Bestiary

BY MICHAEL J.
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'86

The Hero System
Bestiary ™

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Dedicated to Mothers-in-law everywhere

FOREWORD

by Michael J. Susko, Jr.

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Welcome to the wonderful world of animals, courtesy of Hero Games.

"Why animals?", you may ask, if you are not one of the many GMs and players who have requested—even demanded—this supplement. The answer is that there are numerous ways in which our fellow creatures may add to a good game scenario.

Animals add to the background detail; appropriate creatures can contribute inestimably to the flavor of a scenario. The lost valley that the *Justice, Inc.* explorers have slogged through the jungle for weeks to discover would hardly be worth the trip without a few prehistoric monsters to marvel at. A *Fantasy Hero* campaign milieu without its dragons or unicorns is almost unthinkable. That winged snake on the other side of the interdimensional portal is a quick and easy way to inform the *Champions* superhero that he or she has taken a wrong turn. To the *Danger International* hero, the African savanna would look much like any other plain without its lions, zebras and giraffes; the kangaroo practically is Australia. Even the California Imperial Valley wouldn't be quite the same without the horses and cows in the fields.

Animals can also add to the action of play, particularly if the GM wants to liven things up for players who have become bored or cocky. If the *Danger International* electronics expert is slipping through enemy security systems too easily, the main HQ can be given a kennel of guard dogs. If the *Champions* hero finds the rescue at sea too unchallenging, the GM can throw in a few sharks to make things more interesting. Such complications are limited only by the GM's imagination.

Animals can become an entire scenario. Those explorers in the lost valley might well want to catch some proof for the skeptics back home. The mysterious radiations found so often in the comics can set loose a horde of mutated creatures on the heroes' world; or supervillains or enemy superspy organizations might be the cause of the monster population explosion. Often it may be the animals themselves who are in need of succor. Secret agents may be moved to tackle ecological concerns in support of the economic interests of their countries. Most superheroes seem to be environmentalists by nature, and take to defending the ecosystem almost as readily as they do to their long johns.

A smart GM can extend a good animal scenario beyond a single session. The dinosaur brought back by our explorers to silence the scoffers may reject the hospitality of its captors in true Lost World style and go trampling around the urban jungle, requiring the characters to subdue it all over again. And if they break with tradition and capture it alive again, the question of what to do with it now may arise next time...

Finally, there is the Animal Companion—the loyal, intelligent animal sidekick to the hero who, if not quite as common as the flashy heromobile or the impressive headquarters, is still a tried-and-true part of comic-book lore. Pulp heroes also have their animal friends to help get them out of trouble and, on occasion, into it.

In brief, this is why and how the animal world can add to the pleasure of GM and player alike. So without any further ado, let's get on with the details!

INTRODUCTION

by Aaron Allston

As Mr. Susko notes in his Foreword, this is the wonderful world of animals—as they function in the Hero System.

The Bestiary is the first "Hero System" supplement—that is, the first game supplement which is designed for use with any game in the Hero System. Animal encounters occur in all branches of action literature, and so they're appropriate for any of Hero Games' RPGs. We obviously couldn't limit the supplement to just one of them.

The Bestiary is arranged in this manner:

The first section, "Creating the Animals," talks about how animals are put together in the Hero System—how their attributes are bought, what Skills are used, what Disadvantages are appropriate.

The second section, "Real Animals," provides stats for a vast number of real-world animals. Each category of animal is described by at least one full animal record sheet for a representative animal, a chart describing the major attributes of several other animals in that class, and notes on the way that particular class of animal behaves.

The third section, "Prehistoric Animals," showcases some of the most popular "monsters"—dinosaurs and prehistoric mammals. The first part of the section deals with the mighty dinosaurs, and the second with prehistoric mammals.

The fourth section, "Mythical Animals," describes a number of mythological and fantasy beasts appropriate to fantasy campaigns—particularly *Fantasy Hero* campaigns.

The fifth section, "Movie Monsters," details a number of creatures straight from a number of horror films.

The sixth section is "Using the Animals," game-master advice for the use of animal encounters, animals individually and in concert, and Animal Companions, those trusty friends of heroes everywhere.

Throughout the book, the animals selected are above average for their species, on the assumption that player-characters tend to meet the more impressive animals. The stats given can be moved up to create an unusually large or fierce animal, or down to represent a sick, injured, or weak animal.

DIFFERENT GAMES

The different Hero Systems games don't precisely agree on how animals work. In *Champions, Justice, Inc.,* and *Danger International*, animals begin with the base 10 in Characteristics and with 6" of running speed, just as humans do. In *Fantasy Hero*, "monsters"—including animals—begin with base 0 in Characteristics, no movement, nothing. To get to the base 10 in the primary Characteristics would cost 125 points more; to get that initial 6" of running would cost 12 points; and so forth. In the first three games, an animal "costs" its Characteristics plus its abilities minus its Disadvantages; in *Fantasy Hero*, an animal costs its Characteristics plus abilities, and the disadvantages don't come into the equation.

So, in *The Bestiary*, we're creating "compromise" creatures which can work with any of the games but aren't precisely oriented toward any of them. Rules for animal abilities,

abilities which don't precisely match their equivalents in either *Champions* or *Fantasy Hero*, are included. In effect, the animals are being presented here on their own terms and under their own rules.

