in the normal fashion.

On the other hand, such beings typically have some sort of special ability which enables them to steal MP from the world of the living (e.g. a vampire receives MP from drinking the blood of its victim). Their "POW" score reflects the *maximum* number of MP they can acquire in this fashion.

Comparative Scale of DEX

Creature	DEX	Average
Inanimate Object	None	None
Blob	1	1
Turtle	1D6	3-4
Pig, Buffalo	2D6	7
Human	3D6	10-11
Wolf, Horse	2D6+6	13
Lion, Tiger	3D6+6	16-17
Cat, Falcon	3D6+12	22-23

There's little point in rolling more than 3D6 to determine the DEX of a creature. DEX scores higher than about 30 should probably be reserved for entities possessing extraordinary swiftness and agility, such as beings composed of light or electricity.

A creature without of DEX cannot move itself. It cannot use Agility, Stealth, or Manipulation skills.

All the creatures of this bestiary have a Dodge skill of DEX × 2%. If another number is indicated among their skills, use that or use DEX × 2%, whichever score is higher.

Comparative Scale of APP

Creature	APP	Average
Disembodied Spirit	None	None
Harpy	1D6	3-4
Orc	2D6	7
Human	3D6	10-11
Siren, Satyr	2D6+6	13
Dryad, Fairy	3D6+6	16-17
Incubus, Succubus	3D6+12	22-23

There's little point in rolling more than 3D6 to determine the APP of a creature. APP scores higher than about 30 should probably be reserved for beings of transcendent beauty.

Any creature perceptible using a physical sense has an APP score, even if one is not indicated. By default, consider that the APP of a creature to be 3D6.

Appearance is a relative concept: a troll with 18 in APP will appear very beautiful in the eyes of other trolls, but it will still be ugly to a human. Certain creatures are so ugly that they have an APP of 0. This is the case for the majority of undead, such as zombies or ghouls.

Comparative Scale of MOV

Creature	MOV
Hobbit	6
Human	8
Wolf	10
Horse	12
Raven	14
Eagle	16

Calculating the Armor of a Creature

In this bestiary, a creature's armor rating is not determined arbitrarily, it depend on two factors:

1. First is the type of skin the creature possesses. This is determined using the following table.

Armor	Material	Type of Protection
1	Thick Clothing	Fur, Bison Skin
2	Thick Leather	Shark Skin
4	Solid Wood	Crocodile Scales, Rhinoceros Skin
6	Solid Stone	Turtle Scales
8	Solid Metal	Dragon Scales

- This information might be useful to a blacksmith character wishing to create armor from the skin or scales of a monster.
- If the body of a creature is composed entirely of solid matter (as in the case of a golem or tree-man), double the corresponding value.

2. The second factor corresponds to the number of D6 of Damage Bonus for the type of creature. In effect, very large creatures are insensitive to weaker blows [damage les plus faibles].

Thus, a blow from a sword will have as little relative effect on a brontosaurus as a cat scratch has on a human.

For example, a rhinoceros gets 4 points for its thick skin and 5 points for its average Damage Bonus which is 5D6, yielding 9 points of armor altogether. This total is valid for all representatives of the species, even those with a Damage Bonus other than average.

Note that this is (more or less) the method implicitly followed by the creators of *RuneQuest* and of the *Call of Cthulhu*.

If your game setting uses a die roll to determine armor value (e.g. *Stormbringer* or *Hawkmoon*), subtract 1 from the armor value, then refer to the *Table of Demon Abilities* or the *Table of Chaotic Mutations* to obtain the dice to be rolled. For example, our rhinoceros will have an armor of 1D10+1D6.

Creature Attack Modes

Some creatures have several modes of attack (like Scratch and Bite). In the absence of information to the contrary, they can use *one* of these attacks in a combat round.

If a creature has more than one attack per round, these attacks will normally be separated by 5 DEX ranks if you play *Stormbringer/Elric!* or *Hawkmoon*, or by 3 Strike Ranks (SR) if you play *RuneQuest*. Again in the absence of information to the contrary, the attacks may be directed against different adversaries as well as against only one.

Below is a table showing a creature's basic Damage. Note that it is not particularly useful to make the basic damage very high; the Damage Bonus increases sufficiently quickly.

Damage	Type of Attack
1D3	Cat Bite, Fist Punch
1D6	Dog Bite, Claws, Fangs (most attacks)
1D8	Wolf Bite
1D10	Tiger Bite
2D6	Crocodile or Shark Bite
3D6	Dragon or Enormous Shark Bite

If you use this type of rule, you may say that Bite attacks do not cause knockback/inflict any retreat [n'infligent aucun recul]. On the other hand, a monster's Bite attack inflicting more damage than the victim's SIZ score can allow the monster to swallow the victim whole [gober celle-ci], provided he is killed by the blow and the monster is sufficiently large

Translator's note: Why must the victim be killed by the blow?

Some attacks include injecting a poison. This will only occur if the corresponding attack penetrates armor, i.e. if at least 1 HP of damage is done to the target. Poisons seldom act instantaneously. There is a one minute minimum delay between the time of injection and when the poison takes full effect. During the interim the victim may take an antidote if he has one available.

"Sweep Attacks", like the Tail Strike of a brontosaurus, allow striking all adversaries within a 120° arc around the creature with a single blow. Moreover, the creature does suffer any penalty to its attack roll due to large SIZ, if you use this type of rule.

A "knock down" attack is possible by opposing the STR of the creature against the STR or the SIZ (whichever is higher; quadrupeds resist as if they possess +4 points of STR) of its target on the Resistance Table. If successful, the attack unbalances the target and it must make a successful roll under DEX × 5 not to fall over.

A monster can trample an adversary only if its SIZ is at least 10 points greater than that of its target. Moreover, the adversary must be on the ground. A Trample attack cannot be parried, but dodging remains effective.

2: Animals

Baboon

These large monkeys live in bands organized around a group of dominant males. They will rarely engage in combat and always prefer to flee in the face of danger. They eat small animals, roots, and fruit.

Characteristics:

Char.	Roll	Average
STR	2D6	7
CON	2D6	7
SIZ	2D3	4
POW	2D6	7
DEX	3D6+6	16-17

Attributes:

MOV	8
HP	6
MP	7
DB	-1D6

Armor: None

Weapons:

Attack	Skill	Damage
Bite	40%	1D6

Skills: Scan 40%, Climb 80%

Habitat: Savannas, Rocky places.

Bear, Brown

Bears feed mostly on meat, but it also sometimes eats fruits, nuts, and berries. They are seldom aggressive but can become dangerous it they feel threatened, are hungry, or are protecting young.

Characteristics:

Char.	Roll	Average
STR	3D6+15	25-26
CON	2D6+6	13
SIZ	3D6+15	25-26
POW	3D6	10-11
DEX	3D6	10-11

Attributes:

MOV	10
HP	19-20
MP	10-11
DB	+2D6

Armor: 3 points (2 + 1 fur)

Weapons:

Attack	Skill	Damage
Bite	25%	1D10+DB
Claw	40%	1D6+DB

Note: A bear can attack twice per round, either with two claw hits, or a claw and a bite.

Skills: Listen 75%, Climb 30%, Sense Prey 70%

Habitat: Cold and temperate areas, with the similar range as for humans.

Bison

These animals live in herds sometimes comprised of hundreds of individual animals. The males are aggressive and do not hesitate to charge.

Characteristics:

Char.	Roll	Average
STR	3D6+30	40-41
CON	3D6+9	19-20
SIZ	3D6+30	40-41
POW	3D6	10-11
DEX	2D6	7

Attributes:

MOV	12
HP	30-31
MP	10-11
DB	+4D6

Armor: 5 points (4+1 thick skin)

Weapons:

Attack	Skill	Damage
Charge	30%	1D6+DB
Butt	30%	1D6+½DB
Trample	75%	2D6+DB

Skills: Detect Enemy 65%

Habitat: Great Plains

Buffalo, Bull

The following characteristics are appropriate for a bull or a buffalo. These animals are usually peaceable but it is unwise to approach them.

Characteristics:

Char.	Roll	Average
STR	4D6+24	38
CON	2D6+9	16
SIZ	4D6+24	38
POW	2D6	7
DEX	2D6	7

Attributes:

MOV	12
HP	27
MP	7
DB	+4D6

Armor: 4 points

Weapons:

Attack	Skill	Damage
Charge	30%	1D6+DB
Butt	30%	1D6+½DB
Trample	75%	2D6+DB

Skills: Detect Enemy 65%

Habitat: Plains, Pastures

Camel (Dromedary)

This animal is the essential companion of desert dwellers. Thanks to its broad feet, it can walk on sand without sinking. The fatty hump enables it to go for

weeks without drinking or eating. They are robust and obstinate.

Characteristics:

Char.	Roll	Average	Attributes:	
STR	4D6+18	32	MOV	10
CON	2D6+6	13	HP	23
SIZ	4D6+18	32	MP	10-11
POW	3D6	10-11	DB	+3D6
DEX	3D6	10-11		

Armor: 3 points

Weapons:

Attack	Skill	Damage
Spit	40%	look ridiculous [ridiculise] (-1D3 CHA/APP)
Bite	25%	1D6
Kick	10%	1D6+DB

Skills: Go Without Water 85%, Obstinate 60%

Habitat: Arid Deserts. Note that all camels are domesticated by man.

Cat

Graceful and independent, the cat is also a fierce predator, but presents little danger to creatures as large as a human.

Characteristics:

Char.	Roll	Average	Attributes:	
STR	1D3	2	MOV	10
CON	2D6	7	HP	4
SIZ	1	1	MP	10-11
POW	3D6	10-11	DB	-1D6
DEX	3D6+12	22-23		

Armor: None

Weapons:

Attack	Skill	Damage
Bite	40%	1D3+DB
Claws	60%	1D2+DB
Rend	80%	2D2+DB

Skills: Move Quietly 90%, Dodge 70%, Climb 60%, Hide 80%, Sense Prey 50%

Note: The cat can attack twice per round, either with two Claw hits, or a Claw and a Bite. If both attacks succeed, it can then Rend its victim.

Habitat: Anywhere where they can eat and take a nap.

Chimpanzee

This ape is sufficiently intelligent to use simple tools. Although it is an excellent climber, it spends most of its time on the ground.

Characteristics: **Attributes:**

Char.	Roll	Average	MOV	6
STR	3D6+3	13-14	HP	10-11
CON	3D6	10-11	MP	10-11
SIZ	1D6+6	9-10	DB	None
INT	(1D6+3)	(6-7)		
POW	3D6	10-11		
DEX	3D6+3	13-14		

Armor: None

Weapons:

Attack	Skill	Damage
Bite	25%	1D6
Club	25%	1D6+DB

Skills: Search 30%, Climb 80%, Move in Trees 90%

Habitat: Tropical Forests.

Crocodile

This frightening predator hides in the still waters of marshes and rivers. He and his relatives will devour anything they can. Supposedly crocodiles will not attack boats.

Characteristics:

Char.	Roll	Average	Attributes:	
STR	4D6+12	26	MOV	6/8 (swim)
CON	3D6+9	19-20	HP	23
SIZ	4D6+12	26	MP	10-11
POW	3D6	10-11	DB	+2D6
DEX	2D6	7		

Armor: 6 points (2 + 4 scales)

Weapons:

Attack	Skill	Damage
Bite	50%	2D6+DB
Tail Strike	30%	1D6+½DB+KnockDown overthrow [renversement]

Skills: Move Quietly 50%, Slip Silently into the Water 75%, Hide 60%

Habitat: Jungles and marshes in hot regions.

Deer (Stag)

Deer are very wary and avoid any confrontation. In general, they are fast and nimble enough to avoid predators and hunters. Females (called *does*) have no antlers.

Characteristics:

Char.	Roll	Average	Attributes:	
STR	3D6+6	6-17	MOV	12
CON	3D6	10-11	HP	13-14
SIZ	3D6+6	16-17	MP	10-11
POW	3D6	10-11	DB	+1D6
DEX	2D6+12	19		

Armor: 1 point

Weapons:

Attack	Skill	Damage
Antlers	30%	1D6+DB
Kick	25%	1D4+DB

Skills: Listen 50%, Dodge 70%, Jump 70%

Habitat: Thick Forests

Dog

The dog is well-known, as man's best friend. They are often friendly with strangers, unless they have been mistreated or were specifically raised to be guard or attack dogs.

Wild dogs are more dangerous, though they seldom attack humans.

Characteristics:			Attributes:	
Char.	Roll	Average	MOV	10
STR	2D6	7	HP	7-8
CON	3D6	10-11	MP	10-11
SIZ	1D6+1	4-5	DB	-1D6
POW	3D6	10-11		
DEX	2D6+6	13		

Armor: None

Weapons:

Attack	Skill	Damage
Bite	50%	1D6

Skills: Listen 75%, Sense Something Interesting 90%

Habitat: Everywhere humans are found.

Dolphin

This marine mammal feeds on fish. They are friendly towards humans and are very playful. If you decide that Cetaceans are intelligent in your game world, give them an INT of 2D6+6.

Characteristics:			Attributes:	
Char.	Roll	Average	MOV	12 (swim)
STR	3D6+6	16-17	HP	18
CON	2D6+6	13	MP	10-11
SIZ	3D6+12	22-23	DB	+1D6
POW	3D6	10-11		
DEX	2D6+3	10		

Armor: 3 points (1 + 2 blubber)

Weapons:

Attack	Skill	Damage
Bite	50%	1D6+DB

Skills: Dodge 50%, Jump 60%, Sonar 50%

Habitat: Oceans.

Elephant

Elephants are seldom aggressive: their imposing size is enough to dissuade most predators from attacking them. Even though they can be stubborn and seldom like to play, it is easy to teach them a few tricks because they are highly intelligent.

The characteristics shown here are those of the *African* elephant, which can exceed three meters (10 ft) in height at the shoulder [au garrot].

The *Indian* elephant has 6 points fewer in STR and in SIZ (damage 1D6+DB) but its Defense is better developed. The African *Forest* elephant, presumed extinct, which was used by Hannibal in his campaign against Rome, would have 12 fewer points in STR and SIZ.

Characteristics:			Attributes:	
Char.	Roll	Average	MOV	8
STR	6D6+36	57	HP	46
CON	3D6+18	28-29	MP	13
SIZ	6D6+42	63	DB	+6D6
POW	2D6+6	13		
DEX	3D6	10-11		

Armor: 6 points

Weapons:

Attack	Skill	Damage
Trunk	50%	Grab
Defense	25%	1D8+½DB
Trample	50%	2D6+DB

Note: An elephant will normally try to catch an adversary with its trunk. If it can, it will knock/throw its enemy to the ground/trip its enemy [il le renverse] and trample it. Its Defense is useful against adversaries too large to be trampled, such as another elephant.

Skills: Listen 80%, Sense Something Interesting 95%

Habitat: Tropical Regions. Furred elephants, like the wooly mammoth, can live the cold Areas

Goat Ibex

Goats are raised for their hair or their milk for making cheese. The ibex is a wild goat.

Characteristics:			Attributes:	
Char.	Roll	Average	MOV	10
STR	1D6+6	9-10	HP	10-11
CON	3D6	10-11	MP	7
SIZ	1D6+6	9-10	DB	None
POW	2D6	7		
DEX	2D6+6	13		

Armor: None

Weapons:

Attack	Skill	Damage

Butt	30%	1D6+½DB

Skills: Climb 40%, Detect Enemy 65%

Habitat: Mountains, Plains.

Gorilla

Gorillas mostly feed on plants. They are timid and only ask to be left in peace. Approach them too closely is not recommended, with their strength they can easily dismember a human.

Characteristics:

Char.	Roll	Average
STR	4D6+12	26
CON	3D6	10-11
SIZ	2D6+12	19
INT	(1D6+3)	(6-7)
POW	3D6	10-11
DEX	3D6	10-11

Attributes:

MOV	8
HP	15
MP	10-11
DB	+2D6

Armor: 3 points (2 + 1 thick skin)

Weapons:

Attack	Skill	Damage
Bite	45%	1D6+DB
Fist	45%	1D6+DB

Skills: Eat Leaves 50%, Hide 75%

Habitat: Mountainous Forests.

Horse

Unless trained for battle, most horses flee at the slightest threat, like combat or even a loud noise. The following characteristics are appropriate for typical riding or race [de somme] horses.

To determine the characteristics of heavy horses which are trainable as war horses (destriers), roll 3D6+24 for STR and SIZ but only 3D6 for DEX.

Characteristics:

Char.	Roll	Average
STR	4D6+18	32
CON	3D6	10-11
SIZ	4D6+18	32
POW	3D6	10-11
DEX	2D6+6	13

Attributes:

MOV	12
HP	21-22
MP	10-11
DB	+3D6

Armor: 3 points

Weapons:

Attack	Skill	Damage
Bite	5%	1D6
Kick	5%	1D6+DB
Trample*	25%	2D6+DB

Note: * A horse will not trample an adversary unless it has been trained in this type of attack

Skills: Dodge 45%, Hide 25%

Habitat: Nearly all horses have been domesticated and so live near humans

Lion

Unlike other cats, lions gather in groups (called *prides*) to hunt. In fact, it is the females who typically venture out to flush out prey. The males find it sufficient to bring down the quarry brought back by the lionesses, if need be.

Characteristics:

Char.	Roll	Average
STR	2D6+12	19
CON	3D6	10-11
SIZ	3D6+6	16-17
POW	2D6+6	13
DEX	3D6+6	16-17

Attributes:

MOV	10
HP	13-14
MP	13
DB	+1D6

Armor: 1 point

Weapons:

Attack	Skill	Damage
Bite	40%	1D10+DB
Claws	60%	1D6+DB
Rend	80%	2D6+DB

Note: The lion can attack twice per round, either with two *Claw* hits, or a *Claw* and a *Bite*. If both attacks succeed, it can then *Rend* its victim.

Skills: Hunt in Group 25%, Sense Prey 50%

Habitat: Hot Regions, Savannahs.