Each animal will be presented with two "Total Points" figures. The first of these is the animal's precise worth in *The Bestiary* rules: Characteristics plus abilities, minus Disadvantages. The second of these is the animal's approximate worth in *Fantasy Hero*: The previous total, plus 125 points. This figure isn't an exact *Fantasy Hero* calculation: It doesn't account for the initial 6" of running and it doesn't add back the points for Disadvantages. However, it's only necessary in *Fantasy Hero* to know the exact point value of a creature when using a Summon Effect, and the approximation comes close enough. If a *Fantasy Hero* Gamemaster wishes, he may increase the point-value of a *Bestiary* animal by its disadvantage total and the value of its 6" of running before allowing a player to Summon one.

The point totals are given mostly as a guide to how dangerous the creatures are to the player-characters. A creature built on 100 points will likely give a 100 point character a very tough fight (this assumes the character has a weapon; if not, he's in *real* trouble).

TERMINOLOGY

Many of the creatures in this book are presented in abbreviated form to save space. The format used is the same as in *Fantasy Hero*; for those of you without that book, a brief explanation is in order.

Not all of a creature's Characteristics are put on the condensed table, only those that are deemed most important in combat. In order, they are STR, DEX, CON, and BODY (with their normal meanings), PRE (which occasionally has a number like "+2D6" next to it to indicate an offensive PRE bonus for the creature), PD, rPD (that portion of the PD which is resistant and therefore subtracted from killing attacks), ED, rED (similar to rPD), SPD, Damage (the amount listed is killing attack; numbers in parentheses indicate a normal attack), Move (the inches moved per phase), and Mass (how much the creature weighs in kilograms, or tons if the number is followed by a "t").

If you need to know the other Characteristics that aren't listed for a particular animal, use the Characteristics provided in the sample animal given before the condensed table. These other Characteristics (such as INT) will generally be the same for all similar creatures.

BACK TO THE ACTION

Anyway, that's the package. We hope you enjoy it. If you have any comments on *The Bestiary*, or on the idea of generalized Hero System supplements, please let us know at the address on the title page.

CREATING ANIMALS
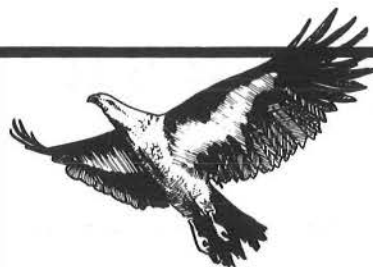
In gaming, it is inevitable that animal "characters" will be played, to a greater or lesser extent, anthropomorphically; but animals are not humans, even in game terms, and certain important differences should be emphasized at the outset.

Animals, unlike people, are not aggressive for pleasure or out of cussedness. An animal will fight in self-defense if cornered, or lash out in pain or confusion. A predator will strike to feed itself; a territorial creature may protect its turf. Social animals will defend their fellows or their young; trained animals will follow their training. But under most other circumstances, animals will generally choose to leave well enough alone—taking pains, in fact, to avoid conflict, especially with ferocious humans.

An animal will almost never push its abilities—which is one reason for their usually low EGO scores. Animals instinctively know their limitations; a creature must be literally mad with pain, fear or illness to overreach itself—and then, it will very likely injure itself in the process.

Different animals possess a wide variety of skills and abilities, and most creatures are superior to the average man in game terms. So they will be built in a somewhat different manner than human characters.

BASIC ANIMAL CREATION

Animals are built on points, just like characters in all Hero System games. But there are differences.

Animals, like humans, are presumed to start with the normal beginning Characteristics of 10 in the primary Characteristics and the appropriate results in the secondary Characteristics. They also have the usual 6" of ground movement, and often 2" of swimming movement. They do not have much else. Most will eventually have their DEX, SPD, and other Characteristics raised, and INT and EGO substantially lowered.

As was noted earlier, this point basis is different from what you find in *Fantasy Hero*. In that game, all animals start out with 0 in their Characteristics, which have to be bought up from scratch—so to get to the normal 10s in the primary Characteristics costs a total of 125 points. *Fantasy Hero* players, then, should pay attention to the "FH Total Points" line on the animal record sheets when calculating their approximate costs—this line is just the normal "Total Points" line, plus 125 points.

Animals, however, have no Characteristic maxima, as humans do. (*Champions* players aren't familiar with Characteristic maxima—this is a breakpoint at which, for normal humans, statistics start costing twice as much as normal.) Animals often have great strength—as in the case of large creatures such as whales, pachyderms, dinosaurs, etc.—and other magnified attributes, so Characteristic maxima are not appropriate.

Animals have special abilities—greater running speed than humans, claws, fangs, horns, tough hides, wings, and other advantages, all of which are bought with points.

Animals have their own Disadvantages. Most have no real manipulative ability; some have what amount to psychological limitations which prevent them from working with humans—basically, Wild Animals. Let's look at all these attributes, one by one.

ANIMAL CHARACTERISTICS

Here are some notes on the various Characteristics of animals.

STRENGTH

Strength is, of course, a measure of an animal's physical power to carry extra weight and inflict damage. It is to be noted that an animal, unlike a human, cannot necessarily leap a distance as determined by its STR; this would make bears and elephants prodigious leapers, which they are not. To be able to leap a distance in accordance with its strength, an animal must buy the Vault maneuver, explained under Animal Abilities, below.

Note that many small animals are exceptionally strong for their size; a giant armadillo is about STR 25, for example, even though it's not large enough to normally warrant that strength.

Animal STR varies widely. Some very small and weak animals have strengths in the negative numbers, while movie monsters may have strengths in excess of 100.

DEXTERITY

An animal's survival depends on its ability to respond quickly to suddenly-changing circumstances, so animals will usually be the equivalent of well-trained humans when it comes to DEX. Creatures with few natural enemies (pampered pets, some of the more massive prehistoric animals) can have low DEXes; otherwise, most animals will be very graceful. Animal DEX should range from 12 at the low end to, perhaps, 24 for the extraordinarily quick and agile creatures and monsters.

CONSTITUTION

This is essentially the same for animals as for humans. Some animals with very simple nervous systems are represented as having enormous CONs, indicative of the degree of resistance they have to being Stunned. Small or weak animals should have a CON of around 8; large ones would have around 30; and creatures such as dinosaurs might have immense CONs.

BODY PIPS

This, too, has the same meaning for animals and humans. BODY is related to animal structure, willpower, and bulk. Of course, the complexity and interdependence of organs within a living organism result in a certain vulnerability that is not totally offset by bulk; for this reason, BODY does not increase one-to-one in proportion to mass.

Determining a creature's BODY is easy if you use the chart under "Creating Animals," later in this section.

INTELLIGENCE

Though some animals will have an INT as low as 2 or 3, others will have scores within what has been established as the "human" range, up to around 8. This does not mean that such animals will be capable of reason, abstract thought or human skills (unless we're talking about a fantasy campaign where the GM wishes it so); it is simply an expression, in game terms, of the creatures' ability to interpret—or misinterpret—the information they receive.

EGO

Animals will have rather low EGO scores, from 3 to 8, averaging around 5. This is largely due to the incapacity of most animals for abstract thought; their willpower is not reinforced by any concepts of "value." In game terms, this turns into some usual animal behavior patterns—the fact that animals seldom push their powers, and the fact that they often give up quickly from futile tasks.

PRESENCE

An animal will have two PRE scores. Its basic Presence, listed among its usual Characteristics, is the animal's usual impressiveness and defensive presence—used when it is surprised, attacked, or taken back—is the measure of how easily it is intimidated.

Many animals will also have a PRE bonus, used for offensive PRE only (that is, PRE attacks). Each + 1D6 of offensive Presence costs 3 points. This Presence is not defensive at all, and any Presence attacks which take place against an animal are compared only to its basic Presence score.

COMELINESS

The COM of an animal is a subjective human judgment, and has absolutely nothing to do with how well the animal is tolerated by its fellows, or how successful it is during the mating season.

Primates will have somewhat low scores, due to their uncomplimentary similarity to man. Other mammals and birds will be within the human range, some considered extremely attractive. Other vertebrates—reptiles, amphibians, fish—will again tend toward lower scores. Invertebrates, with rare exceptions, will be the lowest of all.

PHYSICAL DEFENSE

PD has its usual meaning and function. Animal physical defense will usually be derived precisely from the animal's Strength, perhaps with a point or two in addition. Animals with reputations for indestructibility may have enormous PDs.

Some animals, those with thicker coats, heavier scales, unusually thick fatty or fibrous subcutaneous tissue or the like, will have a few points of Armor in addition.

ENERGY DEFENSE

ED has its usual meaning and function, and is usually based directly on the animal's Constitution, again perhaps with a point or two in addition.

Also, as noted before, animals with extra defenses may have a few points of Armor.

SPEED

Most animals have a Speed of 3; especially plodding herbivores or giant creatures may have a 2, while nimble predators may have a 4. There are a few especially fast and nasty animals with Speed 5.

RECOVERY

Recovery has its usual functions. Few animals will have REC above the base calculated from their STR and CON; those that do will be long-distance runner animals, domestic draft animals, and the like.

ENDURANCE PIPS

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

STUN PIPS

On the other hand, quite a few animals have extra STUN, reflective of the difficulty involved in knocking them unconscious—especially large or stupid animals will often have some extra points here.

ANIMAL ABILITIES

Animals, like characters, have abilities unique to them. These break down into four varieties: Size/Mass Abilities (reflections of how large the animals are), Combat Abilities (reflections of how well they perform in combat circumstances), Locomotion Abilities (that is, how fast they move, and how they move) and Other Abilities (perceptions and special powers).

SIZE/MASS ABILITIES

Animals can be much smaller or greater in size than men. When creating animals in *The Bestiary*, we will use the Size Increase and Size Decrease abilities introduced in *Fantasy Hero* to indicate increased or decreased size in animals.

SIZE INCREASE

Each level of Size Increase makes the creature + 15 STR, +5 BODY, x2 reach (2" for the first Level), x8 mass (approximately—additional levels of Size Increase beyond the first do not have such a multiplicative effect on the animal's mass). Each level of Size Increase also gives any attacker against the animal a x2 Range Mod on all ranged attacks or Perception Rolls against the creature—that is, someone with a -1/5" rifle, shooting at an animal with one level of Size Increase, would actually have a -1/10" Range Modifier against this animal. Each level costs 25 character points. (*Champions* players please note—a level of Size Increase is rather similar to three levels of Growth, with 0 END, but lacking certain other benefits of the Growth power. *Champions* characters may not ever take Size Increase; to be larger, they must use the power Growth.)

SIZE DECREASE

Each level of Size Decrease makes the creature -15 STR, x 1/2 height, and x 1/8 mass. Also, each level of Size Decrease will halve the Range Mod on all ranged attacks or Perception Rolls against the creature—for instance, someone with a -1/4" energy carbine, shooting at a cat with one level of Size Decrease, would suddenly be shooting at a Range Modifier of -1/2". Each level costs 10 character points. (*Champions* players please note—a level of Size Increase is rather similar to one level of Shrinking, with 0 END, and with certain other Disadvantages added. *Champions* characters may not ever take Size Decrease; to be smaller, they must use the power Shrinking.)

COMBAT ABILITIES

Animals have a great many different sorts of combat abilities, including resistent defenses, attacks, combat maneuvers, and other combat skills.