Llama

The llama is as stubborn as its larger cousin, the camel. They live high altitude regions. Although a little small to serve as as a useful mount, they can prove very useful as a pack animal for those wishing to travel in high mountain ranges.

Characteristics:

Char.	Roll	Average
STR	3D6+6	16-17
CON	2D6+6	13
SIZ	3D6+6	16-17
POW	3D6	10-11
DEX	3D6	10-11

Attributes:

MOV	10
HP	15
MP	10-11
DB	+1D6

Armor: 1 point (wooly fleece)

Weapons:

Attack	Skill	Damage
Spit	40%	look ridiculous[ridiculise] (-1D3 CHA/APP)
Bite	25%	1D4
Kick	10%	1D4+DB

Skills: Climb 40%, Obstinate 60%, Live at High Altitude 85%

Habitat: Mountains.

Lynx

The lynx has an aggressive temperament. Fortunately, it is too small to represent a true danger to a healthy human.

Characteristics:

Char.	Roll	Average
STR	2D6	7
CON	3D6	10-11
SIZ	1D4	2-3
POW	3D6	10-11
DEX	2D6+12	19

Attributes:

MOV	10
HP	6-7
MP	10-11
DB	-1D6

Armor: None

Weapons:

Attack	Skill	Damage
Bite	40%	1D4
Claws	60%	1D3+DB
Rend	80%	2D3+DB

Note: The lynx can attack twice per round, either with two *Claw* hits, or a *Claw* and a *Bite*. If both attacks succeed, it can then *Rend* its victim.

Skills: Move Quietly 90%, Climb 60%, Hide 80%, Sense Prey 50%

Habitat: Cold or Temperate Regions.

Monitor Lizard, Large (Komodo Dragon)

This great lizard can reach three meters (10 ft) in length and can weigh more than 100kg (200lbs). They are found only on a few Indonesian islands. Although it has a huge appetite, it is not very dangerous to humans.

Characteristics:

Char.	Roll	Average
STR	3D6+6	16-17
CON	2D6+6	13
SIZ	3D6+6	16-17
POW	3D6	10-11
DEX	3D6	10-11

Attributes:

MOV	8
HP	15
MP	10-11
DB	+1D6

Armor: 2 points (1 + 1 Scales)

Weapons:

Attack	Skill	Damage
Bite	40%	1D8+DB;
Claws	25%	1D6+DB

Skills: Climb 40%, Sense Prey 60%

Habitat: Hot Regions.

Mule

A mule is obtained by crossing a male donkey and a (female horse). It is smaller than a horse, but also more robust and calmer.

Characteristics:

Char.	Roll	Average
STR	4D6+12	26
CON	2D6+6	13
SIZ	4D6+12	26
POW	3D6	10-11
DEX	2D6+6	13

Attributes:

MOV	10
HP	20
MP	10-11
DB	+2D6

Armor: 2 points

Weapons:

Attack	Skill	Damage
Bite	5%	1D6
Kick	5%	1D6+DB
Trample*	25%	2D6+DB

Note: * A mule will not trample an adversary unless it has been trained in this type of attack.

Skills: Dodge 45%, Hide 25%

Habitat: Anywhere horses and donkeys are found.

Octopus, Giant

This enormous mollusk can grow to nearly 6 meters (20ft) in length. Although it might attack a human, it prefers smaller and less dangerous prey.

Characteristics:

Char.	Roll	Average
STR	6D6	21
CON	2D6+6	13
SIZ	6D6	21
POW	3D6	10-11
DEX	2D6+12	19

Attributes:

MOV	2/6 (swim)
HP	17
MP	10-11
DB	+2D6

Armor: 2 points

Weapons:

Attack	Skill	Damage
Tentacle	45%	Entangle, DB if 2 tentacles [saisit, dégâts MD si 2 tentacules]
Bite	45%	1D10+DB

Translator's Note: unclear what was intended for the relationship between the number of tentacles and the Damage caused.

Note: The octopus can make eight simultaneous attacks using its eight tentacles. If at least two tentacles enclose the same target, the octopus inflicts constriction damage each round, and can also try to bite. To escape, the target must succeed in a STR vs.STR contest.

Skills: Hide 70%

Habitat: Oceans.

Ostrich

The ostrich is the largest bird in the world. A healthy adult can weigh more than 150 kg (330lbs). Contrary to legend; an ostrich flees when threatened and does not insert its head in the sand. If one were ever to do so, it would be checking on the status of its eggs or protecting them from rodents.

Characteristics:

Char.	Roll	Average
STR	2D6+6	13
CON	3D6	10-11
SIZ	3D6+6	16-17
POW	2D6	7
DEX	3D6+3	13-14

Attributes:

MOV	12
HP	13-14
MP	7
DB	+1D4

Armor: None

Weapons:

Attack	Skill	Damage
Bite	45%	1D4
Kick	25%	1D4+DB

Skills: Scan 50%, Poke Head in Sand 45%

Habitat: Hot or temperate areas.

Panther, Leopard, Puma

This predator hunts by hiding in preparation to leap upon its prey. It is very fast and can chase them for short distances.

Characteristics:

Char.	Roll	Average
STR	3D6+6	16-17
CON	3D6	10-11
SIZ	2D6+8	15
POW	3D6	10-11
DEX	2D6+12	19

Attributes:

MOV	12
HP	13
MP	10-11
DB	+1D4

Armor: None

Weapons:

Attack	Skill	Damage
Bite	40%	1D10+DB
Claws	60%	1D6+DB
Rend	80%	2D6+DB

Note: The panther can attack twice per round, either with two *Claw* hits, or a *Claw* and a *Bite*. If both attacks succeed, it can then *Rend* its victim.

Skills: Move Quietly 90%, Climb 60%, 80%, Sense Prey 50%

Habitat: Forests and Plains in Hot Regions. There are also snow leopards.

Pig, Wild (Wild Boar)

These animals are very common in certain parts of the world. They are usually rather shy, but females will vigorously defend their young.

Characteristics:

Char.	Roll	Average
STR	2D6+4	11
CON	2D6+6	13
SIZ	2D6+4	11
POW	2D6	7
DEX	2D6	7

Attributes:

MOV	10
HP	12
MP	7
DB	None

Armor: 1 point (thick skin)

Weapons:

Attack	Skill	Damage
Tusks [Défenses]	30%	1D6+DB

Skills: Detect Enemy 50%

Habitat: Dense Forests.

Pony

This smaller cousin of the horse does not exceed 1m 20cm (4ft) in height. They cannot transport an individual whose SIZ is greater than its STR or SIZ.

Characteristics:

Char.	Roll	Average
STR	3D6+6	16-
CON	3D6	10-
SIZ	3D6+6	16-
POW	3D6	10-
DEX	2D6+6	13

Attributes:

MOV	10
HP	13-14
MP	10-11
DB	+1D6

Armor: None

Weapons:

Attack	Skill	Damage
Bite	5%	1D4
Kick	5%	1D4+DB

Skills: Hide 25%, Dodge 45%

Habitat: Plains, steppes.

Python, Anaconda

This is a non-poisonous snake of almost eight meters (25 feet) in length. It wraps itself quickly around its prey and constricts to suffocate it. By taking its time, it can swallow any creature whose SIZ is less than or equal to its own.

Characteristics:

Char.	Roll	Average
STR	3D6+18	28-29
CON	3D6	10-11
SIZ	3D6+6	16-17
POW	3D6	10-11

Attributes:

MOV	6
HP	13-14
MP	10-11
DB	+2D6

DEX	2D6+6	13	

Armor: 2 points

Weapons:

Attack	Skill	Damage
Constriction	30%	DB + asphyxiation

Note: If the snake surprises its target, it can capture it automatically. To escape the coils, the victim must overcome the snake's STR with its own on the Resistance Table. A victim can keep a limb free from the coils when first captured by the python if a roll under the victim's DEX × 3 is successful.

Skills: Climb 90%, Move Quietly 90%, Hide in Cover 75%

Habitat: Tropical Forests, Marshes.

Raptor (Bird of Prey): Falcon, Owl, etc

The following characteristics can be used for most raptors or birds of prey. These animals are easily raised for hunting.

Characteristics:			**Attributes:**	
Char.	Roll	Average	MOV	4/16 (fly)
STR	1D3	2	HP	3-4
CON	2D4	5	MP	7
SIZ	1D2	1-2	DB	-1D6
POW	2D6	7		
DEX	3D6+12	22-23		

Armor: None

Weapons:

Attack	Skill	Damage
Bite (Beak)	45%	1D4+DB
Claws	45%	1D3+DB or clutch

Note: If the bird manages to clutch an adversary using its *Claws*, it can then attack using its beak with +50% to the Bite skill.

Skills: In-flight Dodge 70%, Scan 90%

Habitat: Birds of prey are found almost anywhere.

Rhinoceros

Powerful and solid, the rhinoceros is also highly irascible. They will charge vehicles such as cars or trucks, as readily as the vehicle's passengers. ==They do not hesitate to charge at vehicles such as cars or trucks, likewise with their [ainsi qu'à leurs] passengers [Il n'hésite pas à s'en prendre aux véhicules comme les voitures ou les camions, ainsi qu'à leurs passagers.].==

The following characteristics are for an African Black Rhinoceros. The White Rhinoceros is somewhat larger, but is also less aggressive; it has 6 additional points in STR and SIZ but is otherwise the same.

Characteristics:			**Attributes:**	
Char.	Roll	Average	MOV	12
STR	6D6+24	45	HP	34
CON	3D6+12	22-23	MP	10-11
SIZ	6D6+24	45	DB	+5D6
POW	3D6	10-11		
DEX	2D6	7		

Armor: 9 points (5 + 4 of thick skin)

Weapons:

Attack	Skill	Damage
Charge	50%	1D8+DB
Horn	50%	1D8+½DB
Trample	75%	2D6+DB

Skills: Irritable 70%, Detect Enemy 60%

Habitat: Tropical Regions. The extinct woolly rhinoceros can live cold regions.

Shark

These fish are dangerous animals that do not hesitate to attack humans. They can detect the odor of blood in the water at a distance of several hundred meters (yards). The species described below measures from 2 to 3 meters (6 to 10 feet) in length.

For a great white shark, double STR, CON, and SIZ, and raise its bite damage to 3D6+DB.

Characteristics:			**Attributes:**	
Char.	Roll	Average	MOV	12 (swim)
STR	3D6+12	22-23	HP	19-20
CON	2D6+9	16	MP	10-11
SIZ	3D6+12	22-23	DB	+2D6
POW	3D6	10-11		
DEX	2D6+3	10		

Armor: 4 points (2 + 2 scales)

Weapons:

Attack	Skill	Damage
Bite	50%	2D6+DB

Skills: Smell Blood 75%, Voracious Frenzy 15%

Habitat: Oceans.

Small Animal: Bat, Raven, Toad, Rat, etc.

Unless very numerous, these animals do not represent a threat. They are often employed as familiars by sorcerers and witches of various sorts.

See also *Rat Swarm*

Characteristics:		**Attributes:**

Char.	Roll	Average		MOV	variable
STR	1	1		HP	2-3
CON	1D6	3-4		MP	3-4
SIZ	1	1		DB	-1D6
POW	1D6	3-4			
DEX	3D6+6	16-17			

Armor: None

Weapons:

Attack	Skill	Damage
Bite	30%	1D2+DB

Weapons: Skills: Move Quietly 90%, Dodge 50%, Hide 90%

Habitat: A few everywhere.

Swarm [Insects]

When a character is attacked by a group of poisonous insects, it is important to know what VIR of poison they inject. The VIR depends on the type of insect and the size of the swarm.

A character wearing armor will receive fewer stings, so reduce the VIR by the character's armor protection. Certain equipment, like diving-suits or bee-keeper's clothing, protects completely against stings.

Insect Type	VIR		Size of Swarm	VIR
Bees	1D6		Normal	None
Wasps	2D6		Large	+1D6
Hornets	3D6		Gigantic	+2D6
Fire Ants	4D6			

Swarm [Rats]

It is extremely rare for rats to attack a creature the size of a human. When it does happen, they try to overwhelm their adversary with their numbers. Rather than treat them as individual animals, which would take far too much time, you can manage the rats in groups using the following characteristics.

Attributes:

MOV	10 (Run), 2 (Swim)
HP	None*

* But (a successful attack killing)/ (consecutive attacks against) one or more rats causes the rest of the swam to flee [aucun, mais une attaque réussie tue systématiquement un ou plusieurs rats et fait fuir le reste du groupe].

MOV:

Weapons:

Attack	Skill	Damage
Multiple Bites (one attack per swarm of rats)	Number of swarms of rats × 5% [score de compétence égal au nombre de groupes de rats x5%]	1D3

Translator's Note: I think the skill rating may have been intended to be "Number of Rats in swarm × 5%" which makes more sense to me, but that's not what the original text says.

Skills: Run in Packs and Chitter 90%, Glowing Eyes 65%

Habitat: Ruins, Sewers, Underground.

Tiger

The tiger is largest of the big cats. A pitiless hunter, they have even been known to prey on humans [il lui arrive de s'en prendre à l'homme].

Characteristics:				Attributes:	
Char.	Roll	Average		MOV	10
STR	3D6+12	22-23		HP	15-16
CON	3D6	10-11		MP	13
SIZ	3D6+9	19-20		DB	+2D6
POW	2D6+6	13			
DEX	3D6+6	16-17			

Armor: 3 points (2 + 1 fur)

Weapons:

Attack	Skill	Damage
Bite	40%	1D10+DB
Claws	60%	1D6+DB
Rend*	80%	2D6+DB

Note: The tiger can attack twice per round, either with two *Claw* hits, or a *Claw* and a *Bite*. If both attacks succeed, it can then *Rend* its victim.

Skills: Move Quietly 75%, Hide 80%, Sense Prey 50%

Habitat: Tropical Jungle. White tigers can live in cold regions.

Tortoise, Land

Tortoises live peacefully near warm oceans. They move slowly and do not represent any great danger to humans, but they can give a nasty Bite.

The characteristics given below are for a large terrestrial tortoise. Larger specimens can exceed 200 kg (450lbs).

Characteristics:				Attributes:	
Char.	Roll	Average		MOV	4
STR	3D6+6	16-17		HP	18
CON	2D6+6	13		MP	13
SIZ	3D6+12	22-23		DB	+1D6
POW	2D6+6	13			
DEX	1D6	3-4			

Armor: 7 points (1 + 6 Scales); 13 when it hides in its shell [recroqueville sur ellemême] (6 + 12 Scales)

Weapons:

Attack	Skill	Damage
Bite	30%	1D6

Skills: Hide 50%, Move Slowly 80%

Note: The tortoise can withdraw [recroqueviller] into its shell during its combat turn instead of attacking. As long as it remains in this position, it cannot move or Dodge.

Habitat: Hot Regions.

Whale, Killer (Orca)

This marine mammal is a frightful predator. It will even attack other Cetaceans, such as dolphins. Intelligent and playful, they are easily raised and trained in captivity. If you decide that Cetaceans are intelligent in your game world, give them an INT of 2D6+6.

Characteristics:

Char.	Roll	Average
STR	6D6+30	51
CON	3D6+24	34-35
SIZ	6D6+42	63
POW	2D6+6	13
DEX	2D6+3	10

Attributes:

MOV	12 (swim)
HP	49
MP	13
DB	+6D6

Armor: 8 points (6 + 2 blubber)

Weapons:

Attack	Skill	Damage
Bite	60%	1D6+DB

Skills: Dodge 50%, Jump 60%, Sonar 50%

Habitat: Oceans.

Whale, Sperm

This animal is a large marine mammal. It is carnivorous, but feeds almost exclusively on squid. If you decide that Cetaceans are intelligent in your game world, give them an INT of 2D6+6.

Characteristics:

Char.	Roll	Average
STR	6D6+54	75
CON	3D6+36	46-
SIZ	6D6+66	87
POW	2D6+6	13
DEX	2D6+3	10

Attributes:

MOV	10 (swim)
HP	67
MP	13
DB	+9D6

Armor: 11 points (9 + 2 of blubber)

Weapons:

Attack	Skill	Damage
Bite	40%	1D6+½DB
Tail Strike	25%	1D6+DB

Skills: Jump 30%, Sonar 50%

Habitat: Oceans.

Wolf

Wolves usually hunt in packs. Cautious by nature, they will not typically attack a human unless they are threatened, wounded, sick, or driven by starvation.

Characteristics:

Char.	Roll	Average
STR	2D6+6	13
CON	3D6	10-11
SIZ	2D6+1	8
POW	3D6	10-11
DEX	2D6+6	13

Attributes:

MOV	10
HP	9-10
MP	10-11
DB	-

Armor: 1 point (fur)

Weapons:

Attack	Skill	Damage
Bite	50%	1D8

Skills: Dodge 50%, Follow Scent 80%

Note: A wolf chasing prey will to run down/bring down [renverser] and overpower its prey right before making a Bite attack. On the Resistance Table, pit the STR of the wolf against the STR or the SIZ of the target, whichever characteristic is greater (quadrupeds resist as if they have +4 points in STR). On a success, the target must make a successful roll under DEX × 5 or fall to the ground.

Habitat: Cold or Temperate Regions.

Allosaurus

The allosaurus is a predator exceeding four meters (13 feet) in height and ten meters (33 feet) in length. Its enormous mouth is filled with curved sharp-edged teeth with which the allosaur is able to great hunks of flesh from its victims. It is a fearsome hunter with keen eyesight. Although it prefers a larger meal, it is quite willing and able to attack human-sized prey.

Characteristics:			Attributes:	
Char.	*Roll*	*Average*	MOV	12
STR	6D6+30	51	HP	33-34
CON	3D6+12	22-23	MP	13
SIZ	4D6+30	44	DB	+5D6
POW	2D6+6	13		
DEX	3D6+3	13-14		

Armor: 7 points (5 + 2 Scales)

Weapons:

Attack	*Skill*	*Damage*
Bite	60%	3D6+DB
Kick	40%	1D6+DB

Skills: Find Prey 40%

Note: An allosaurus can attack twice per round, either with two *Claws*, or with a *Claw* and a *Bite*.

Habitat: Wherever it finds large enough prey to feed upon.

Ankylosaurus

This ten meter (30ft) long herbivorous dinosaur is covered with tough plates. It can withdraw into itself in a fashion similar to a turtle, which offers exceptional protection. If this defense fails to discourage a potential predator, the ankylosaurus can also strike with its mace-like tail.

Characteristics:			Attributes:	
Char.	*Roll*	*Average*	MOV	8
STR	4D6+36	50	HP	43
CON	3D6+18	28-29	MP	10-11
SIZ	6D6+36	57	DB	+6D6
POW	3D6	10-11		
DEX	2D6	7		

Armor: 12 points (6 + 6 Plates); 18 points when withdrawn into its shell (6 + 12 Plates)

Weapons:

Attack	*Skill*	*Damage*
Tail Strike	30%	1D8+½DB

Notes:

3: Fantastic Creatures

1. The ankylosaurus can withdraw into its shell on its turn instead of attacking. As long as it remains in this position, it cannot Move or Dodge, but may still strike using its tail.

2. The ankylosaurus' tail strike is considered a sweep attack.

Skills: Detect Enemy 50%

Habitat: Hot and Temperate Regions.

Basilisk, Cockatrice

The basilisk resembles a rooster but its body is covered with scales. Its head is adorned with a comb in the shape of crown. Its tail is that of a reptile and its wings are similar to those of a bat.

Its body contains an extraordinarily dangerous petrifying substance. It is said that one day a knight on his mount killed a basilisk by impaling it with his lance. Immediately the knight, his lance, and his warhorse were all turned to stone.

The basilisk is not a natural creature. It is born of a hen's egg brooded by a viper in a nest of spider webs. The egg must be enchanted using a particular magic spell. Some unscrupulous wizards have been known to create a basilisk as a familiar.

Characteristics:			Attributes:	
Char.	*Roll*	*Average*	MOV	6/8 (fly)
STR	1D6	3-4	HP	8
CON	2D6+6	13	MP	16-17
SIZ	1D3	2	DB	-1D6
POW	3D6+6	16-17		
DEX	3D6+6	16-17		

Armor: 1 point (Scales and Feathers) + petrifying blood

Weapons:

Attack	*Skill*	*Damage*
Bite	45%	1D4+ petrifying poison

Skills: Search 60%, Dodge 50%, Hide 60%

Notes:

1. The Bite of the basilisk contains a magical poison. Whenever a basilisk succeeds in a Bite attack, the victim must make a contest of POW vs. the POW of the Basilisk on the Resistance Table. Should the victim fail this test, he or she (and anything worn or carried), is turned to stone.

Note that it is not necessary for the Bite or poison to penetrate the target's armor to be effective. In fact, both the armor and its wearer are are petrified.

2. The blood of the basilisk contains the same substance. Whoever wounds it using an edged or stabbing weapon must succeed in a POW vs. POW contest with the beast or be changed into a stone statue. Any arrows wounding the basilisk are automatically petrified

3. The petrifaction effect is treated as a spell of 6 MP with regard to magical protections

Habitat: The lair of the mad wizard who brought it to life

Beetle, Giant

This enormous beetle is carnivorous. It will sometimes attack a group of people, but it slips away as soon as it manages to snatch a morsel of flesh. With its powerful mandibles, it is able to dismember a young stag. It is too large to fly, but its wings can be used to soften a fall.

Characteristics:

Char.	Roll	Average
STR	2D6+12	19
CON	3D6+6	16-17
SIZ	3D6+6	16-17
POW	3D6	10-11
DEX	2D6+6	13

Attributes:

MOV	10
HP	16-17
MP	10-11
DB	+1D6

Armor: 5 points (1 + 4 of chitin)

Weapons:

Attack	Skill	Damage
Bite	50%	1D10+DB

Skills: Scan 60%, Track 30%

Habitat: Forests.

Blob

A blob is a formless mass of protoplasm. It is a living creature which feeds by engulfing its victims and digesting them.

Characteristics:

Char.	Roll	Average
STR	[= SIZ÷2]	25-26
CON	[= SIZ]	50-51
SIZ	1D100	50-51
POW	3D6	10-11
DEX	1	1

Attributes:

MOV	4
HP	50-51
MP	10-11
DB	+4D6

Armor: 4 points; see note #3

Weapons:

Attack	Skill	Damage
Pseudopod	20%	special
Engulfment	100%	6 per round (digestive acid)

Skills: Sense Vibrations 90%

Notes:

1. During a combat round, a blob can attack using either its pseudopods, or by absorbing its victims.

   To absorb an adversary, all the blob needs is to approach the victim (automatic success). A blob can absorb several victims, provided that the sum of their SIZ scores is lower than the SIZ of the blob, and they are all along its current path (for example, a blob cannot simultaneously absorb an adversary on one side of a room and another on the opposite side).

   It is possible to Dodge this attack but parrying is useless. An absorbed victim takes 6 Hit Points of damage per round due to the acid secreted by the blob. Armor protects only for the first round, and is dissolved if not made entirely of metal. To escape, the victim must succeed in a challenge of STR vs. the STR of the blob on the Resistance Table.

2. (Optional) If the blob chooses not to move (and thus not absorb a victim within the current round), it can instead attack using pseudopods. It must distribute its damage dice among each pseudopod which it generates.

   For example, a blob with a damage bonus of 3D6 can attack with the choice of:

   a. Three pseudopods with 1D6 damage points each
   b. A pseudopod with 2D6 damage points and another with 1D6
   c. Only one pseudopod with 3D6 damage points.

   Each pseudopod has a 20% chance to make a successful attack. A blob whose damage bonus is negative or zero is too small to attack using a pseudopod.

3. Any edged or piercing weapon not entirely made of metal, which penetrates the flesh of a blob loses 6 structure points due to acid damage.

4. Blobs are immune to magic affecting emotions, like spells of Friendship or Fear

Habitat: Damp Marshes and Subterranean Places

Brontosaurus

The brontosaurus is a dinosaur with a gigantic body and the thick pillar-like legs. Its tail and its neck are both long and slender, and the whole measures nearly twenty meters (60ft) from one end to the other. Its head is tiny in

comparison with the size of its body. It spends its days feasting on the leaves of tall trees.

Characteristics:

Char.	Roll	Average
STR	6D6+48	69
CON	3D6+30	40-41
SIZ	6D6+60	81
POW	3D6	10-11
DEX	2D6	7

Attributes:

MOV	10
HP	61
MP	10-11
DB	+8D6

Armor: 10 points (8 + 2 Scales)

Weapons:

Attack	Skill	Damage
Tail Strike	30%	D6+½DB+knock down
Trample	75%	2D6+DB

Note: The Tail Strike of the brontosaurus is considered a sweeping attack.

Skills: Feast Tranquilly 50%, Sense Danger 30%

Habitat: Wherever can find adequate nourishment.

Crab, Giant

The giant crab ordinarily lives in the ocean but it is able to venture onto land. It is not a good hunter but rather feeds mostly on carrion. However, it will not hesitate to go after injured or paralyzed people.

Characteristics:

Char.	Roll	Average
STR	3D6+24	34-35
CON	3D6+12	22-23
SIZ	3D6+24	34-35
POW	3D6	10-11
DEX	2D6	7

Attributes:

MOV	8
HP	28-29
MP	10-11
DB	+3D6

Armor: 9 points (3 + 6 carapace)

Weapons:

Attack	Skill	Damage
Pinchers	50%	1D6+DB

Note: The crab can attack simultaneously with both of its pinchers in the same round.

Skills: Hide 40%

Habitat: Oceans, coasts.

Cyclops

Cyclopes are giants some five meters (15 feet) in height, having a single eye in the middle of their foreheads. They hate the cold and often build their villages on the edges of volcanoes. They are formidable smiths and the objects they create are highly sought after. Thieves who come to steal their treasures often end up under a boulder thrown by a Cyclops.

Characteristics:

Char.	Roll	Average
STR	3D6+24	34-35
CON	2D6+15	22
SIZ	3D6+24	34-35
INT	2D6+6	13
POW	3D6+3	13-14
DEX	3D6	10-11
APP	3D6	10-11

Attributes:

MOV	9
HP	28-29
MP	13-14
DB	+3D6

Armor: 3 points; 15 points vs. fire and heat

Weapons:

Attack	Skill	Damage
Thrown Rock	40%	3D6+½DB
Huge Forging Hammer	50%	2D6+2+DB

Skills: Scan 55%, Smithing 70%

Habitat: Volcanoes, Hot Regions

Diatryma

This great carnivorous bird partakes of (holds at the same time [tient à la fois]) both the eagle and the ostrich. It weighs in at some 300kg (660lbs). It cannot fly, but is nonetheless a frightful predator. In a fantasy universe, the diatryma might serve as a mount, carrying a rider on its back.

The SIZ of the rider should less than the SIZ and the STR of the diatryma.[La SIZ du cavalier devrait toutefois être inférieure à la SIZ et à la STR du vorace.]

Translator's note: Unclear whether it was intended that the SIZ of the rider should be less than either of the SIZ or STR of the creature (whichever is greater/whichever is less) or SIZ+STR

Characteristics:

Char.	Roll	Average
STR	3D6+12	22-23
CON	2D6+6	13
SIZ	4D6+12	26
POW	3D6	10-11
DEX	3D6+3	13-14

Attributes:

MOV	12
HP	20
MP	10-11
DB	+2D6

Armor: 3 points (2 +1 Feathers)

Weapons:

Attack	Skill	Damage
Beak (Bite)	45%	1D8+DB
Kick	45%	1D6+DB

Habitat: Great plains

Doppelgänger, Shape-Shifter

The doppelgänger is a creature able to take the appearance of another humanoid. This faculty makes it an exceptional spy. Its true appearance is a hairless being with bulging eyes.

It is native to another world and is most often found in the service of the Sorcerer who summoned it, generally for nefarious purposes. Nevertheless, there are reports of doppelgängers escaping their enslavement to their summoners and who live among humans without anyone around them suspecting their true nature

Characteristics:

Char.	Roll	Average
STR	3D6	10-11
CON	3D6	10-11
SIZ	2D6+6	13
INT	2D6+6	13
POW	2D6+6	13
DEX	2D6+6	13
APP	1D6	3-4

Attributes:

MOV	8
HP	12
MP	13
DB	None

Armor: may wear any armor type

Weapons:

Attack	Skill	Damage
Claws	50%	1D6+DB
Normal Weapons	40%	By Weapon Type

Skills: Disguise 130%, Hide 90%

Notes:

1. A Doppelgänger can modify its appearance and take the traits of any humanoid whose SIZ does not differ by more than 6 points from its own. This ability provides the doppelgänger with a bonus of +50% in Disguise and in Hide (already counted in the listed percentages).

2. The listed APP score is for the creature's natural form. The doppelgänger can increase its APP, up to a maximum equal to its POW.

3. The blood of a doppelgänger is purplish rather than red like that of humans.

4. The doppelgänger can read the superficial thoughts of a target if it wins a roll on POW vs. POW. If the roll fails, the doppelgänger must wait for one minute before making a new attempt against the same target.

Habitat: Perhaps posing as one of your relatives?

Dragon

This is nothing less than the stereotypical dragon; one that breathes fire and guards a fabulous treasure. If you decide that Dragons in your game world are intelligent, give them an INT of 2D6+6, or even more.

Characteristics:

Char.	Roll	Average
STR	6D6+54	75
CON	3D6+24	34-35

Attributes:

MOV	8/14 (fly)
HP	55
MP	22-23

SIZ	6D6+54	75	DB		+8D6
POW	3D6+12	22-23			
DEX	3D6	10-11			

Armor: 16 points (8 + 8 Scales)

Weapons:

Attack	Skill	Damage
Breath [Souffle]	70%	4D6
Bite	60%	3D6+DB
Claws	40%	1D6+DB
Tail Strike	30%	1D6+½DB+knockback [renversement]

Skills: Search 40%, Listen 25%

Notes:

1. The Breath and the Tail Strike of the dragon are considered sweep attacks.

2. The characteristics shown are for an adult dragon. An immature dragon will have only 6D6+6 in STR and in SIZ.

   It gains 1 point each of STR and of SIZ for every 10 years of age; reaching full maturity around the age of 500 years or thereabouts.

Habitat: Dragons often lair in caves, wherein they store their legendary treasures.

Dryad

The dryad is a spirit of the forest. She always takes the appearance of a beautiful young woman. Dryads attempt to seduce men passing through their domains, and have been known to fall in love themselves.

A dryad is linked to the tree from which she materializes her body. As long as her tree remains alive, the dryad cannot be killed. If a dryad's HP are ever reduced to zero, her spirit returns to her tree whence she can form a new body. A dryad cannot travel far from her tree.

Characteristics:

Char.	Roll	Average
STR	2D6+2	9
CON	3D6	10-11
SIZ	2D6+3	10
POW	3D6+6	16-17
DEX	3D6+6	16-17

Attributes:

MOV	8
HP	10-11
MP	16-17
DB	None

Armor: None

Weapons:

Attack	Skill	Damage
Club	25%	1D6+DB

Skills: Move Quietly 60%, Command Animals and Plants of her Grove 90%, Seduce 80%

Magic: Dryads often know a few simple spells, such as spells of Healing or Confusion.

Habitat: Secluded Forests.

Eagle, Giant

This enormous eagle usually feeds on sheep or goats. It will attack humans if it feels threatened or if one approaches its nest.

If you decide that giant eagles in your game world are intelligent, you may give them an INT of 2D6+6. Such an eagle may, if it is willing, be used as a flying mount. The SIZ of a rider can not exceed the STR + SIZ of the eagle.

If you decide that Giant Eagles are intelligent in your game world, give them an INT of 2D6+6. Such an eagle may, if it is willing, serve as a flying mount.

The SIZ of a rider cannot exceed the STR and the SIZ [ne devra pas excéder la FOR et la TAI] of the eagle.

Translator's note: Unclear whether it was intended that the SIZ of the rider should be less than either of the SIZ or STR of the creature (whichever is greater/whichever is less?) or SIZ+STR.

Characteristics:

Char.	Roll	Average
STR	3D6+12	22-23
CON	3D6	10-11
SIZ	3D6+6	16-17
POW	2D6+6	13
DEX	3D6+12	22-23

Attributes:

MOV	4/16 (fly)
HP	13-14
MP	13
DB	+1D6

Armor: 1 point

Weapons:

Attack	Skill	Damage
Beak (Bite)	45%	1D8+DB
Claws	45%	1D6+DB or Grab

Note: If the eagle manages to grab an adversary in its *Claws*, it can then attack it using its Beak with +50% on the *Bite* roll

Skills: Dodge in Flight 60%, Scan 90%

Habitat: Mountainous Regions.

Elemental

Elementals are spirits able to take possession of matter and animate it. The type of matter depends on the type of elemental. An elemental is able to animate 1 cubic meter of matter per 3 points of POW it possesses. Some 1% of elementals are endowed reason (possessing an INT score of 2D6+6). These are usually the most powerful elementals.

The POW of an elemental directly is linked to its "rank":

Elemental Rank	POW	Average	Size (m³/yd³)
Minor	1D6	3-4	1
Average	2D6	7	2
Average	3D6	10-11	3
Major	4D6	14	4
Major	5D6	17-18	5 - 6
Noble	6D6	21	7
Noble	7D6	24-25	8
Lord	8D6	28	9

The DB of an elemental is calculated from STR × 2 instead of STR+SIZ.

Elementals typically attack their opponents by engulfing them. An Elemental can engulf up 10 points of SIZ per cubic meter of the Elemental's volume, this can be against a single opponent or divided among several.

All elementals are immune to damage from non-enchanted weapons. Magic affects them normally.

Elementals of Air: The Sylph

Sylphs are the elementals of air. They are able to fly. When flying sylphs can carry up to 1 point of SIZ per point of STR they possess. A sylph can damage a salamander, doing 1 HP of damage for every one of its own HP that it sacrifices.

A one cubic meter sylph has a STR of 2D6 and 2D6 HP. For each additional cubic meter, it will possess + 6 STR and + 6 HP. For example, a 3m³ sylph will have the following characteristics:

Characteristics:

Char.	Roll	Average
STR	2D6+12	19
HP	2D6+12	19
SIZ	3 m³	
POW	9-11	
DEX	3D6+12	22-23

Attributes:

MOV	18 (fly)
MP	9-11
DB	+1D6

Armor: Immune to damage from non-enchanted weapons.

Weapons:

Attack	Skill	Damage
Engulfment	100%	= DB*

* If the sylph succeeds in a contest of its STR vs. SIZ of the target (target is thrown into the air and falls or is slammed against a hard surface)

Skills: Detect Air Currents 75%, Listen 50%

Elementals of Earth: The Gnome

Gnomes are the elementals of earth. They can travel above ground or beneath it, but not through material as hard as rock or metal. When traveling a gnome can carry up to 1 point of SIZ per point of STR is possesses.

A gnome can damage an undine or a salamander, doing 1 HP of damage for every one of its own HP that it sacrifices.

A one cubic meter gnome has a STR of 3D6 and 4D6 HP. For each additional cubic meter, it will possess + 9 STR and + 12 HP. For example, a 3m³ gnome will have the following characteristics:

Characteristics:			Attributes:	
Char.	*Roll*	*Average*	MOV	6
STR	3D6+18	28-29	MP	9-11
HP	4D6+24	36	DB	+3D6
SIZ	3 m³			
POW	9-11			
DEX	2D6	7		

Armor: Immune to damage from non-enchanted weapons.

Weapons:

Attack	Skill	Damage
Fist	DEX × 5%	1D6+½DB
Engulfment	100%	suffocation + DB*

* If the gnome succeeds in a contest of its STR vs. SIZ of the target (target buried and crushed).

Skills: Detect Vibration 75%, Detect Metals and Precious Stones 50%

Elementals of Fire: The Salamander

Salamanders are the elementals of fire. They are able to fly.

Translator's Note: seems like they should be able to carry things as the others can, though causing fire damage due to their natures, maybe something like:

When flying salamanders can carry up to 1 point of SIZ per 2 points of STR they possess, though they will inflict fire damage to anything (or anyone) so carried.