DEFENSES

ARMOR: Many animals, especially those with thick hides or large fatty layers, have a certain amount of armor. Animal armor costs 5 animal points per 3 points of armor, divided as the game-master pleases; usually an animal will have more physical armor than energy. (A note to players of *Fantasy Hero*: This is substantially cheaper than the pertinent spell. Characters in *Fantasy Hero* may not purchase animal armor; the reason why the spell is so much more expensive is because it's not an attribute natural to man.)

DAMAGE REDUCTION: This is an ability found only in the most indestructible of animals—GMs should not permit its use for commoner animals. When an animal has Damage Reduction, only part of any damage that gets through their defenses is applied against their STUN and BODY. Each purchase of Damage Reduction must be specified as applying against Physical, Energy, or (in rare instances) Ego Attacks, and will be bought as working against normal attacks only or working against normal and killing attacks.

Each time an animal is hit by an attack it subtracts its usual defenses in the normal manner. If the Damage Reduction applies to the attack in question, the animal then takes the remaining damage and applies the Damage Reduction. An animal with 1/4 Damage Reduction takes 1/4 less damage from every attack. An animal with 1/2 Damage Reduction takes 1/2 less damage from every attack. An animal with 3/4 Damage Reduction takes 3/4 less damage from every attack.

Normal Damage Reduction applies against normal attacks. Resistant Damage Reduction affects all normal and killing attacks. Special varieties of Damage Reduction may be purchased which apply against only very specific attacks (for instance, fire, bullets, lightning) or may be purchased to remove only STUN or only BODY from the damage done.

The cost of Damage Reduction works out like this:

Example:
Building a Dinosaur, you decide that it should be practically impossible to STUN the creature—a special danger from characters with high-powered rifles. In addition to the normally inflated PD, ED and armor you give the creature, you want it to have 3/4 Damage Resistance, for removing STUN only, from both normal and killing attacks. On the table above, that's "3/4 DR for STUN or BODY Only, Resistant DR Cost," specified to physical attacks—40 points. If you wish the dinosaur to be similarly resistant to energy killing attacks (from, say, laser-and-lightning weilding heroes in a superhero game), you'd have to buy the same thing again, at 40 points, specified to energy attacks.

ATTACKS

Most animal attacks inflict a certain amount of killing damage on the animal's opponent. However, animal weaponry is for the most part not as efficient as iron weapons, so animal damage dice are usually "broken up"—that is, an animal attack of 2D6 Killing Damage will usually become 2x1D6, or perhaps 4x1/2D6. To an unarmored victim, this difference is negligible; to an armored opponent, it can mean the difference between life and death. For instance, a cat raking a Def 7 iron breastplate could easily breach it and cut the man beneath if the cat could claw for 2D6K; however, if the cat can only claw for 2x1D6K, no BODY damage can go through that breastplate.

As a general rule of thumb, real-life animals will have killing attacks equivalent to their STR in killing dice (that is, a strength 30 animal would have two dice of killing damage) up to twice their strength for creatures which efficiently use their strength (a strength 30 animal, if particularly fierce, might have four dice in killing damage). If an animal's primary attack is not its killing attack (for instance, a horse kicks more viciously than it bites), its killing attack might be disproportionately small to its STR. Monsters and legendary creatures may have killing attacks disproportionately large in comparison to their miniscule Strengths or surprisingly small compared to their great Strengths.

DAMAGE REDUCTION COST

Damage Reduction Fraction	Normal DR Cost	Resistant DR Cost
1/4 Damage Reduction	10 pts	15 pts
1/2 Damage Reduction	20 pts	30 pts
3/4 Damage Reduction	40 pts	60 pts
Special Types of DR	**Normal DR Cost**	**Resistant DR Cost**
1/4 DR vs. 1 Type of Attack	5 pts	7 pts
1/2 DR vs. 1 Type of Attack	10 pts	15 pts
3/4 DR vs. 1 Type of Attack	20 pts	30 pts
1/4 DR for STUN or BODY Only	7 pts	10 pts
1/2 DR for STUN or BODY Only	13 pts	20 pts
3/4 DR for STUN or BODY Only	27 pts	40 pts

Huge and terrifying animals might have attacks broken down into 3D6 chunks, but are more likely to have them in 2D6 and 1 1/ 2D6chunks; large animals will have their attacks broken down into 1D6 or 1D6 + 1 bits; small animals will have their attacks broken down into 1D6-1 or 1/ 2D6or perhaps even 1 pip, attacks.

The normal rule applies for adding STR damage to basic killing damage: Each STR of 5 turns into 1 level of damage on the ascending scale of killing damages, so a STR of 15 turns into 1D6K when added to a killing attack, a STR of 20 becomes 1D6 + 1K, and so on; STR may never more than double the amount of damage done by the basic attack. *Fantasy Hero*, *Justice Inc.*, and *Danger International* heroes please note: These attacks, built into the creature's native abilities, constitute weapons which have a STR Requirement of 0.

COST OF ATTACKS

Killing attacks broken down into small chunks cost a bit less than those bought in large pieces, or no pieces at all.

The following damage costs are based on the *Champions* hand-to-hand killing attack power (similar, but not identical by any means, to the *Fantasy Hero* Killing Blast Effect used for hand-to-hand weapons). Important Note: These attacks are bought to 0 END, meaning that the animal will use END only in accordance with the strength it is using to boost the attack.