A salamander can damage any other elemental, doing 1 HP of damage for every one of its own HP that it sacrifices.

A one cubic meter salamander has a STR of 1D6 and 2D6 HP. For each additional cubic meter, it will possess + 3 STR and + 6 HP. For example, a 3m³ salamander will have the following characteristics:

Characteristics:			Attributes:	
Char.	*Roll*	*Average*	MOV	12 (fly)
STR	1D6+6	9-10	MP	9-11
HP	2D6+12	19	DB	None
SIZ	3 m³			
POW	9-11			
DEX	3D6+6	16-17		

Armor: Immune to damage from non-enchanted weapons.

Weapons:

Attack	Skill	Damage
Project flames	DEX × 5%	1D6
Engulfment	100%	suffocate + 1D6 per m³ (target bur

Skills: Detect Air Currents 75%, Detect Heat 50%

Elementals of Water: The Undine

Undines are the elementals of water. They can travel across the ground or through water. When traveling undines can carry up to 1 point of SIZ per point of STR they possess.

An undine can damage a gnome or a salamander, doing 1 HP of damage for every one of its own HP that it sacrifices.

A one cubic meter undine has a STR of 2D6 and 3D6 HP. For each additional cubic meter, it will possess + 6 STR and + 9 HP. For example, a 3m³ undine will have the following characteristics:

Characteristics:			Attributes:	
Char.	*Roll*	*Average*	MOV	8/12 (swim)
STR	2D6+12	19	MP	9-11
HP	3D6+18	28-29	DB	+1D6
SIZ	3 m3			
POW	9-11			
DEX	3D6	10-11		

Armor: Immune to damage from non-enchanted weapons.

Weapons:

Attack	Skill	Damage
Engulfment	100%	suffocation + DB*

*If the undine succeeds in a contest of its STR vs. SIZ of the target (target drowned and smashed against a hard surface).

Skills: Detect Vibrations 75%, Detect the Purity of Water 50%

Ghost

A ghost is the spirit of a deceased person who, for whatever reason, cannot find rest in death. Most of the time, ghosts are bound to a location or a particular object and cannot travel any distance away from the place or object. Ghosts are incorporeal, and while the physical world cannot affect them, they in turn cannot affect it. Ghosts are able to become invisible at will.

Characteristics:			Attributes:	
Char.	*Roll*	*Average*	MOV	10-11 [=POW]
INT	2D6+6	13	MP	10-11
POW	3D6	10-11		

Armor, Weapons: Being incorporeal, ghosts are immune to physical damage, and cannot directly cause any.

Skills: In general a ghost will remember all skills that it had in life. Being incorporeal however, any physical skills it may have possessed are unfortunately of little use.

Magic: If the ghost knew any spells when alive, it is possible that it remembers them in death. However, it is unable to cast any spells because it now lacks a physical body. A ghost might perhaps teach any spells known to a living person.

Note: As with all undead, a ghost cannot regenerate Magic Points. If a ghost's MPs ever fall to zero, it disperses and is unable to return for a week or more. It may even have been permanently exorcised.

Habitat: Haunted places.

Gargoyle

Gargoyles hide among stone ruins. They remain motionless, looking like statues, until an animal or careless adventurer approaches close enough…

Characteristics:

Char.	Roll	Average
STR	3D6+6	16-17
CON	2D6+9	16
SIZ	3D6+6	16-17
POW	3D6	10-11
DEX	2D6+6	13

Attributes:

MOV	6/12 (fly)
HP	16-17
MP	10-11
DB	+1D6

Armor: 7 points (1 + 6 stony hide [de peau en pierre])

Weapons:

Attack	Skill	Damage
Bite	45%	1D6+DB
Claws	45%	1D6+DB
Horns	45%	1D6+DB

Skills: Search 40%, Sit Motionless for Hours 99%

Habitat: Ruins, temples.

Giant

Young giants resemble sturdy, robust humans, but they grow enormous with the passage of time. After centuries of life they can reach the impressive height of 16 meters (53ft).

The older a giant gets, the more time they spend sleeping. An old giant might sleep for decades at a time. While asleep for so long vegetation can grow over the sleeping giant to a point where it can easily be mistaken for a hill.

When a giant awakens, it is extremely hungry as a result of its long fast while asleep [qu'il est resté longtemps endormi]. Giants are not especially aggressive towards humans, but their appetites are so great that they will sometimes devour cattle or even those who refuse to bring them something to eat.

Characteristics:

Char.	Roll	Average
STR	3D6+6*	16 to 101
CON	2D6+6**	13 to 55
SIZ	3D6+6*	16 to 101
INT	2D6+6	13
POW	3D6 ***	10 - 25
DEX	3D6	10-11
APP	3D6	10-11

Attributes:

MOV	8 ****
HP	15 to 78
MP	10 to 25
DB	+1D6 to +12D6

*+6/meter (3ft) after 2 (6ft)

**+3/meter (3ft) after 2 (6ft)

***+1/meter (3ft) after 2 (6ft)

****+1 per 4 meters (12ft) up to 12 [+1 tous les 4 m] soit 8 à 12]

Armor: 1 per D6 of DB (i.e. 1 to 12 points)

Weapons:

Attack	Skill	Damage
Fist	50%	1D6+DB
Maul [Maillet]	50%	3D6+DB

Skills: Search 40%, Sleep for Months at a Time 75%, Short Temper (Get angry [Se Mettre en Colère]) 15%

Magic: Giants can learn magic, if they can find someone crazy enough to teach it to them.

Habitat: Wherever there is enough room for them to live.

Golem

A golem is an artificial being; build from such materials as wood or stone. Golems are faithful but stupid servants, who will carry out any orders given by their creator, even after the creator's death.

The golem described here requires a basic sacrifice of 4 points of POW to create, plus an additional 1 to 4 points, determined by the type of material from which it is constructed. There are of course golems of greater or lesser size and strength.

Characteristics:

Char.	Roll	Average
STR	=SIZ	24
SIZ	Variable*	24
POW	12+1per 6 SIZ	16
DEX	12–1 per 6 SIZ	8

Attributes:

MOV	6
HP	=SIZ
MP	16
DB	+2D6

* See below under **Creation** for specifics

Armor: 1 per D6 of DB + Golem Material Modifier*

Golem Material	Modifier
Flesh	4

Wood	8
Stone	12
Metal	16

* See Note 1 for more information.

Weapons:

Attack	Skill	Damage
Fist	DEX × 5%	1D6+DB
Any Weapon	DEX × 5%*	By weapon type + DB

* Providing the golem has sufficient STR and DEX to wield the weapon in the first place.

Skills: Search 25%, Listen 25%, Dodge DEX × 2%, Obey Orders (of its creator) 99%

Notes:

1. Golems are immune to damage from Firearms and impaling weapons. All golems are also immune to cold. Fire and heat have normal effect on flesh and wood golems; metal and stone golems are immune to fire and heat, unless it reaches the melting point of the constituent material, at which point they are instantly and permanently destroyed (they melt!). In terms of HP, a golem's melting point is 12D6 for stone and 8D6 for most metals.

2. A golem's POW is akin to that possessed by the undead and does not normally regenerate MP.

3. Golems are immune to spells that affect emotions such a spells of friendship or fear.

4. (Optional) Every golem has a rune engraved somewhere on its body. This rune is the focus of the enchantment which animates the golem. If the rune is damaged, the golem loses its animation.

   To deactivate a golem by marring its animating rune, it is first necessary to locate the rune using a Search roll at -20% (no roll needed if the location is already known). Then a critical hit, aiming at the rune's location is needed. Finally, the attack must inflict at least 1 point of damage to the golem.

Translator's Note: seems like a penalty to hit should be required for striking a relatively small location that precisely.

Creation: To create a golem, a wizard must first manufacture its body using an appropriate Craft skill, such as Craft [Embalming], Craft [Sculpture] or Craft [Smithing]. The creator may call upon an outside craftsman [faire appel à une tierce personne maitrisant cet artisanat] to initially construct the golem's body or to restore and repair the body of a damaged golem. Constructing the body of a golem requires 8 hours of work per point of SIZ.

The wizard then must perform a week long ritual; at the end of which he casts the necessary spell. The wizard then sacrifices a number of points of permanent POW which varies according to the type and SIZ of the golem. One point of POW is needed for each four points of armor possessed by the material of which the golem is constructed.

Golem Material	POW
flesh	1
wood	2
stone	3
metal	4

An additional point of POW is required for each 6 points of SIZ the golem possesses.

Habitat: In the company of its creator or in the creator's retreat.

Gorgon, Medusa

The upper body of this monster is like that of a human woman; but its lower body resembles that of an enormous serpent, and its hair is composed of small poisonous snakes.

Any living thing that meets the gaze of a gorgon is turned to stone.

Characteristics:			Attributes:	
Char.	*Roll*	*Average*	MOV	8
STR	3D6	10-11	HP	13-14
CON	3D6	10-11	MP	13
SIZ	3D6+6	16-17	DB	+1D4
POW	2D6+6	13		
DEX	2D6+6	13		

Armor: 1 point (Scales)

Weapons:

Attack	Skill	Damage
Gaze	100%	death (by petrifaction)
Short Bow	50%	1D6+1;
Broadsword	50%	1D8+1+DB;
Serpents	50%	1D3+½DB+poison

Skills: Search 50%

Magic: Gorgons are frequently excellent sorcerers.

Notes:

1. Any creature meeting the gorgon's gaze is instantly turned to stone if it fails a challenge of POW vs. the POW of the gorgon on the Resistance Table. To avoid meeting the gaze when fighting a gorgon, a successful roll under POW × 3 each round is needed.

   To avoid inadvertently meeting the creature's gaze upon encountering the creature, a roll under POW × 5 is sufficient.

   The surest means of avoiding the gaze is to keep one's eyes closed (using the rules for combat with an

invisible adversary or actions in total darkness). The gaze acts as a 6 MP spell with regard to magical defenses.

2. Note that if a gorgon is killed, its gaze retains its effectiveness as long as the snakes on the head remain alive. Deprived of a digestive system, these snakes cannot feed themselves and will die within a few days.

3. The head snakes inject a poison with a VIR equal to the gorgon's CON. To use them during combat or contact, the gorgon must give up its normal mêlée attack (but not its gaze attack).

Habitat: Underground, ruins.

Ghoul

Ghouls are living dead creatures that consume the bodies of the dead for nourishment, sometimes including those of imprudent adventurers. Their howl is terrifying.

Characteristics:

Char.	Roll	Average
STR	3D6 [+1D6]	14
SIZ	2D6+6	13
INT	1D6+3 6	7
POW	3D6	10-11
DEX	3D6	10-11

Attributes:

MOV	8
HP	=SIZ
MP	10-11
DB	+1D4

Armor: Can wear any armor taken from a tomb or found on a victim; firearms and impaling weapons cause only one point of damage per attack

Weapons:

Attack	Skill	Damage
Howl	100%	Demoralize
Bite	30%	1D6+infection
Club	30%	1D6+DB

Skills: Dig 65%, Hide 50%, Detect Flesh 50%

Notes:

1. Any victims hearing the howl of one or more ghouls must make a roll under POW × 5. Those who fail suffer a -10% penalty on all rolls for the duration of the combat against the ghouls. Those who succeed are immune to ghoul howls for one day.

2. The bite of a ghoul injects a magical disease which will eventually transform a victim into a ghoul. The VIR of this disease is equal to the POW of the ghoul.

   If the bitten person fails a roll on CON vs. this VIR on the Resistance Table, he will lose 1 point of CON each day. If no proper treatment is provided to the victim, he will become a ghoul when his CON reaches zero.

As a ghoul, the victim's STR will be raised by 1D6 and his INT will fall to 1D6+3. The victim will not retain any memory of his or her previous existence.

3. The POW of a ghoul is that of an "undead" being and does not permit regeneration of MP.

4. A ghoul loses 1 MP per day to maintain its physical body. It recovers 1 MP per 3 SIZ points of flesh consumed. In full daylight, the MP loss accelerates to 1 per hour.

Habitat: Cemeteries, dark places

Griffon

The griffon has the body of a large lion, but its head, its wings and its forelegs are those of a great eagle. Its preferred food is horse meat.

Characteristics:

Char.	Roll	Average
STR	3D6+24	34-35
CON	2D6+12	19
SIZ	3D6+24	34-35
POW	2D6+6	13
DEX	3D6+6	16-17

Attributes:

MOV	10/14 (fly)
HP	27
MP	13
DB	+3D6

Armor: 3 points

Weapons:

Attack	Skill	Damage
Beak	45%	1D8+DB
Claws	60%	1D6+DB or Grab
Rend	80%	2D6+DB

Skills: Dodge in Flight 60%, Scan 90%

Note: The griffon can attack twice per round, either with two *Claw* hits, or a *Claw* and a *Bite*. If both attacks succeed, it can then *Rend* its victim.

Habitat: Mountainous Regions.

Hippogriff

The hippogriff has the body of a horse, with the head and wings of a great eagle. They can sometimes be trained [le dresse pour] to use as mounts.

Characteristics:

Char.	Roll	Average
STR	4D6+18	32
CON	3D6+6	16-17
SIZ	4D6+18	32
POW	2D6+6	13
DEX	2D6+12	19

Attributes:

MOV	12/16 (fly)
HP	24-25
MP	13
DB	+3D6

Armor: 3 points

Weapons:

Attack	Skill	Damage
Beak	45%	1D8+DB

27

Kick	25%	1D6+DB
Trample	25%	2D6+DB

Skills: Dodge in Flight 60%, Scan 90%

Habitat: Plains or wild hills.

Hydra

The hydra resembles a great multi-headed snake.

Characteristics:

Char.	Roll	Average
STR	2D6+12	19
CON	2D6+6	13
SIZ	2D6+18	25
POW	2D6+6	13
DEX	2D6+6	13

Attributes:

MOV	8
HP	19
MP	13
DB	+2D6

Armor: 4 points (2 + 2 Scales)

Weapons:

Attack	Skill	Damage
Bite	40%	1D6+½DB+poison

Skills: Hide 40%, Search 30% (add +5% per head)

Notes:

1. A hydra has from 2 to 12 heads (choose or roll 2D6), and can attack simultaneously with each head. The HP of individual heads can be determined by dividing the total HP of the hydra by its number of heads.

   A wound inflicted on a hydra using an edged weapon will sever one of its heads if the damage inflicted is at least equal to the HP of a head. For example, a wound of 3 points inflicted with a sword to a hydra having 19 HP and 7 heads will sever a head, because each head has 19÷7=2.71 rounded to 3 HP.

2. The bite of a hydra injects a poison with VIR equal to the hydra's CON.

3. (optional) Some rare hydras, like the legendary Lernean Hydra, regenerate HP at the rate of 2 per round; fast enough that severed heads can grow back. To prevent regeneration, each wound inflicted on the hydra must be cauterized by fire.

Habitat: Hills, caves.

Incubus

See Succubus.

Kraken

The kraken resembled an enormous octopus, able to capsize even the largest ships. It usually lives in the impenetrable depths of the ocean, but sometimes it comes to rest on the surface of water. It is so large that imprudent sailors have sometimes taken a resting kraken to be a small island.

Characteristics:

Char.	Roll	Average
STR	6D6+96	117
CON	3D6+48	58-59
SIZ	6D6+96	117
POW	3D6+12	22-23
DEX	2D6+12	19

Attributes:

MOV	4/12 (swim)
HP	88
MP	22-23
DB	+14D6

Armor: 14 points

Weapons:

Attack	Skill	Damage
Tentacle	45% +Constrict [saisit]	DB if 2 tentacles [damage MD si 2 Tentacles]
Bite	45%	1D10+DB

Note: The kraken can make eight simultaneous attacks using its eight tentacles. If at least two tentacles grab a single target, the kraken inflicts constriction damage each round and can moreover try to bite the victim. To escape, the target must succeed in a challenge of STR vs. STR on the Resistance Table (good luck!)

Skills: Crush Ship 80%, Hide 70%

Habitat: Oceans.

Lycanthrope

Lycanthropes are people able to transform themselves into animal form because they are infected by a magical disease: lycanthropy. They can also take to an intermediate half-human/half-animal form, which is useful to them generally for combat. To shift from one form to another costs 1 MP and takes a full combat round to complete, during which time the lycanthrope cannot do anything else.

Lycanthropy is a disease which is generally transmitted by the bite of a lycanthrope, in animal or intermediate form. Its VIR equal to the unmodified CON of the creature. There are different forms of lycanthropy corresponding to various animal species. It is not possible to be infected with two different forms of lycanthropy at the same time; one cannot be both a werebear and a werewolf.

Translator's Note: should the first or most recent infection take precedence?

In intermediate form, the lycanthropes regenerate 1 HP per round, except if the damage was inflicted using a silver or magic weapon. Fire can also serve as an effective counter, because it causes damage more quickly than they can regenerate. A lycanthrope does not regenerate once it has died.

Whatever form it's in, a lycanthrope retains its POW score. When it is not in human form, its INT is divided by two and it can no longer speak. In animal form, a lycanthrope will have the physical characteristics of an average representative of the species of the animal form it takes.

The characteristics of the intermediate form are those of human, but with the following modifications:

Werewolf:

Attribute	Modifier
STR	+6
SIZ	+6
INT	÷2
DEX	+3
MOV	+2

Armor: 1 point (fur)

Weapons:

Attack	Skill	Damage
Bite	15%	1D8+DB
Claws	25%	1D6+DB (two attacks per round)

Skills: Move Quietly +30%, Sense Prey +50%

Werebear:

Attribute	Modifier
STR	+12
SIZ	+12
INT	÷2
MOV	+2

Armor: 1 point (fur)

Weapons:

Attack	Skill	Damage
Bite	15%	1D10+DB
Claws	25%	1D6+DB (two attacks per round)

Skills: Sense Prey +40%

Wererat:

Attribute	Modifier
CON	+6
INT	÷2
DEX	+6
MOV	+2

Armor: None

Weapons:

Attack	Skill	Damage
Bite	15%	1D6+DB

Skills: Move Quietly +50%, Climb +30%, Hide +30%

Werelion:

Attribute	Modifier
STR	+9
SIZ	+6
INT	÷2
DEX	+3
MOV	+2

Armor: None

Weapons:

Attack	Skill	Damage
Bite	15%	1D10+DB
Claws	25%	1D6+DB (two attacks per round)

Skills: Sense Prey +20%

When a lycanthrope changes from one form to another, its maximum HP must be recomputed based on its new CON and SIZ. Any damage previously taken is retained (though the lycanthrope will generally be able to regenerate any wounds while in intermediate form).

In intermediate and animal form, a lycanthrope adopts the instincts of the type of creature into which it was transformed. This can result in aggressiveness (wolf), impulsivity (bear), wariness (rat), or boldness (lion). This also enables him to communicate with the members of the species in question.

(Optional) a lycanthrope can metamorphose only under certain conditions:

Werewolf: Only at night, and obligatorily [obligatoirement] the nights of full moon.
Werebear: Never during the winter.
Wererat: Never in daylight.
Werelion: Only during the day.

Example of lycanthrope: A werewolf in intermediate form. Appears as a massive humanoid covered with gray fur with the head of wolf and sharp-edged claws.

Characteristics:

Char.	Roll	Average
STR	3D6 [+6]	16-17
CON	3D6	10-11
SIZ	2D6+6 [+6]	19
INT	2D6+6 [÷2]	7
POW	3D6	10-11
DEX	3D6 [+3]	13-14

Attributes:

MOV	8 [+2] = 10
HP	15
MP	10-11
DB	+1D6

Armor: 1 point (fur) + regeneration

Weapons:

Attack	Skill	Damage
Bite	40%	1D8+DB+infection
Claws	50%	1D6+DB

Skills: Move Quietly 45%, Sense Prey 50%

Notes:

1. The werewolf can attack twice per round, either in the form of two Claw attacks, or Claw and a Bite.

2. The bite of a werewolf transmits lycanthropy. The VIR of this disease is equal to the CON of the

werewolf. If the person bitten fails in a roll of CON vs. the VIR of the disease on the Resistance Table, the victim becomes a werewolf at the next full moon.

3. The werewolf regenerates 1 HP per round, except if the damage was inflicted by a silver weapon.

Habitat: In the light of the full moon.

Praying Mantis, Giant

When the praying mantis is on the hunt, it hides in thick foliage. When it locates prey, it leaps out of its hiding place and pounces upon its target in flight. It will not hesitate to attack prey up to the size of a horse and rider. In a fantasy universe, the mantis could carry a rider on its back.

Characteristics:

Char.	Roll	Average
STR	6D6+12	33
CON	3D6+9	19-20
SIZ	6D6+18	39
POW	3D6	10-11
DEX	2D6+12	19

Attributes:

MOV	8/8 (fly)
HP	29-30
MP	10-11
DB	+3D6

Armor: 7 points (3 + 4 chitin)

Weapons:

Attack	Skill	Damage
Bite	40%	1D6+½DB
Claw	60%	1D10+DB

Skills: Hide 80%, Locate Prey 50%

Note: The praying mantis can attack twice per round using its Claws. If both attacks succeed, it can then bite its victim with +50% on the chance to hit.

Habitat: Dense Forests.

Manticore

The manticore has the body of a lion equipped with black bat wings and of a tail like that of a scorpion. Its mane surrounds a face bearing a curious resemblance to that of a human.

Characteristics:

Char.	Roll	Average
STR	2D6+12	19
CON	3D6	10-11
SIZ	3D6+6	16-17
POW	1D6+3	6-7
DEX	3D6	10-11

Attributes:

MOV	10/14 (fly)
HP	13-14
MP	10-11
DB	+1D6

Armor: 1 point

Weapons:

Attack	Skill	Damage
Claws	60%	1D6+DB
Rend	80%	2D6+DB

Sting	30%	1D3+½DB+poison

Skills: Scan 40%, Sense Prey 50%

Note: The manticore can attack twice per round, either with two *Claw* hits, or a *Claw* and a *Sting*. If two Claw attacks succeed, the manticore can then *Rend* its victim, or it can sting at +50% to its attack roll. The stinger injects a poison with VIR equal to the CON of the manticore.

Habitat: Arid regions

Monoclonius

This dinosaur resembles the triceratops but is smaller and has only one horn on its snout. It is also less aggressive, so much so that in a fantasy universe, it might carry a rider on its back.

Characteristics:

Char.	Roll	Average
STR	6D6+24	45
CON	3D6+12	22-23
SIZ	6D6+24	45
POW	3D6	10-11
DEX	2D6	7

Attributes:

MOV	12
HP	34
MP	10-11
DB	+5D6

Armor: 9 points (5 + 4 Scales); 13 points against an adversary it is facing (5 + 8 Scales).

Weapons:

Attack	Skill	Damage
Charge	50%	1D6+DB
Horns	50%	1D6+½DB
Trample	75%	2D6+DB

Skills: Detect Enemy 60%

Habitat: Hot and Temperate Regions.

Mummy

These fearsome undead retain the intelligence and knowledge which they had in life. The characteristics indicated are those of a mummy manufactured starting with the corpse of an ordinary human. Many mummies will have INT and POW higher than the average values shown.

Characteristics:

Char.	Roll	Average
STR	3D6 [x2]	20-22
SIZ	2D6+6	13
INT	2D6+6	13
POW	3D6	10-11
DEX	3D6	10-11

Attributes:

MOV	8
HP	26 [=SIZ × 2]
MP	10-11
DB	+1D6

Armor: Can wear any type of armor; firearms and impaling weapons inflict only one point of damage.

Weapons:

Attack	Skill	Damage

Fist	50%	1D3+DB
Scimitar	70%	1D6+2+DB

Skills: Mummies retain all skills which they had in life. Further, being immortal, a mummy has the leisure to develop very high skill levels.

Magic: It is a rare mummy that doesn't possess powerful magical spells and abilities.

Notes:

1. Mummies catch fire easily. Fire causes normal damage, but the flames are difficult to extinguish (in general, the mummy must roll under DEX × 2 to do so).

2. A mummy's POW score is that of an undead being which does not allow regeneration of MP.

3. Mummies do not lose MPs to maintain their bodies. However, unlike most undead, they do not possess any normal means of regenerating MP. As most mummies are magic users, they will know spells to steal MP from the living.

Habitat: Tombs, Pyramids

Ogre

Ogres are giant humanoids some three meters (ten feet) in height. Their appetites are legendary. Unfortunately, their preferred food is the flesh of plump children [enfants dodus].

Characteristics:

Char.	Roll	Average
STR	3D6+12	22-23
CON	2D6+9	16
SIZ	3D6+12	22-23
POW	2D6+6	13
DEX	3D6+1	11-12

Attributes:

MOV	8
HP	19-20
MP	11-12
DB	+2D6

Armor: 2 points; may wear any type of armor

Weapons:

Attack	Skill	Damage
Carving knife [Couteau à viande]	60%	1D6+DB
Heavy Mace [Masse lourde]	50%	1D10+DB
Bite	30%	1D6+½DB

Skills: Detect Fresh Meat [Sentir la Chair Fraiche] 75%, Craft [Cooking [cuisine]] 50%

Magic: Some ogres learn magic. These are called ogre magi. Isn't that astonishing?

Habitat: Noxious caves or sumptuous thatched cottages. [Grottes nauséabondes ou chaumières somptueuses.]

Pegasus, Winged Horse [cheval céleste]

This winged horse lives well away from human settlements. Once tamed [fois dressé], it makes an exceptional mount.

Characteristics:

Char.	Roll	Average
STR	3D6+18	28-29
CON	2D6+6	13
SIZ	3D6+18	28-29
POW	2D6+6	13
DEX	3D6+12	22-23

Attributes:

MOV	12/16 (fly)
HP	21
MP	13
DB	+3D6

Armor: 3 points

Weapons:

Attack	Skill	Damage
Bite	5%	1D6
Kick	5%	1D6+DB

Skills: Dodge in Flight 60%, Hide 25%

Habitat: The tops of remote mountains [Sommets de montagnes inaccessibles]

Plesiosaur

These marine dinosaurs have a large body with fins and a very long neck. They catch fish with their mouths. It is rare for them to attack a boat [Il est rarissime qu'ils s'en prennent aux embarcations].

Characteristics:

Char.	Roll	Average
STR	4D6+6	20
CON	3D6+6	16-17
SIZ	6D6+12	33
POW	3D6	10-11
DEX	2D6+6	13

Attributes:

MOV	8 (swim)
HP	25
MP	10-11
DB	+2D6

Armor: 4 points (2 + 2 Scales)

Weapons:

Attack	Skill	Damage
Bite	60%	1D6+½DB

Skills: Hide 40%

Habitat: Oceans.

Pteranodon

The pteranodon is undoubtedly the best known flying dinosaur (Even my spell checker recognizes it).

Translator's Note: Well, the original author's spell checker may have recognized it, but mine doesn't.

It lives near large bodies of water. Its long beak enables it to catch fish near the water's surface.

Characteristics: **Attributes:**

Char.	Roll	Average		MOV	4/14 (fly)
STR	1D6+1	4-5		HP	5-6
CON	2D6	7		MP	7
SIZ	1D6	3-4		DB	-1D6
POW	2D6	7			
DEX	3D6+12	22-23			

Armor: None

Weapons:

Attack	Skill	Damage
Bite	45%	1D6+DB

Weapons:

Bite   45%   1D6+DB

Skills: Dodge in Flight 60%, Scan 90%

Habitat: Near the coast.

Scorpion, Giant

This monster reaches 2.5 meters (7ft) in height [2 mètres 50 de haut], including its stinger. It is exceedingly dangerous.

Characteristics: **Attributes:**

Char.	Roll	Average		MOV	8
STR	4D6+12	26		HP	21
CON	2D6+12	19		MP	10-11
SIZ	3D6+12	22-23		DB	+2D6
POW	3D6	10-11			
DEX	3D6	10-11			

Armor: 6 points (2 + 4 chitin)

Weapons:

Attack	Skill	Damage
Pincher	50%	1D6+DB or Grab
Sting	30%	1D3+½DB+poison

Skills: Move Quietly 60%, Hide 50%, Detect Vibration 60%

Note: A scorpion can attack twice in the same round, either using its two pinchers, or with a pincher and its stinger. If it manages to grab an opponent using one of its pinchers, it can then strike with its stinger at +50% on the roll to hit. The VIR of the injected poison is equal to the scorpion's CON.

A grabbed victim takes additional damage from the pinchers each round after the first. The victim can escape the pinchers on a successful test of STR vs. the scorpion's on the Resistance Table.

Habitat: Arid Regions

Sea Serpent

This gigantic snake lives only in the sea. It kills large fish by crushing them within its coils. If a sea serpent attacks a boat it will gobble up one or two sailors in passing.[Il lui arrive de s'attaquer aux embarcations, en gobant un ou deux marins au passage]. A sea serpent such as described here might sink a ship of average size, but could not sink a galleon.

Characteristics: **Attributes:**

Char.	Roll	Average		MOV	8/10 (swim)
STR	6D6+30	51		HP	28
CON	3D6+6	16-17		MP	16-17
SIZ	6D6+18	39		DB	+5D6
POW	3D6+6	16-17			
DEX	2D6+6	13			

Armor: 9 points (5 + 4 Scales)

Weapons:

Attack	Skill	Damage
Bite	40%	1D6+½DB
Constriction	30%	DB + asphyxiation

Skills: Surge from the Water Abruptly 60%

Note: If the sea serpent surprises its target, it can coil around it automatically.

Habitat: Warm seas.

Sphinx

Sphinxes are solitary creatures that live in the remote wilderness [les étendues sauvages]. They have a body of a lion surmounted with the wings of bird, and their head is that of human.

Curious and highly intelligent, they readily pester passing travelers with questions. They are fascinated by riddles and treat kindly [se montrent sympathiques] anyone that teaches them one that they did not previously know. Aggressive or uncooperative travelers often end up in the sphinx's stomach.

Characteristics: **Attributes:**

Char.	Roll	Average		MOV	10/14 (fly)
STR	2D6+12	19		HP	13-14
CON	3D6	10-11		MP	16-17
SIZ	3D6+6	16-17		DB	+1D6
POW	3D6+6	16-17			
DEX	3D6+6	16-17			

Armor: 1 point

Weapons:

Attack	Skill	Damage
Claws	60%	1D6+DB
Rend	80%	2D6+DB

Skills: Sense Prey 50%, Know a Riddle [Connaitre une Énigme] 85%

Magic: Sphinxes are often good magicians. They are fond of spells to immobilize an adversary in order to pester it with questions.

Note: A sphinx can attack twice per round with two *Claw* hits. If both attacks succeed, it can then *Rend* its victim.

Habitat: Remote regions

Skeleton

Animated skeletons are most often encountered as guards in the temple of an evil deity or as the representative [au repère] of a necromancer. It has no distinct personality and obeys implicitly the orders of its master.

Characteristics:

Char.	Roll	Average
STR	3D6	10-11
SIZ	2D6+6	13
POW	1	1
DEX	3D6	10-11

Attributes:

MOV	8
HP	13 [=SIZ]
MP	1
DB	None

Armor: 1 point (bone) +1 per D6 of DB*

* Being mostly empty space, any attack with a cutting or piercing weapon or with a firearm [tous les coups qui lui sont portés à l'aide d'une arme tranchante, perforante ou à feu] suffers a -20% penalty to hit.

Weapons:

Attack	Skill	Damage
Any Weapon	DEX × 5%	By Weapon Type

Skills: Search 25%, Listen 25%, Dodge DEX × 2%, Click in sinister fashion [Cliqueter de Façon Sinistre] 45%, Animate when least expected [Se Dresser Quand On s'Y Attend le Moins] 60%

Notes:

1. Skeletons are immune to spells affecting the emotions, such as those of Friendship or Fear.

2. A skeleton has a single point of POW provided by the enchantment which created it.

Habitat: Ruins, tumuli, subterranean, wizard's lairs.

Spider, Giant

The giant spider weaves its web among the trunks of trees or between the walls of a cave. The strands of the web are very fine, but a successful roll on a visual skill will permit noticing it. The webbing is also very strong, having a STR equal to the CON of the spider.

The spider itself hides hides among the leaves and foliage of the trees or behind rocks in a cave. It emerges silently to surprise victims caught in its web or who imprudently halt to examine or disturb it. It then tries to paralyze them using its venom or entrap them in sticky silk.

In areas with abundant traffic, it's been known for giant spiders to work together to capture more prey. The spider described here has a size of almost two meters (6ft). Even larger specimens may exist.

Characteristics:

Char.	Roll	Average
STR	1D6+6	9-10
CON	3D6	10-11
SIZ	2D6+6	13
POW	2D6	7
DEX	3D6+6	16-17

Attributes:

MOV	8
HP	12
MP	7
DB	None

Armor: 2 points (chitin)

Weapons:

Attack	Skill	Damage
Bite	50%	1D6+DB+poison
Project Webbing	50%	None

Skills: Move Quietly 80%, Climb 100%, Hide 75%, Sense Vibrations 60%

Notes:

1. A spider can both bite and project webbing in the same round. However, a spider which has projected webbing must wait ten rounds before being able to do so again.

   The spider's Bite injects a poison with VIR equal to the CON of the spider. This poison inflicts only half of its VIR in Hit Points, but if the VIR overcomess the CON of the victim, the victim becomes paralyzed.

2. The webbing can be thrown to a distance equal to the STR of the spider in meters (3 × STR in feet). Such an attack cannot be parried, but it can be dodged.

   A victim taken in the webbing cannot move, and thus cannot attack or cast spells. It is possible to keep an arm free by making a successful roll under DEX × 3 just before the webbing hits.

   To escape the web of a giant spider, a victim must succeed in a Resistance Table roll of the victim's STR vs. the STR of the silk, which is equal to the CON of the spider.

   It is also possible to cut the fibers using a sharp implement. The Hit Points of the web are equal to its STR. However, weapons striking the web become stuck in it. Flaming weapons do not stick to the web. The webbing is not flammable, but heat will disintegrate it and fire inflicts normal damage.

Habitat: Dense Forests, Subterranean.

Stegosaurus

The stegosaurus is herbivore of almost six meters (20ft) in length. Its back supports two rows of vertical plates which aid in controlling its body temperature. The end of its tail is covered with spikes.

Characteristics:

Char.	Roll	Average
STR	4D6+18	32
CON	3D6+12	22-23
SIZ	4D6+30	44
POW	3D6	10-11
DEX	2D6	7

Attributes:

MOV	8
HP	33-34
MP	10-11
DB	+4D6

Armor: 6 points (4 + 2 Scales)

Weapons:

Attack	Skill	Damage
Tail Strike	30%	1D8+½DB

Skills: Detect Enemy 50%

Habitat: Hot and Temperate Regions

Succubus

A spirit or demon that feeds off [se nourrissant] the sexual impulses of its victims. It takes on the appearance of a very attractive woman (in which case it is called a succubus) or man (in which case it is called an incubus). Each time that the succubus visits a partner, the victim loses 1 point of CON. If the victim's CON reaches zero, he or she dies.

Characteristics:

Char.	Roll	Average
STR	2D6+12	19
CON	2D6+12	19
SIZ	2D6+6	13
INT	3D6+6	16-17
POW	3D6+6	16-17
DEX	3D6+3	13-14
APP	3D6+12	22-23

Attributes:

MOV	8
HP	16
MP	16-17
DB	+1D4

Armor: None

Weapons:

Attack	Skill	Damage
Claws	50%	1D6+DB
Any weapon	50%	By Weapon Type

Skills: Move Quietly 60%, Persuasion 70%, Seduction 90%

Magic: Succubi and Incubi often know many spells.

Note: Succubi and Incubi are incredibly seductive [incroyablement séduisants]. When a succubus or incubus looks into the eyes of a person, it can oppose its APP vs the POW its victim. If the creature wins the contest, the victim will be charmed and will not allow any harm to be done to the Succubus/Incubus [refusera que l'on fasse le moindre mal à l'incube]. The effects of this charm wear off after one day.