COST OF ATTACKS

Killing Attack (per level)	Cost (per level)
1 pip	3 pts
1/ 2D6	6 pts
1D6-1	6 pts
1D6	13 pts
1 1/ 2D6	29 pts
2D6	42 pts
2 1/ 2D6	80 pts
3D6	90 pts
Normal Attack (per + 1D6)	3 pts

So, an animal which bought a 1D6 killing attack would spend 13 points. If it used a STR 15 with the attack, it would do 2x1D6 killing damage per attack. (If it only had, say, a STR 5, it would do 1D6 + 1 pip in damage; if a STR 10, it would do 1D6 + 1/ 2D6in damage; all these separate bits being counted separately against a victim's resistant defenses.)

When an animal attack is purchased, the creator must specify what part of the animal's body is responsible for the attack. Animals use different combat maneuvers (explained momentarily), just as humans do, and for each type of damage the animal can do, it must have the combat maneuver pertinent to it.

Example:

Damaging Body Part	Animal Combat Maneuver
Antlers	Gore, Move-Through
Claws	Claw, Rake
Horns	Gore, Move-Through
Jaws	Bite
Mandibles	Bite
Stinger	Kick/Strike
Teeth	Bite

Obviously, a large cat, buying a 1 1/ 2D6Kattack based on Teeth (a Bite, to you and me) may not use that attack with its Claws. It must purchase damage based on Claws as a separate attack. Naturally, when the cat does buy an attack for its claws, it can do that damage with either of its forepaws if it has the Claw maneuver or with any one of its four sets of claws so long as it has both the Claw and Rake maneuvers.

Animals may also buy normal damage attacks—from striking or kicking opponents, for instance. These attacks, even though they technically are adds to the animal's STR, do not add to the animal's secondary Characteristics such as PD, REC or STUN. Each + 1D6 STR Damage to a normal attack costs 3 points. Again, each such attack must be specified to a body part. For instance:

Damaging Body Part	Animal Combat Maneuver
Head	Gore, Move-Through
Hooves	Kick/Strike
Paw	Kick/Strike

Example:

A horse buys a + 3D6 normal attack to its kick. It has a STR of 25, which would normally do 5 dice; now it does 8 dice with its kick. This costs 9 points (3 points per + 1D6).

COMBAT MANEUVERS

Animals have no formal combat training—just instinct, and practice in the form of play before they begin hunting or otherwise achieve independence. So an animal must pay a point for each combat maneuver it knows how to perform. When you're creating animals, pay special attention to designing them with an eye toward making the combat maneuvers fit the animal.

The animal combat maneuvers include: Bite, Claw, Dodge, Grab, Bore, Kick/ Strike,Move-By, Move-Through, Rake, Trip, and Trample. As with all Hero Systems games, these maneuvers take 1/ 2phase to perform, except the move-through and move-by, which are full-phase maneuvers. Let us look at them individually.

BITE: This maneuver is +0 to OCV and DCV. It should be applied to attacks coming from an animal's teeth, tusks, or mandibles.

CLAW: The animal uses sharp or rough surfaces on the end of an appendage (usually a front paw) to cut or scratch the victim. The maneuver is + 0 to OCV and DCV. It is generally assigned to mammalian claws and crustacean claws, although it's possible that rough-edged tentacles could count as claws.

DODGE: The animal may dodge an attack just as a human does. The maneuver gives the animal a + 3 DCV usable against hand-to-hand attacks only; animals do not dodge ranged attacks such as arrows or bullets.

GRAB: The animal uses its limbs, usually its forelimbs, to seize upon a victim. This maneuver is at + 0 OCV and -2 DCV. A creature which Grabs may immediately squeeze its victim for its normal STR damage, at no extra time involved.

GORE: The animal uses horns or antlers to spear its victim, for killing damage. This maneuver is + 0 to OCV and DCV.

KICK/STRIKE: The animal may lash out with a limb for normal damage based on its strength. This attack may, in general, be with any limb, but with a specific animal it might not be. Equines, for instance, may kick with all four limbs; primates strike with their arms; a crocodile strikes with its tail. The maneuver is at + 0 OCV and DCV.

MOVE-BY: The animal runs or flies right past its victim, lashing out for increased damage from its velocity. If an animal has a killing attack based on horns or antlers, this damage may be killing damage; otherwise it will be normal damage. To calculate how much damage a move-by does, use this formula: Take half the animal's normal attack, and add 1D6 normal damage (or one level of killing damage) for every 5" the animal was moving; the attack may never be twice more than what the animal could do at full strength.

Example:

A cape buffalo performs a move-by on a victim at a running speed of 14". Its usual killing attack is 4x1D6K; now, halved, it is 2x1D6K, and since it is moving at 14" it gets an extra 1D6 (14 divided by 5 is 3 levels of killing damage), for a total of 3x1D6K.

The great advantage of the move-by is that the animal does not have to stop in the hex of its victim; it performs its attack on the side and keeps on running. The maneuver is -2 to OCV and DCV, and takes a full phase—which includes the movement involved.