Habitat: Wherever perversion reigns.

Toad, Cliff

This enormous amphibian will readily attack any creature smaller than itself, including humans. Its skin is the color and texture of rock, which makes it hard to spot and allows it to capture its victims by surprise.

Characteristics:

Char.	Roll	Average
STR	6D6+12	33
CON	3D6+6	16-17
SIZ	6D6+12	33
POW	3D6	10-11
DEX	3D6	10-11

Attributes:

MOV	8
HP	25
MP	10-11
DB	+3D6

Armor: 3 points

Weapons:

Attack	Skill	Damage
Tongue	80%	6 per round (acid)
Kick	25%	1D6+DB

Skills: Scan 50%, Hide 40%, Hide among Rocks 90%

Note: The cliff toad is able to attack only once per round, either with its tongue or by kicking. The Kick is reserved for use against targets too big or too dangerous to be swallowed.

The tongue has a reach of one meter per three points of the toad's SIZ (one foot per point of SIZ). The tongue inflicts no damage on its own, but winds around the victim and sticks. The toad then can immediately attempt a contest of its STR vs. the SIZ of the victim to swallow it.

If the test succeeds, the victim is immediately deposited into the toad's stomach, where digestive acids cause 6 points of damage per round. Armor protects only for the first round, and is thereafter dissolved if it is not made of metal.

The victim can attempt to escape by cutting open the toad from inside with the assistance of a short edged weapon, such as a dagger or the claws of an animal. To do this the victim must inflict damage equal to half the basic Damage Bonus for the toad (13 for an average toad).

A toad cannot swallow a target with a SIZ greater than its own.

Habitat: Rocky Regions.

Tree, Carnivorous [Arbre dévoreur]

These trees resemble large ordinary willows. In actuallity, they are carnivorous plants. Their branches are mobile, but the tree is unable to move about.

They capture their prey with their pollen which has a soporific effect. A creature inhaling this pollen suddenly grows weary and wants to rest at the base of the tree.

Once asleep, the tree wraps its roots around the victim and draws it in towards its trunk. The trunk then opens into a mouth full of wooden hooks, and the tree absorbs its victim

Characteristics:

Char.	Roll	Average
STR	4D6+12	26
CON	3D6+18	28-29
SIZ	6D6+36	57
POW	3D6	10-11
DEX	1D6	3-4

Attributes:

MOV	0
HP	43
MP	10-11
DB	+2D6

Armor: 10 points (2 + 8 wooden body)

Weapons:

Attack	Skill	Damage
Entanglement[Empoignade]	25%	2D6+DB (Bite)
Branch Strike	25%	1D6

Skills: Sense Vibrations 70%

Notes:

1. The pollen of the carnivorous tree has a VIR equal to half of its CON. It does not cause loss of Hit Points but if the victim misses his roll of CON vs. VIR, he falls asleep at the end of ten rounds.

    A creature remaining near the tree must make a roll each of the ten rounds. Once the victim is insensible, the carnivorous tree will have no difficulty in drawing the victim towards its mouth, assuming that it has sufficient STR.

    Unless the victim makes a successful roll under POW × 1, he or she will only awaken once the jaws of the tree are closed upon him.

2. The tree can also attack using its branches. It can either try to whip, causing 1D6 Damage (not including its Damage Bonus), or to try to seize a victim by making a successful attack and then succeeding in a STR vs. STR roll. On the next round the tree will be able to bite the opponents it seized by succeeding in a new contest of STR vs. STR.

3. A carnivorous tree is entitled to two attacks by round, which it can use to either grab or whip. Biting a target does not count against this total, but a tree can bite only one target per round.

4. Because of its particular physical constitution, the carnivorous tree's Damage Bonus is calculated using STR × 2 instead of STR+SIZ.

Habitat: Forests and cursed marshes.

Tree-Man [Homme-arbre]

Treemen live in the hearts of great forests. As long as they do not move, they can easily be mistaken for normal trees. Treemen protect the forest and spend most of their time [passent le plus clair de leur temps] caring for the various plants therein.[à s'occuper des plantes]. They are not aggressive, unless their forest is threatened.

Characteristics:

Char.	Roll	Average
STR	4D6+12	26
CON	2D6+9	16
SIZ	4D6+18	32
INT	2D6+6	13
POW	2D6+6	13
DEX	2D6	7

Attributes:

MOV	4
HP	24
MP	13
DB	+3D6

Armor: 11 points (3 + 8 wooden body)

Weapons:

Attack	Skill	Damage
Branch Strike	40%	1D6+DB

Skills: Garden tranquilly 80%, Spot intruder 35%, Pass for a Tree 80%

Magic: All treemen-trees know some spells for influencing animals or plants.

Note: A tree-man can make two branch strikes within a single round.

Habitat: Secluded forests.

Triceratops

This menacing herbivore's head is decorated with a bony flange and two horns nearly one meter (3ft) in length. A third horn sprouts from the end of its snout similar to a rhinoceros.

Also similar to that ornery beast, the triceratops becomes agitated the moment anyone its territory. It normally pays no attention to an creature as small as a human, but a noisy car will set him off.

Characteristics:

Char.	Roll	Average
STR	6D6+48	69
CON	3D6+24	34-35
SIZ	6D6+48	69
POW	2D6+6	13
DEX	2D6	7

Attributes:

Move	12
HP	52
MP	13
DB	+8D6

Armor: 12 points (8 + 4 Scales); 16 points against an adversary it is facing (8 + 8 Scales)

Weapons:

Attack	Skill	Damage
Charge	50%	1D10+DB
Horns	50%	1D10+½DB
Trample	75%	2D6+DB

Skills: Irritability 70%, Detect Enemy 60%

Habitat: Hot and Temperate Regions.

Troll

Trolls are grotesque and stupid humanoids. Orcs employ them in battle as veritable war machines.

Characteristics:

Char.	Roll	Average
STR	4D6+12	26
CON	3D6+6	16-17
SIZ	4D6+12	26
INT	1D6+3	6-7
POW	3D6	10-11
DEX	3D6	10-11

Attributes:

MOV	8
HP	21-22
MP	10-11
DB	+2D6

Armor: 2 points

Weapons:

Attack	Skill	Damage
Bite	30%	1D6+DB
Troll Mallet	50%	2D8+DB

Skills: Detect Intruder 30%, Grumble [Grogner] 60%

Notes:

1. (optional) Some trolls, who habitually live underground, avoid daylight because exposure will turn them to stone.

2. (optional) Some trolls, particularly those tainted by Evil, possess the ability to regenerate, allowing them to recover 1 HP per round. These trolls continue to regenerate even if they are reduced to zero or fewer HP. Damage from fire or acid is not regenerated: therefore these are the only effective means of killing these monsters.

Habitat: Caves, battle fields.

Tyrannosaurus

The tyrannosaurus or tyrant lizard is largest of all terrestrial carnivores. A tyrannosaur measures fourteen meters (42ft) long and weigh up to seven tons. The teeth lining its mouth are veritable daggers. It requires enormous quantities of food, such that it will sometimes devour any carrion encountered in its passage.

Characteristics:

Char.	Roll	Average
STR	6D6+42	63
CON	3D6+18	28-29
SIZ	4D6+42	56
POW	2D6+6	13
DEX	3D6+3	13-14

Attributes:

Move	12
HP	42-43
MP	13
DB	+6D6

Armor: 8 points (6 + 2 Scales)

Weapons:

Attack	Skill	Damage
Bite	60%	3D6+DB
Kick	40%	1D6+DB

Skills: Locate Prey 40%

Note: The tyrannosaure can attack twice per round, either in the form of two Claw attacks, or in the form of a Claw and a Bite.

Habitat: Where it finds creatures enough large to feed upon.

Unicorn

The unicorn's appearance is similar to a small pale coated [à la robe claire] horse, but possessing a spiral horn on its forehead. It is so pure that it will permit only a human virgin or elf to ride it. [Elle est si pure qu'elle n'accepte d'être montée que par une vierge humaine ou elfe.

Translator's Note: Unclear whether this should be read as "a virginal human or an elf" or as "a virginal human or elf"

Characteristics:

Char.	Roll	Average
STR	3D6+18	28-29
CON	2D6+6	13
SIZ	3D6+18	28-29
INT	2D6+6	13
POW	3D6+6	16-17
DEX	3D6+6	16-17

Attributes:

MOV	12
HP	21
MP	16-17
DB	+3D6

Armor: 3 points

Weapons:

Attack	Skill	Damage
Horn	60%	1D8+DB
Kick	25%	1D6+DB
Trample	25%	2D6+DB

Skills: Dodge 45%, Hide 65%

Note: A unicorn can parry an attack with its horn, but cannot also attack with it in the same round. It is still able kick.

Magic: A unicorn can heal a wound by touching it with its horn. It exspends 1 MP per HP cured. Characteristic loss (caused by a major wound or disease, for example) can also be cured. The unicorn will have to sacrifice a point of is permanent POW per point of characteristic,

and so will be reluctant to perform this type of cure. A unicorn is also able to detect a poison by the touch of its horn.

Habitat: Forests and groves.

Vampire

Contradictory stories regarding vampires abound, it therefore falls to the GM to sort out truth from legend. Here are some suggestions:

- A vampire does not cast a shadow and does not reflect in a mirror. Photographic film does not record its image.

- During daylight, vampires must rest in a bed of soil from their original burial place. If they do not, their daily loss of MP amounts 1D6 instead of a single point.

- A vampire cannot tolerate the odor of garlic. It must make a successful roll under POW × 5 each round where it is within three meters (10ft) or less of a clove of fresh garlic. If it fails the roll, it must move away.

- The third bite of a vampire is always fatal and automatically transforms the victim into a vampire.

- Whoever drinks the blood of a vampire becomes its slave for eternity.

- Vampires lose all their powers during the day. Though retain their doubled STR.

- Daylight burns vampires. They lose 1 HP per hour, per minute or even per round if they are exposed.

- A vampire can metamorphose into the form of a wolf or a bat. Its SIZ and DEX become those of an average representative of the species into which it transforms, though the STR is twice normal. On the other hand, its HP do not change. Some vampires can also change into a mist. Their STR then becomes 0, but they are immune to physical damage. To pass from one form to another takes one whole round and costs1 MP.

- It is strictly forbidden for a vampire to cross above a body of running water, such as a sea or river. It is also forbidden to enter a house without being invited [Il leur est aussi strictement interdit de rentrer chez quelqu'un sans avoir été invité].A vampire who ignores these prohibitions (the villain!) loses 2D6 MP immediately.

- A person brandishing a cross before a vampire can oppose his or her POW to that of the monster. If successful, the vampire is unable to approach it.

- Holy water burns vampires like acid. A flask of holy water inflicts 1D6 HP. Immersion in a holy water basin will cause 3D6 HP per round.

- The vampires are incredibly seductive. When a vampire looks a person in the eyes, it can oppose its APP vs. the POW of the victim. If it succeeds in the challenge, the person will be charmed and will refuse to harm or permit harm to come to the vampire.The effects of this charm wear off after one day.

- A stake driven into the chest of a vampire through the heart will neutralize the creature instantaneously. Such a result will occur in combat only if a major wound from a critical strike is made with a piercing weapon. Nothing remains to do but definitively to slay the vampire by cutting its head off.

Characteristics:

Char.	Roll	Average
STR	3D6 [x2]	20-22
SIZ	2D6+6	13
INT	2D6+6	13
POW	3D6	10-11
DEX	3D6	10-11
APP	3D6	10-11

Attributes:

MOV	8
HP	26 [=SIZ × 2]
MP	10-11
DB	+1D6

Armor: Can wear any type of armor; firearms and impaling weapons cause only one point of damage.

Weapons:

Attack	Skill	Damage
Grasp [Empoignade]	50%	Siezes [saisit]
Bite		1D3+blood drain
Broadsword	70%	1D8+1+DB

Skills: It retains all skills which it possessed in life. Being immortal, a vampire the leisure to develop very high skill levels.

Magic: Many vampires practice magic.

Notes:

1. A vampire that successfully clutches/grabs/grasps [empoigner] a victim can automatically Bite him or her. The vampire can then drink the blood of the bitten victim, draining the vampire's DM (minimum of 1D3) in points of STR per round. The vampire receives 1 MP per 3 points STR consumed. If the victim falls to 0 STR, he or she dies. If not, the victim will recover lost STR at one point per day of rest.

2. A vampire's POW score is that of an undead being and does not allow it to regenerate MP.

3. A vampire expends 1 MP per day to maintain its body in a functional state. If it falls to 0 MP, the body loses animation and the vampire loses

consciousness. It will only be able to reanimate due to an external intervention. Note that a vampire's body can remain in this state for centuries.

4. A vampire recovers 1 HP per hour when it is in its coffin. A vampire able to ransform into a mist will take this form automatically when it reaches 0 HP. It will then move towards its coffin where it will be able to regenerate.

Habitat: Whereever innocence is vulnerable.

Velociraptor, Deinonycus

This dinosaur is comparable in height to a human, but with a tail that is uses for balance which measures more than two meters (6ft) in length. Its rear feet are armed with large sickle-like claws.This is a fearsome and crafty hunter. Deinonychus often hunt in groups, allowing them to bring down prey of greater size. [ce qui leur permet de s'attaquer à des proies de taille importante].

Characteristics:

Char.	Roll	Average
STR	3D6+9	19-20
CON	3D6	10-11
SIZ	2D6+9	16
POW	2D6+6	13
DEX	3D6+3	13-14

Attributes:

MOV	10
HP	13-14
MP	13
DB	+1D6

Armor: 2 points (1 + 1 Scales)

Weapons:

Attack	Skill	Damage
Bite	60%	1D6+DB
Kick	40%	1D10+DB

Skills: Hunt in groups 25%, Locate Prey 40%, Listen 40%

Note: The deinonychus can attack twice per round, either two Claws strikes or a Claw a Bite.

Habitat: Savannahs, Forests.

Warg

Wargs are enormous wolves with black fur. They are highly intelligent and will sometimes ally with evil creatures such as orcs or goblins. A warg can carry a rider on its back. The SIZ of the rider must be less than [the sum of?] the SIZ and the STR of the warg.[La SIZ du cavalier doit toutefois être inférieure à la SIZ et la STR du ouargue].

Translator's note: Unclear whether it was intended that the SIZ of the rider should be less than either of the SIZ or STR of the creature (whichever is greater/whichever is less) or SIZ+STR.

Characteristics:

Char.	Roll	Average

Attributes:

MOV	10

Char.	Roll	Average
STR	3D6+12	22-23
CON	3D6	10-11
SIZ	3D6+9	19-20
POW	3D6	10-11
DEX	2D6+6	13

HP	15-16
MP	10-11
DB	+2D6

Armor: 3 points (2 + 1 fur)

Weapons:

Attack	Skill	Damage
Bite	50%	1D8+DB

Skills: Dodge 50%, Follow Scent [Suivre au Flair] 80%

Note: A warg chasing prey will to run down/bring down [renverser] and overpower its prey right before making a Bite attack. On the Resistance Table, pit the STR of the wolf against the STR or the SIZ of the target, whichever characteristic is greater (quadrupeds resist as if they have +4 points in STR). On a success, the target must make a successful roll under DEX × 5 or fall to the ground.

Habitat: Dark forests, goblin lairs

Wraith [Spectre]

A wraith is the spirit of a being sustained beyond death by its frustration and hatred. It generally has the same advantages and restrictions as ghosts (c.f. above). Wraiths, however, are able to initiate in spirit combat with the living.

Each round pit the POW of the wraith vs. that of its victim on the Resistance Table. If the challenge fails, the wraith loses 1D3 MP. In the event of success, the victim loses 1D3 points of CON, INT, or POW; according to the type of wraith. If one of these characteristics falls to zero, the result depends on the characteristic:

Characteristic	Result
CON	Death
INT	Incapacitated (Bedridden) [devient grabataire]
POW	Falls into a coma [sombre dans le coma]

The effect lasts until the victim recovers the lost points [jusqu'à ce qu'elle puisse récupérer les points perdus]

Translator's Note: Or is resurrected presumably?

The characteristics shown are for the wraith of an ordinary person. Most wraiths will have a POW score higher than this.

Characteristics:

Char.	Roll	Average
INT	2D6+6	13
POW	3D6	10-11

Attributes:

MOV	10
MP	10

Armor: Being incorporeal, wraiths are immune to physical damage, and cannot directly cause any.

Weapons: Mental Attack (Spirit Combat)

Note: As with all undead, a wraith cannot regenerate Magic Points. If a wraith's MPs ever fall to zero, it disperses and is unable to return for a week or more. It may even have been permanently exorcised.

Habitat: Haunted places

Wyvern

This creature resembles a dragon the size of a large horse. It has only two legs with a poisonous stinger on the end of its tail. It is omnivorous and will sometimes attack animals of the size of a human.

Characteristics:

Char.	Roll	Average
STR	4D6+12	26
CON	2D6+12	19
SIZ	2D6+24	31
POW	3D6	10-11
DEX	2D6+6	13

Attributes:

MOV	6/12 (fly)
HP	25
MP	10-11
DB	+3D6

Armor: 7 points (3 + 4 Scales)

Weapons:

Attack	Skill	Damage
Bite	40%	1D10+DB
Sting	60%	1D3+½DB+poison

Skills: Scan 70%

Note: The wyvern can Bite and attack with its stinger the same round. The stinger injects poison with VIR equal to one half of the wyvern's CON, rounded up.

Habitat: Sparse hills and Forests [Collines et Forests clairsemées]

Zombie

Zombies are corpses animated by a powerful enchantment. They cannot speak but only groan [grogner], their vocal cords being irretrievably atrophied [abimées]. They retain the memories and experiences of their previous life but their mental faculties are seriously eroded. In game terms, their INT, DEX, MOV and all skills are divided by two.