MOVE-THROUGH: As with the move-by, this maneuver gives the animal extra damage for speed. The animal merely runs straight into the victim. If the animal has a killing attack based on horns or antlers, the animal may either do killing or normal damage (its choice) with the attack. If the animal has no such killing attack, it will do normal damage with a move-through. The animal runs into its victim. If it hits, it does its normal attack, + 1D6 of normal damage (or 1 level of killing damage) per every 3" it was moving. For instance, if our cape buffalo of the previous example were performing a move-through, it would hit its victim for its original 4x1D6K damage, plus (14" divided by 3 = five levels) 1D6k + 1/2D6K, or 5x1D6 + 1/2D6K. In short, it's a very vicious attack. The move-through maneuver is at substantial minuses; -1 to the OCV for every 5" of speed the animal has; -3 to the DCV. Additionally, the animal takes one-half of the normal damage it does to its victim. (If it does a killing attack, take one-half the attack it did, convert it to normal damage—for instance, 1D6K becomes 3D6 normal, as usual—and apply it to the animal. If you're using a game which uses Hit Locations, don't assume that it's automatically applied to the head—consider it rather to be a Chest (10-11) location. Move-through animals are built to take this sort of punishment.) Animals which take the move-through maneuver should be massively-built animals with good running speed. Buffalos, rams, and triceratops are good examples. The maneuver takes a full phase to accomplish; this includes the movement involved, and the attack may take place at any point in the animal's move, even at the end of its full move.

RAKE: This is a clawing-type attack, usually with rearward claws, for killing damage. The animal must any other combat maneuver and must first successfully hit the victim with the other maneuver. (Grabs and Bites are most common for this purpose.) Once that is accomplished, on its next phase it may Rake its opponent, at + 4 OCV; its DCV drops to 0. The rake is as per normal Claw damage, but the animal, which has what amounts to a DCV 0 opponent in its grasp, will aim for the Vitals region. Since its victim is at a 0 DCV, the roll to hit a Vitals region is only -4, so the animal has a very, very good chance of accomplishing this feat. (Note to *Champions* players and players who don't use the hit locations: In your own games, the animal has the option of attacking normally for its normal damage, or attacking at -4 OCV for x1 1/2 its usual damage.)

TRAMPLE: With this maneuver, the animal decides to dance up and down atop a downed victim for a while, doing its normal STR damage possibly multiple times. The victim must have been knocked down to allow for this maneuver. This maneuver is performed at a -2 OCV, and a -2 DCV. The animal rolls to hit. If it hits, the animal does its normal STR damage, and for every 2 by which the roll was made, the animal gets another hit on the victim—up to a total of four times.

Example:

A horse rolls to Trample a victim. It needs a 13- to hit. It rolls a 10. It hits once, for making its 13-; it hits a second time, for rolling under -2 that, or 11-; had it rolled a 9, it would have hit a third time, but will have to content itself with only two blows this time.

TRIP: The animal lashes out with a limb. If it hits a victim, the victim must make a DEX roll to avoid falling down. The blow is at -2 OCV and +0 to DCV.

OTHER COMBAT SKILLS

There are a few other combat skills appropriate to an animal. They include Pack Tactics, Presence Bonuses, and Skill Levels.

PACK TACTICS: This animal instinctively fights in a manner which is well-suited to pack attacks. Canines, for instance, will surround a victim, and as it's attacking once side of the ring the ones to the rear will attack. Wolves, additionally, run down their prey with use of this skill; two or three members of the pack will chase a victim all-out, while the rest of the pack hangs back and conserves its resources. As the lead wolves tire, fresh animals replace them, with the net effect that the victim animal must continuously run at full speed while most of the wolves don't. This skill costs 3 points; the animal will automatically revert to pack tactics when its pack is present and normal circumstances are in evidence. When unusual circumstances occur (for instance, when the animal encounters a victim-animal it has never before met, and which unnerves it) the pack collectively rolls 3D6; if it rolls and 11 or less (this is a General skill) it can act in concert against its opponent.

PRESENCE BONUSES: Many animals present fearsome visages when in combat; thus, they have better offensive presences than defenses, and may have very good PRE attacks. Each 1D6 of offensive PRE costs 3 points.

SKILL LEVELS: Many animals have better OCVs than their dexterities allow for. Animals may buy combat skill levels for 3 points for a skill level for one maneuver, or 5 for a skill level in hand-to-hand combat. Animals, unless the GM gives his approval, may not buy skill levels in any sort of ranged combat. Animals will always put their skill levels into OCV when they are in combat; if they have the Dodge maneuver, they may apply them to Dodge; if they are fleeing, they may put them into DCV.

LOCOMOTION ABILITIES

CLIMBING

This skill, as is usual in Hero System games, costs 3 character points for a 9+(STR/5) roll, +1 to the roll per 2 points. Primates, felines, and some bearlike and other animals have this ability.

FLIGHT

This skill is actually Animal Flight, and is neither to be confused with the *Champions* Flight power nor the *Fantasy Hero* Levitate effect. Animal Flight may only be bought by animals and monsters, never by player-characters. It costs 2 points per 1"; the animal keeps half its DCV when flying; flying speed is doubled when the animal goes to noncombat speed, and its DCV drops to 0 when it goes to noncombat speed. Such flight is always based on wings. END cost is 1 pip for every 5" of movement. An animal which is flying slow enough that the END it uses per turn is half its REC is considered to be gliding (it may not gain altitude in this mode) at 0 END.

RUNNING

Animals often have extra running, bought for them (just as with humans) at 2 points per 1".

SWIMMING

Most land animals can swim, although they often aren't very fond of it. For instance, felines are very good swimmers—when they have to be. In general, assume that an animal without a "Can't Swim" Disadvantage can swim at the normal human 2". Swimming scores listed are the animal's combat swimming speeds; animals may swim at noncombat speed, but only tend to do so when fleeing or attacking. Each additional 1" of swimming costs 2 points.

VAULT MANEUVER

Most animals, unlike humans, cannot leap as their strengths would ordinarily allow. An animal which wishes to leap should buy this skill, which costs 1 point, and can then leap according to its STR.