Sometimes, zombies do not even realize that they are dead and they continue in their daily activities as if nothing has changed. The problem is that everything becomes too fast and complex for their limited capacities, which is sometimes funny, sometimes tragic [dramatique]. For example, a musician zombie will not realize what it plays is only a series of random notes. In the same way, a bodyguard zombie will assume the close protection of a cow or a traffic sign.

Some sorcerers create zombies to serve as slaves, because they are much more docile than living ones. On the other hand, they are also less reliable.

Characteristics:

Char.	Roll	Average
STR	3D6 [x 1.5]	15-17
SIZ	2D6+6	13
INT	2D6+6 [÷2]	7
POW	1	1
DEX	3D6 [÷2]	5-6

Attributes:

MOV	4 [=MOV÷2]
HP	20 [=SIZ × 1.5]
MP	1
DB	+1D4

Armor: None; firearms and impaling weapons inflict only one point of damage.

Weapons:

Attack	Skill	Damage
Club	25%	1D6+DB

Skills: The same as it possessed when alive, but divided by two. They cannot progress in their existing skills or learn any new ones.

Magie: Zombies are unable to cast spells.

Note: A zombie has one point of POW, provided by the enchantment which created it.

Habitat: Whereever they were created.

4: Humanoids

Centaur

Centaurs have the head, chest and arms of a human, but attached to the body of horse. They are a savage people close to nature.

Characteristics:			Attributes:	
Char.	*Roll*	*Average*	MOV	12
STR	3D6+6	16-17	HP	18-19
CON	3D6	10-11	MP	10-11
SIZ	4D6+12	26	DB	+1D6 (human)
				+2D6 (animal)
INT	2D6+6	13		
POW	3D6	10-11		
DEX	3D6	10-11		
APP	3D6	10-11		

Armor: 1 point

Weapons:

Attack	Skill	Damage
Composite Bow	60%	1D8+1
Long spear	60%	1D10+1+(DB animal)
Broadsword	40%	1D8+1+(DB human)
Target Shield	40%	None
Kick	25%	1D6+(DB animal)
Trample	75%	2D6+(DB animal)

Note: Owing to their particular physical construction, centaurs have two different DBs. The first one ("human") is calculated from STR × 2, is used for mêleé weapons. The second, ("animal") is normally calculated from STR+SIZ, is used solely for charging, kicking, and trampling.

Skills: The centaurs are often excellent hunters (Tracking [Suivre une Piste], Nature Lore). They are similarly reconed good musicians (Art [Song], Art [Lyre]). Nevertheless, their physiognomy renders certain activities difficult (such as Climb or Ride [Horse]).

Dwarf

Dwarves are short and robust. They build cities underground.

Characteristics:			Attributes:	
Char.	*Roll*	*Average*	MOV	6
STR	2D6+6	13	HP	13
CON	2D6+9	16	MP	10-11
SIZ	1D6+6	9-10	DB	None
INT	2D6+6	13		
POW	3D6	10-11		
DEX	3D6	10-11		
APP	3D6	10-11		

Armor: 6 points (chainmail shirts)

Weapons:

Attack	Skill	Damage
Light Crossbow	40%	1D6+2
Warhammer	60%	1D6+2+DB
Great Axe	50%	2D6+2+DB

Skills: Above all, dwarves are extraordinary smiths (Craft [Smithing]). It should also be said that stone and metals have no secrets from them (Mineral Lore). They very quickly comprehend the operation of the most complex mechanisms (Craft [Mechanisms] or Repair/Devise). On the other hand, seldom learn to swim (base of 05% on Swim).

Note: Dwarves can use their visual and weapons skills in total darkness without suffering any penalty.

Elf

Elves have fine features and pointed ears. They live serenely in the woods. The characteristics below correspond to the classical RPG elf, similar to D&D. For a more Tolkienesque Elf, increase STR and SIZ by 1 point, and INT and POW by 1D6.

Characteristics:			Attributes:	
Char.	*Roll*	*Average*	MOV	8
STR	2D6+3	10	HP	10-11
CON	3D6	10-11	MP	13
SIZ	2D6+3	10	DB	None
INT	2D6+6	13		
POW	2D6+6	13		
DEX	3D6+3	13-14		
APP	3D6	10-11		

Armor: 2 points (soft leather armor [armure de cuir souple])

Weapons:

Attack	Skill	Damage
Shortbow	60%	1D6+1
Broadsword	40%	1D8+1+DB
Buckler [Écu]	40%	None

Skills: Elves are well known for their extensive knowledge and their magical abilities (Knowledge skills, Magic skills).

Note: Elves can use their visual and weapons skills in dim light without suffering any penalty.

Faerie : Fairy, Kobold, Imp, etc.

There are very many types of faeries, but they all possess the same basic characteristics. Only APP varies: 2D6 for

the horrible kobold to 3D6+6 for the charming fairy. Some fairies have wings similar to those of a dragonfly or a butterfly, with which they can fly.

These small creatures take malicious pleasure in teasing humans. When an object vanishes or an animal falls ill, it is often their doing; similarly when adventurers become lost in the deep woods.

Characteristics:

Char.	Roll	Average
STR	1D6	3-4
CON	3D6	10-11
SIZ	1 to 3	2
INT	2D6+6	13
POW	2D6+6	13
DEX	3D6+6	16-17
APP	Varies	Varies

Attributes:

MOV	4/8 (fly)
HP	6-7
MP	13
DB	-1D6

Armor: 1 point (armor of leaves or petals)

Weapons:

Attack	Skill	Damage
Small Bow	50%	1D3+1
Small Sword	40%	1D3+1+DB

Skills: Faerie are often very stealthy, the better able to commit their pranks (Move Quietly, Hide). They live in the countryside or forest and know their hazards very well (Nature Lore).

Note: All faerie can use their visual and weapons skills in dim light without suffering any penalty.

Goblin

Although small and weak, goblins are violent and vicious. They often team up with orcs and wargs to commit atrocities/evil deeds/crimes [méfaits].

Characteristics:

Char.	Roll	Average
STR	2D6	7
CON	3D6	10-11
SIZ	1D3+3	5
INT	1D6+6	9-10
POW	2D6	7
DEX	3D6+3	13-14
APP	2D6	7

Attributes:

MOV	6
HP	8
MP	7
DB	-1D6

Armor: 2 points (soft leather armor) armure de cuir souple

Weapons:

Attack	Skill	Damage
Sling [Fronde]	40%	1D6
Shortsword	40%	1D6+1+DB
Target Shield	40%	None

Skills: Most goblins are too undisciplined to learn to do much of anything [pour apprendre à faire grand chose].

Some develop anyway skills useful to their tribe (Craft, First Aid, or Magic skills). Goblins ride Wargs (q.v.), large intelligent wolves (replace Ride [Horse] with Ride [Wolf]).

Note: Goblins can use their visual and weapons skills in total darkness without suffering any penalty.

Half-Elf

A half-elf is the fruit of a union between human and an elf. The half-elf combines the characteristics of the two races.

Characteristics:

Char.	Roll	Average
STR	2D6+4	11
CON	3D6	10-11
SIZ	2D6+4	11
INT	2D6+6	13
POW	2D6+6	13
DEX	2D6+6	13
APP	3D6	10-11

Attributes:

MOV	8
HP	11
MP	13
DB	None

Armor: 2 points (soft leather armor)

Weapons:

Attack	Skill	Damage
Shortbow	60%	1D6+1
Broadsword	40%	1D8+1+DB
Buckler [Écu]	40%	None

Skills: According to the parent (elf or human) to which the half-elf is closest.

Note: Half-elves can use their visual and weapons skills in dim light without suffering any penalty.

Harpy

These repugnant creatures have the head and the chest of an ugly woman. But in place arms are two black wings, and their back and tail [bassin] are those of a huge black crow. They are dirty and live filth [crasse].

All harpies are female, so they kidnap men to be fertilized before killing them. [aussi enlèvent-elles des hommes pour être fécondées avant de les tuer].

Characteristics:

Char.	Roll	Average
STR	3D6	10-11
CON	3D6	10-11
SIZ	2D6+3	10
INT	2D6+6	13
POW	3D6	10-11
DEX	3D6+3	13-14
APP	1D6	3-4

Attributes:

MOV	6/14 (fly)
HP	10-11
MP	10-11
DB	None

Armor: None

Weapons:

Attack	Skill	Damage
Claws	50%	1D6+DB
Short spear	40%	1D8+1+DB

Skills: Harpies locate their victims while in Flight (Scan). Some can prepare potions with some surprising effects, such as the one that coerces their captives to mate with them against their will (Potions and Herbs).

Note: Harpies can use their visual and weapons skills in dim light without suffering any penalty.

Hobbit, Halfling

The hobbits are small and often well carrying/quite bearing [bien portants]. They do not wear shoes because they have tough [cornés] hairy feet. They live peacefully in remote valleys and sometimes build their houses beneath hills.

Characteristics:

Char.	Roll	Average
STR	2D6	7
CON	2D6+6	13
SIZ	1D6+3	6-7
INT	2D6+6	13
POW	3D6	10-11
DEX	3D6+3	13-14
APP	3D6	10-11

Attributes:

MOV	6
HP	10
MP	10-11
DB	-1D4

Armor: None

Weapons:

Attack	Skill	Damage
Sling [Fronde]	60%	1D6
Shortsword	40%	1D6+1+DB

Skills: Hobbits are small and are light of foot (Move Quietly, Hide). They are famous for their domestic arts (Craft [Cooking], Craft [Pipe Herbs [Herbe à pipe]]).

Human

Humans are... well, human. If you're not from Sirius, you should know about these.

Characteristics:

Char.	Roll	Average
STR	3D6	10-11
CON	3D6	10-11
SIZ	2D6+6	13
INT	2D6+6	13
POW	3D6	10-11
DEX	3D6	10-11
APP	3D6	10-11

Attributes:

MOV	8
HP	12
MP	10-11
DB	None

Armor: 4 points (leather and metal armor)

Weapons:

Attack	Skill	Damage
Shortbow	50%	1D6+1
Broadsword	50%	1D8+1+DB

Skills: Any

Note: To represent pygmies, you can use the characteristics for Hobbits.

Lizardman

The bodies of these reptilian humanoids are covered with large scales, similar to those of a crocodile. Their tails provide balance when they run, and also facilitate movement in water. Their heads are often decorated with a crest. They generally live near the banks of rivers or in marshes

Characteristics:

Char.	Roll	Average
STR	2D6+9	16
CON	3D6	10-11
SIZ	2D6+9	16
INT	2D6+6	13
POW	3D6	10-11
DEX	3D6	10-11
APP	3D6	10-11

Attributes:

MOV	8/6 (swim)
HP	13-14
MP	10-11
DB	+1D4

Armor: 4 points (Scales); lizardmen can wear leather armor, but metallic armor restricts [gene] their movement considerably (double any situational penalty)

Weapons:

Attack	Skill	Damage
Shortbow	40%	1D6+1
Scimitar	50%	1D6+2+DB
Targe	50%	None
Tail Strike	50%	1D4+DB

Skills: Lizardmen are generally hunters or fishermen (Tracking, Fishing). Thanks to their tails, they swim very well (Swim).

Merfolk, (Oceanid, Fish-Man, Siren)

Merfolk have the head, chest, and arms of a human, attached to a fish tail. They live in the ocean. Their women (mermaids or sirens) will sometimes lead a human vessel onto rocky reefs with their singing.

Characteristics:

Char.	Roll	Average
STR	3D6	10-11
CON	3D6	10-11
SIZ	3D6+6	16-17
INT	2D6+6	13
POW	3D6	10-11
DEX	3D6	10-11
APP	2D6+6	13

Attributes:

MOV	4/8 (swim)
HP	13-14
MP	10-11
DB	+1D4

Armor: 2 points (Shark-skin armor)

Weapons:

Attack	Skill	Damage
Trident	50%	1D8+1+DB
Knife	40%	1D3+1+DB
Tail Strike	50%	1D4+DB

Skills: Just as humans do not possess a Walk skill, merfolk do not possess a Swim skill. Their physiognomy renders certain activities impracticable (as Climb or Ride [Horse]).

Minotaur

The minotaur resembles a human of very great stature, but with the head a bull or cow. Minotaurs are omnivores, but they particularly enjoy fresh meat. The rage of a minotaur is a terrifying spectacle.

Characteristics:

Char.	Roll	Average
STR	2D6+12	19
CON	2D6+6	13
SIZ	3D6+6	16-17
INT	1D6+6	9-10
POW	3D6	10-11
DEX	3D6	10-11
APP	3D6	10-11

Attributes:

MOV	8
HP	15
MP	10-11
DB	+1D6

Armor: 1 point

Weapons:

Attack	Skill	Damage
Horns	30%	1D6+½DB
Great Axe	60%	2D6+2+DB

Skills: Minotaurs have a very accute sense of smell (Follow Scent). Their culture is primitive but they know often to unravel itself only/ can often only manage [souvent se débrouiller seuls] (Craft [Leather], [Bone] or [Stone]).

Note: If a minotaur is injured or achieves a critical hit, it can choose to go berserk. In this state, its attack skills are doubled and it can make two attacks per round. Moreover it automatically succeeds in any rolls against CON (such as against poison) and is immune to shock, fatigue, and unconsciousness.

On the other hand, it or cannot parry, or dodge blows and it does not fight that to the contact [il ne se bat qu'au contact]. If it falls to zero HP or less it will die regardless.

To return to normal, a berserk minotaur must successfully roll under INT × 1, a roll that may be attempted at the beginning of every round. While the minotaur remains berserk, it is unable to do distinguish friend from foe and will automatically attack the nearest creature.

Naga, Serpent-Man

Nagas have the head, chest and arms of a human, but the remainder of their body consists of a thick serpentine tail. Their eyes are similar to those of a reptile and they are oviparous. They live in caves or subterranean lairs that they lay out [des souterrains qu'ils aménagent].

Characteristics:

Char.	Roll	Average
STR	3D6	10-11
CON	3D6	10-11
SIZ	3D6+6	16-17
INT	2D6+6	13
POW	3D6	10-11
DEX	2D6+6	13
APP	3D6	10-11

Attributes:

MOV	8
HP	13-14
MP	10-11
DB	+1D4

Armor: 1 point (Scales)

Weapons:

Attack	Skill	Damage
Shortbow	50%	1D6+1
Scimitar	50%	1D6+2+DB
Bite	30%	1D3+poison

Skills: Nagas have the very keen sense of smell (Scent/Taste). They are known for their refinement and their sumptuous jewels [raffinement et bijoux somptueux](Craft [Goldsmith]). Their physiognomy makes certain activities difficult (e.g. Climb or Ride [Horse]).

Notes:

1. The bite of a naga injects a poison with VIR equal to the CON of the creature.

2. Nagas can use their visual and weapons skills in the dim light without suffering any penalty.

Orc

Orcs are humanoids with low foreheads and bowed legs. They are often found in the service of villains [méchants] whose only ambition is to spread evil throughout the world. Certain orc lineages, generally those descended from humans, have a SIZ and an INT of 2D6+6.

Characteristics:

Char.	Roll	Average
STR	2D6+6	13
CON	2D6+6	13
SIZ	2D6+3	10
INT	1D6+6	9-10
POW	3D6	10-11
DEX	3D6	10-11
APP	2D6	7

Attributes:

MOV	8
HP	12
MP	10-11
DB	None

Armor: 4 points (leather and metal armor)

Weapons:

Attack	Skill	Damage
Shortbow	50%	1D6+1
Scimitar	50%	1D6+2+DB

Skills: Orcs make excellent warriors and smiths (Martial Arts, Craft [Smithing]). They ride large intelligent wolves called wargs (replace Ride [Horse] with Ride [Wolf]).

Note: Orcs can use their visual and weapons skills in total darkness without suffering any penalty.

Satyr, Fawn

The satyrs have the upper body of a man and the abdomen and legs of a goat. Their foreheads are decorated with two small Horns. Most of the time satyrs live in forests where they spend their days to seducing nymphs and dryads. Some prefer human women and thus leave to live in regions where they can be found.

Characteristics:

Char.	Roll	Average
STR	3D6	10-11
CON	3D6	10-11
SIZ	2D6+6	13
INT	2D6+6	13
POW	3D6	10-11
DEX	2D6+6	13
APP	2D6+6	13

Attributes:

MOV	8
HP	12
MP	10-11
DB	None

Armor: None

Weapons:

Attack	Skill	Damage
Broadsword	40%	1D8+1+DB
Horns	30%	1D4+½DB

Skills: Satyrs live in close contact with nature (Nature Lore). They adore music and often learn to play the flute or the lute (Art [Flute] or Art [Lute]). They are famous for accumulating female conquests, to the great displeasure of certain husbands (Seduction).

Scorpion-Man

Scorpion-men have the head, chest, and arms of a human, attached to a body of giant scorpion, without the pincher but including the stinger. They live in the service of their queens in underground cities. The queens have INT and a POW of 2D6+6, and their skills are often very high.

Characteristics:

Char.	Roll	Average
STR	3D6+6	16-17
CON	2D6+6	13
SIZ	2D6+12	19
INT	1D6+3	6-7
POW	3D6	10-11
DEX	3D6	10-11
APP	3D6	10-11

Attributes:

MOV	8
HP	16
MP	10-11
DB	+1D6 (human) +1D6 (animal)

Armor: 1 point

Weapons:

Attack	Skill	Damage
Short lance	50%	1D8+1+(DB animal)
Club	40%	1D6+(DB human)
Sting	30%	1D3+(½DB animal)+poison

Skills: Scorpion-men are warriors and hunters (Martial Arts, Tracking). Their physiognomy renders certain activities difficult (as Climb or Ride [Horse]).

Notes:

1. A scorpion-man can attack using its sting after making an ordinary attack. The VIR of the poison injected is equal to its CON.

2. Because of its particular physical construction, a scorpion-man has two different DBs. The first, noted as "human" and calculated based on STR × 2, is used for mêleé weapons. The second, noted as "animal" and calculated normally, from STR+SIZ, is used only for charging.