OTHER ABILITIES

AUTOMATON

This is an ability common only to some magical monsters; GMs should not use it very often. This gives the monster the qualities of a robot: They have no Stun Pips and are impossible to Stun; they don't heal naturally; they are destroyed when they reach 0 BODY (not their negative body as is the case with living animals); they do not need to pay END for their STR or Movement; all powers and abilities they buy must be at 0 END. Uncontrolled Automatons are berserk and try to kill everything in their path. Note that when you take Automaton for a creature, the creature's END and STUN automatically drop down to 0; you do not get to buy them down to save points. You may, however, buy down the CON to save points. The cost of Automaton is 30 points.

DIVING

This ability enables the animal to recover underwater—even though it may not breathe underwater—for a certain amount of time. For 3 points, the animal can recover for an amount of time equal to one-third its END score. For 5 points, the animal can recover for an amount of time in minutes equal to its END score. In other words, an animal with 3 points in Diving and 30 END can stay down for 10 minutes; an animal

with 5 points in the ability and 60 END could stay down for an hour. The animal may not move faster than half its combat swimming rate, and may not engage in combat. If it does so, the "spell" is broken, and the animal may not recover again until it surfaces for air. In order to dive, the animal must spend an equivalent amount of time on the surface of the water before diving.

MUSK

This power enables the animal to spray a natural chemical which, though not really dangerous, is temporarily incapacitating. For each 15 points, the animal sprays an attack which does 1D6 of STUN-only damage (physical and energy defense do not protect from this) and blinds the victim for one phase; the animal must hit its victim with this ranged attack. The blindness may be prevented if the character has airtight goggles or other protection over his eyes; the STUN may be prevented if the character is breathing from some other air source. (*Champions* players—yes, this is a combined Flash and No Normal Defense EB, with Disadvantage of an END battery. Defense is Life Support.)

NIGHT VISION

For 10 points, the animal sees as well at night as it does in the daylight.

PERCEPTION

Animal perceptions are cheaper than humans' to buy. Each +1 to overall Perception costs 3 points; each +1 to two specific senses costs 2 points; each +1 to one specific sense costs 1 point. Player-characters may not buy Perceptions at these rates.

PERIPHERAL VISION

For 15 points, the animal has vision that extends in a much greater arc than the 150 degrees or so that humans have; the animal's arc of vision is about 300 degrees, with the blind spot, of course, in back.

TELESCOPIC VISION

This ability, common primarily to birds of prey, allows the creature to define a point at a distance, and sight to that point as if it were 1/10th the distance away. Telescopic Vision does not change the normal Sight Perception Roll Modifer, nor does it help the range modifier for attacks. It may be bought more than once; the second level brings the telescopic sight up to 1/100th distance, the third to 1/1000th distance, etc. Each level costs 15 points.
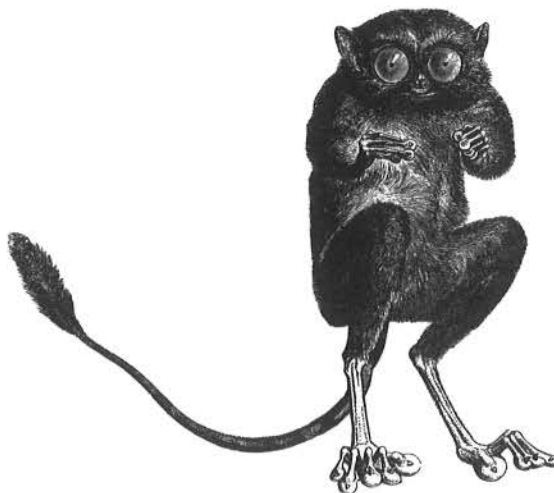
TRACKING SCENT
This allows the creature to Track its prey with successful smell Perception Rolls. Cost is 15 points.

TRAINING
See "Animal Companions" under "Using the Animals."

VENOM
With this attack, the creature injects a toxin into the victim. The toxin affects the victim's STR, CON, and BODY, with neither PD nor ED nor Armor coming off the damage.

Soon after the drug is injected (at the end of a time-period listed for the drug, an "Interval"), the victim takes the effect of the drug. At each Interval thereafter (intervals listed on the Venom Cost Table), up to the number of Intervals listed, the process is repeated. At each Interval, roll 1D6 each for the victim's STR, CON, and BODY, and subtract the result from his scores. Damage to the victim's STR reduces his bodily strength (ability to do damage, to carry things, etc.) but doesn't reduce PD, REC or STUN; damage to the CON reduces the character's ability to resist being STUNNED but doesn't reduce ED, REC, END, or STUN; damage to the BODY acts as normal killing damage to the character.

When the number of Intervals is met, the poison has run its course and the victim stops taking damage—of course, he may already be dead.

Venom comes in several levels of lethality, as the chart below shows:

VENOM COST TABLE

Type of Venom	# of Intervals	Interval	Cost
Weak Snake Venom	1	20 minutes	10 pts
Strong Snake Venom	2	20 minutes	20 pts
Lethal Snake Venom	4	20 minutes	40 pts
Horrid Monster Venom	6	2 minutes	72 pts

Victims recover their Characteristics at a rate of their REC score per month; i.e., a character with a REC of 6 will recover back 6 STR, CON, and BODY in the course of a month. *Champions* characters recover Characteristics at a rate of 1/10 their REC score per day. Venom-using creatures must strike an unarmored area unless the venom attack is used in concert with a killing-damage attack which can penetrate armor.