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Appendices

Extended Damage Bonus Table

STR+SIZ	DB
2-12	-1D6
13-16	-1D4
17-24	None
25-32	+1D4
33-40	+1D6
41-56	+2D6
57-72	+3D6
73-88	+4D6
89-104	+5D6
105-120	+6D6
121-136	+7D6
137-152	+8D6
153-168	+9D6
169-184	+10D6
185-200	+11D6
201-216	+12D6
217-232	+13D6
233-248	+14D6
249-264	+15D6
265-280	+16D6
281-296	+17D6
297-312	+18D6
313-328	+19D6
329-344	+20D6

Skill Categories in BaSIC

Agility:	General	Athletics
		Acrobatics
		Dodge
		Horsemanship
		Move Quietly

Communication:	General	Art
		Disguise
		Languages
		Leadership
		Persuasion
	Modern Era	Intelligence

Knowledge:	General	Administration and Customs
		Commerce
		General Culture
		Intuition
		Navigation
		Survival
	Modern	Accounting

	Era	Applied Science
		Data-Processing
		History and Geography
		Library Use
		Medicine
		Paranormal
		Pure Science
		Sabotage
		Scuba Diving
		Social Sciences
		Streetwise
	Medieval Era	Alchemy
		Ancient Civilizations
		Animal Training
		Culture Lore
		Demolitions/Sapping
		Heraldry
		Legends
		Martial Arts
		Nature Lore
		Potions and Herbs
		Read and Write
		Religious Lore

Manipulation:	General	Craft
		First Aid
		Tinkering
	Modern Era	Drive
		Locksmith
		Pilot
	Medieval Era	Wagon Handling

Perception:	General	Alertness
		Orientation
		Search

Table of Comparative SIZ and Mass (simplified)

This table better illustrates the relationship between SIZ and Mass/Weight. It should not be taken as gospel, in particular in the case of a gaseous creature or one able to modify its mass.

SIZ	Mass (kg)	Weight (lbs)
1	0-5	0-11
4	25	55
8	50	110

12	75	165
16	100	220
20	150	330
24	200	440
32	400	880
40	800	1,760
48	1,600	3,520
56	3,200	7,040
64	6,400	14,080
72	12,800	28,160
80	25,000	55,000
88	50,000	110,000
96	100,000	220,000

Table originally taken from **http://www.chimerie.fr.st <link broken as of 2009-08-23>**

Hit Location Tables

These tables will permit the happy owners of *RuneQuest* or *Cthulhu Now* to use the hit location rules therein.

Humanoid

Ex: human, elf, dwarf

Location	Mêlée	Missile	Multiplier
Right Leg	01-04	01-03	0.33
Left Leg	05-08	04-06	0.33
Abdomen	09-11	07-10	0.33
Chest	12	11-15	0.40
Right Arm	13-15	16-17	0.25
Left Arm	16-18	18-19	0.25
Head	19-20	20	0.33

Humanoid, Serpentine

Ex: gorgon, naga, merfolk

Location	Mêlée	Missile	Multiplier
Tail	01-06	01-06	0.33
Abdomen	07-10	07-10	0.33
Chest	11-12	11-15	0.40
Right Arm	13-15	16-17	0.25
Left Arm	16-18	18-19	0.25
Head	19-20	20	0.33

Humanoid, Tailed

Ex: lizardman

Location	Mêlée	Missile	Multiplier
Tail	01-02	01	0.25
Right Leg	03-05	02-04	0.33
Left Leg	06-08	05-07	0.33
Abdomen	09-11	08-11	0.33
Chest	12	12-15	0.40
Right Arm	13-15	16-17	0.25
Left Arm	16-18	18-19	0.25
Head	19-20	20	0.33

Humanoid, Winged

Ex: gargoyle

Location	Mêlée	Missile	Multiplier
Right Leg	01-03	01-02	0.33
Left Leg	04-06	03-04	0.33
Abdomen	07-09	05-08	0.33
Chest	10	09-13	0.40
Right Wing	11-12	14-15	0.25
Left Wing	13-14	16-17	0.25
Right Arm	15-16	18	0.25
Left Arm	17-18	19	0.25
Head	19-20	20	0.33

Quadruped

Ex: horse, wolf, bear

Location	Mêlée	Missile	Multiplier
Right Rear Leg	01-02	01-02	0.25
Left Rear Leg	03-04	03-04	0.25
Hindquarters [Arrière train]	05-07	05-09	0.40
Chest [Poitrail]	08-10	10-14	0.40
Right Front Leg	11-13	15-16	0.25
Left Front Leg	14-16	17-18	0.25
Head	17-20	19-20	0.33

Quadruped, Winged

Ex: griffon, pegasus

Location	Mêlée	Missile	Multiplier
Right Rear Leg	01-02	01	0.25
Left Rear Leg	03-04	02	0.25
Hindquarters [Arrière train]	05-07	03-07	0.40
Chest [Poitrail]	08-10	08-12	0.40
Right Wing	11	13-14	0.25
Left Wing	12	15-16	0.25
Right Front Leg	13-14	17	0.25
Left Front Leg	15-16	18	0.25
Head	17-20	19-20	0.33

Brontosaurus

Ex: brontosaurus, stegosaurus

Location	Mêlée and Missile	Multiplier
Tail	01-02	0.33
Right Rear Leg	03-04	0.33
Left Rear Leg	05-06	0.33
Hindquarters [Arrière train]	07-10	0.40
Chest [Poitrail]	11-14	0.40
Right Front Leg	15-16	0.33
Left Front Leg	17-18	0.33
Head	19-20	0.33

Centaur

Ex: centaur

Location	Mêlée	Missile	Multiplier
Right Rear Leg	01-02	01	0.25
Left Rear Leg	03-04	02	0.25
Hindquarters [Arrière train]	05-06	03-06	0.40
Chest [Poitrail]	07-08	07-10	0.40
Right Front Leg	09-10	11	0.25
Left Front Leg	11-12	12	0.25
Chest	13-14	13-17	0.40
Right Arm	15-16	18	0.25
Left Arm	17-18	19	0.25
Head	19-20	20	0.33

Crab

Ex: giant crab

Location	Mêlée and Missile	Multiplier
Right Leg #1	01	0.17
Left Leg #1	02	0.17
Right Leg #2	03	0.17
Left Leg #2	04	0.17
Rear of Body	05-08	0.40
Right Leg #3	09	0.17
Left Leg #3	10	0.17
Right Leg #4	11	0.17
Left Leg #4	12	0.17
Right Pincher	13-14	0.33
Left Pincher	15-16	0.33
Front of Body	17-20	0.40

Ostrich

Ex: autruche, velociraptor

Location	Mêlée	Missile	Multiplier
Right Leg	01-04	01-03	0.33
Left Leg	05-08	04-06	0.33
Abdomen	09-10	07-10	0.33
Chest	11-13	11-15	0.40
Right Wing	14-15	16	0.25
Left Wing	16-17	17	0.25
Head	18-20	18-20	0.33

Small Creature

Ex: cat, bird of prey, faerie being

Location	Mêlée and Missile	Multiplier
Body	01-20	1.00

Spider

Ex: giant spider

Location	Mêlée	Missile	Multiplier
Right Leg #1	01	01	0.17
Left Leg #1	02	02	0.17
Right Leg #2	03	03	0.17
Left Leg #2	04	04	0.17

Location	Mêlée	Missile	Multiplier
Abdomen	05-08	05-11	0.40
Right Leg #3	09-10	12	0.17
Left Leg #3	11-12	13	0.17
Right Leg #4	13-14	14	0.17
Left Leg #4	15-16	15	0.17
Cephalothorax	17-20	16-20	0.40

Tree

Ex: carnivorous tree, tree-man

Location	Mêlée	Missile	Multiplier
Roots *	01-04	01-02	0.16
Trunk	05-14	03-16	1.00
Branches *	15-20	17-20	0.16

* too many to count

Not an original RuneQuest Hit Location Table

Frog, Toad

Ex: cliff toad

Location	Mêlée	Missile	Multiplier
Right Rear Leg	01-04	01-03	0.33
Left Rear Leg	05-08	04-06	0.33
Abdomen	09-10	07-10	0.40
Chest	11-12	11-14	0.40
Right Front Leg	13-14	15	0.25
Left Front Leg	15-16	16	0.25
Head	17-20	17-20	0.33

Crocodilian

Ex: crocodile

Location	Mêlée and Missile	Multiplier
Tail	01-03	0.33
Right Rear Leg	04	0.25
Left Rear Leg	05	0.25
Hindquarters [Arrière train]	06-09	0.40
Chest [Poitrail]	10-14	0.40
Right Front Leg	15	0.25
Left Front Leg	16	0.25
Head	17-20	0.33

Dragon

Ex: basilisk, dragon

Location	Mêlée	Missile	Multiplier
Tail	01-02	01	0.25
Right Rear Leg	03-04	02	0.33
Left Rear Leg	05-06	03	0.33
Hindquarters [Arrière train]	07-08	04-08	0.40
Chest [Poitrail]	09-10	09-14	0.40
Right Wing	11-12	15	0.25
Left Wing	13-14	16	0.25
Right Front Leg	15-16	17	0.33
Left Front Leg	17-18	18	0.33

Head	19-20	19-20	0.33

Elephant

Ex: elephant

Location	Mêlée and Missile	Multiplier
Right Rear Leg	01-02	0.33
Left Rear Leg	03-04	0.33
Hindquarters [Arrière train]	05-08	0.40
Chest [Poitrail]	09-12	0.40
Right Front Leg	13-14	0.33
Left Front Leg	15-16	0.33
Trunk	17	0.25
Head	18-20	0.33

Harpy

Ex: harpy

Location	Mêlée	Missile	Multiplier
Right Claw	01-02	01	0.25
Left Claw	03-04	02	0.25
Abdomen	05-07	03-06	0.33
Chest	07-09	07-11	0.40
Right Wing	10-13	12-15	0.33
Left Wing	14-17	16-19	0.33
Head	18-20	20	0.33

Elemental

Ex: blob, elementals

Location	Mêlée and Missile	Multiplier
Body	01-20	1.00

Not an original RuneQuest Hit Location Table

Scorpion-man

Ex: scorpion-man

Location	Mêlée	Missile	Multiplier
Right Leg #1	01	01	0.17
Left Leg #1	02	02	0.17
Right Leg #2	03	03	0.17
Left Leg #2	04	04	0.17
Right Leg #3	05-06	05	0.17
Left Leg #3	07-08	06	0.17
Tail	09-10	07	0.33
Torse	11-12	08-10	0.33
Chest	13-14	11-15	0.40
Right Arm	15-16	16-17	0.25
Left Arm	17-18	18-19	0.25
Head	19-20	20	0.33

Insect

Ex: giant beetle

Location	Mêlée and Missile	Multiplier
Right Rear Leg #1	01	0.17
Left Rear Leg #1	02	0.17

Right Rear Leg #2	03	0.17
Left Rear Leg #2	04	0.17
Abdomen	05-09	0.40
Thorax	10-13	0.40
Right Front Leg	14	0.17
Left Front Leg	15	0.17
Head	16-20	0.40

Hydra

Ex: hyda

Location	Mêlée	Missile	Multiplier
Tail	01	01	0.33
Corps	02-03	03-05	0.60
Heads *	04-20	06-20	special

* divide as equally as possible

Translator's note: doesn't say what fraction of the total HP to divide among the heads.

Lizard

Ex: Monitor Lizard

Location	Mêlée	Missile	Multiplier
Tail	01-02	01	0.25
Right Leg	03-04	02-03	0.33
Left Leg	05-06	04-05	0.33
Abdomen	07-09	06-09	0.33
Chest	10-13	10-14	0.40
Right Arm	14-15	15-16	0.33
Left Arm	16-17	17-18	0.33
Head	18-20	19-20	0.33

Praying Mantis

Ex: giant praying mantis

Location	Mêlée	Missile	Multiplier
Right Rear Leg	01	01	0.17
Left Rear Leg	02	02	0.17
Abdomen	03-05	03-08	0.40
Right Wing	06	09	0.25
Left Wing	07	10	0.25
Right Front Leg	08	11	0.17
Left Front Leg	09	12	0.17
Thorax	10-12	13-17	0.40
Right Claw	13-15	18	0.33
Left Claw	16-18	19	0.33
Head	19-20	20	0.33

Manticore

Ex: manticore

Location	Mêlée	Missile	Multiplier
Right Rear Leg	01-02	01-02	0.33
Left Rear Leg	03-04	03-04	0.33
Tail	05-06	05	0.33
Hindquarters [Arrière train]	07-09	06-09	0.40

Location	Mêlée	Missile	Multiplier
Chest [Poitrail]	10-12	10-14	0.40
Right Front Leg	13-14	15-16	0.33
Left Front Leg	15-16	17-18	0.33
Head	17-20	19-20	0.33

Bird

Ex: giant eagle, raptor

Location	Mêlée	Missile	Multiplier
Right Talon [Serre]	01-02	01	0.25
Left Talon [Serre]	03-04	02	0.25
Body	05-07	03-06	0.33
Chest [Poitrail]	08-09	07-11	0.40
Right Wing	10-13	12-15	0.33
Left Wing	14-17	16-19	0.33
Head	18-20	20	0.33

Octopus

Ex: kraken, giant octopus

Location	Mêlée	Missile	Multiplier
Tentacle #1	01-02	01	0.25
Tentacle #2	03-04	02	0.25
Tentacle #3	05-06	03	0.25
Tentacle #4	07-08	04	0.25
Tentacle #5	09-10	05	0.25
Tentacle #6	11-12	06	0.25
Tentacle #7	13-14	07	0.25
Tentacle #8	15-16	08	0.25
Head	17-18	09-13	0.40
Body	19-20	14-20	0.40

Plesiosaur

Ex: plesiosaur

Location	Mêlée	Missile	Multiplier
Tail	01	01	0.25
Right Rear Flipper	02-03	02	0.33
Left Rear Flipper	04-05	03	0.33
Hindquarters [Arrière train]	06-08	04-09	0.40
Body	09-11	10-15	0.40
Right Front Flipper	12-13	16	0.33
Left Front Flipper	14-15	17	0.33
Head / Cou	16-20	18-20	0.33

Pteranodon

Ex: pteranodon

Location	Mêlée	Missile	Multiplier
Right Talon [Serre]	01-02	01	0.25
Left Talon [Serre]	03-04	02	0.25
Body	05-06	03-06	0.40
Chest [Poitrail]	07-08	07-11	0.40
Right Wing	09-12	12-14	0.33
Left Wing	13-16	15-16	0.33
Head	17-20	17-20	0.33

Fish

Ex: dolphin, shark

Location	Mêlée and Missile	Multiplier
Tail	01-03	0.33
Hindquarters [Arrière train]	04-08	0.40
Chest [Poitrail]	09-13	0.40
Right Fin	14	0.25
Left Fin	15	0.25
Head	16-20	0.33

Serpent

Ex: python, sea serpent

Location	Mêlée and Missile	Multiplier
Tail	01-06	0.33
Body	07-14	0.40
Head	15-20	0.33

Scorpion

Ex: Giant scorpion

Location	Mêlée and Missile	Multiplier
Right Leg #1	01	0.17
Left Leg #1	02	0.17
Right Le #2	03	0.17
Left Leg #2	04	0.17
Tail	05-06	0.33
Abdomen	07-09	0.40
Right Leg #3	10	0.17
Left Leg #3	11	0.17
Right Leg #4	12	0.17
Left Leg #4	13	0.17
Right Pincher	14-15	0.33
Left Pincher	16-17	0.33
Céphalothorax	18-20	0.40

Ape [Singe]

Ex: chimpanze, gorilla

Location	Mêlée	Missile	Multiplier
Right Leg	01-03	01-02	0.25
Left Leg	04-06	03-04	0.25
Abdomen	07-09	05-08	0.33
Chest	10	09-13	0.40
Right Arm	11-14	14-16	0.33
Left Arm	15-18	17-19	0.33
Head	19-20	20	0.33

Wyvern

Ex: wyvern

Location	Mêlée	Missile	Multiplier
Right Leg	01-03	01-02	0.33
Left Leg	04-06	03-04	0.33
Abdomen	07-08	05-07	0.33
Chest	09-11	08-13	0.40
Tail	12	14	0.33
Right Arm/Wing [Bras droit]	13-14	15-16	0.25
Left Arm/Wing [Bras gauche]	15-16	17-18	0.25

Head	17-20	19-20	0.33

Translator's note: Wyverns are generally depicted with wings, and the creature description above includes a MOV(fly) rating; so I think what was meant here was "Aile" [wing] rather than "Bras" [arm] droite and gauche.

Tortoise

Ex: land tortoise

Location	Mêlée	Missile	Multiplier
Tail	01	01	0.25
Right Rear Flipper	02-03	02	0.33
Left Rear Flipper	04-05	03	0.33
Hindquarters [Arrière train]	06-09	04-10	0.40
Body	10-13	11-17	0.40
Right Front Flipper	14-15	18	0.33
Left Front Flipper	16-17	19	0.33
Head	18-20	20	0.33

Not an original RuneQuest Hit Location Table

*Translator's note: With all the flippers mentioned, this sounds more like a **sea** tortoise than a land tortoise as described, which has legs rather than flippers.*

Triceratops

Ex: monoclonius, triceratops

Location	Mêlée	Missile	Multiplier
Tail	01-02	01-02	0.33
Right Rear Leg	03-04	03-04	0.33
Left Rear Leg	05-06	05-06	0.33
Hindquarters [Arrière train]	07-09	07-10	0.40
Chest [Poitrail]	10-12	11-14	0.40
Right Front Leg	13-14	15-16	0.33
Left Front Leg	15-16	17-18	0.33
Head	17-20	19-20	0.33

Not an original RuneQuest Hit Location Table

Tyrannosaurus

Ex: allosaure, deinonychus, tyrannosaurus

Location	Mêlée and Missile	Multiplier
Tail	01-02	0.33
Right Leg	03-05	0.33
Left Leg	06-08	0.33
Abdomen	09-11	0.40
Chest	12-15	0.40
Right Claw	16	0.25
Left Claw	17	0.25
Head	18-20	0.33

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