VENOM DEFENSE
With this ability, an animal can resist the effect of a venom. This is really nothing more than 3/4 Damage Reduction, Resistant, vs. One Type of Attack (Venom). When a creature with Venom Defense is bitten, during each interval, when the interval's damage is rolled, 3/4 of the damage goes away—round the remainder down and apply it to the victim. Each purchase of Venom Defense costs 30 points, and it must be specified precisely what sort of venom is being neutralized; if it is not specified on the animal's sheet, then the defense is against the creature's own poison. Note: *Champions* characters could buy this as a Power, as they could with Damage Reduction; *Justice Inc.* characters could buy this as a Weird Talent.

WATER BREATHING
This ability enables the animal to breathe underwater. For 5 points, the animal can breathe in water but is unable to breathe in air. For 10 points, the animal can breathe either in water or in air. (Characters cannot take Water Breathing, naturally. It costs too much for *Champions* characters and too little for *Fantasy Hero* characters.) There is no END cost.

ANIMAL DISADVANTAGES

Animals do have Disadvantages; common ones include:

ANIMAL PACKAGE
This represents the basic Disadvantages animals have in relating to humans—problems in communication, difficulties in being allowed into restaurants, etc.—and the fact that most animals are hunted by something. This is a "package bonus" and does not belong to any specific type of Disadvantage, and so will never be worth less because it's with a similar Disadvantage. Value: 8 points.

DOMESTICATED
This is a Psychological Limitation. The animal cannot hunt for itself, and is dependant on man for his food and continued existence. Very Common: 8 points; may not be taken with "Wild" Disadvantage.

NO MANIPULATION
This very common Physical Limitation means that the animal is not good at manipulating objects. Primates and elephants do not have this, but almost every other animal does. Frequently, greatly: 8 points.

WATER-BOUND
This Physical Limitation means that the animal cannot function on the land, and will probably die on land unless it is cared for by someone competent in marine biology. Infrequently, Greatly: 8 points.

WILD
This psychological limitation means that the animal will not function in a domesticated manner. An animal may not be trained while it has the Wild Disadvantage. An animal may not have both the "Wild" and "Domesticated" Disadvantages. It comes in two levels: Very Common (8 points); and Very Common, Total (13 points). Animals which have the basic 8-point Wildness can buy it off to become Animal Companions; animals which have the 13-point Wildness cannot every buy it off or become trained.

CREATING ANIMALS

Creating an animal is easily accomplished.

First, you decide what variety of beast it is, and what role it fulfills. Second, you choose and purchase the animal Abilities that best reflect the animal's purposes and functions. Third, you purchase the appropriate animal Characteristics, keeping them in line with the animal's functions, size, reputation, etc. Fourth, you apply the animal Disadvantages appropriate to the beast in question. Don't subtract the Disadvantage total from the Total Points.

You do not have to worry about point-balancing. Animal costs to not "balance" against experience, for example. Animals are what they are, and the only reason we point-account them is to get a good idea of what point range is best for certain animal roles.

Of course, the method just mentioned is not very detailed. Let us go on to some specifics.

ANIMAL SIZE, STRENGTH, AND BODY

It's easier to commence the creation of an animal if you have some idea as to its actual size, strength, or BODY total. The following chart should prove of interest to you:

ANIMAL SIZE, STR, AND BODY TABLE

Animal Mass (kilograms)	Strength Min / Max	BODY	Notes
.5	-25 / -15	1	2 Lvl. Size Dec.
1	-23 / -10	2	
2	-18 / - 5	3	
4	-13 / 0	4	1 Lvl. Size Dec.
8	- 8 / 3	5	
17	- 3 / 10	6	
37	3 / 18	7	
75	8 / 23	8	
87	9 / 24	9	
100	10 / 25	10	Human Sized
150	13 / 25	12	
200	15 / 25	14	
300	18 / 25	16	1 Lvl Size Incr.
400	20 / 30	18	
600	23 / 40	20	2 Llvs Size Incr.
800	25 / 45	22	
1,200	28 / 50	24	
1,600	30 / 55	26	3 Lvls Size Incr.
2,400	33 / 63	28	
3,200	35 / 70	30	4 Lvls Size Incr.
4,800	38 / 75	32	
6,400	40 / 80	34	
9,600	43 / 85	36	5 Lvls Size Incr.
12,500	45 / 93	38	
18,700	48 / 100	40	6 Lvls Size Incr.
25,000	50 / 105	42	
37,500	53 / 110	44	
50,000	55 / 115	46	7 Lvls Size Incr.
75,000	58 / 123	48	
100,000	60 / 130	50	8 Lvls Size Incr.
150,000	63 / 135	52	

The first column is the animal's mass in kilograms. The second column is the animal's Strength; the figure on the left is the minimum Strength the animal must have at this weight, the figure on the right is the maximum likely Strength the animal could have at this weight (it's based on a basic score of 10 plus the STR bonuses for the Size Increase and minor refiguring). The third column is an average BODY score for creatures at this size, and the column at the right is a size indication—it merely suggests that creatures at a certain weight will probably have a number of levels of Size Increase.

When creating an animal from this chart, choose the line which best represents, in general, the bulk of the creature you wish to create.

As an example, let's say that you are creating a large dinosaur-like monster for your pulp heroes to fight. You decide that it should have a STR of about 40, in order that the player-characters will regard it with some respect.

Well, a STR of 40 tends to fall (at the low end) at around 600 kilograms of mass and two levels of Size Increase, and (at the high end) at about 6400 kilograms and four levels of Size Increase. This gives you a workable place to begin.

Let's presume that you don't want your pulp heroes to be picking up your monster and heaving it out a window. Since pulp Strengths range most commonly around 15-20, your monster is in danger at masses of up to 1,600 kilograms—a STR 20 hero, making his EGO roll by 5, could push his STR up to 30 and therby pick up your little darling. So let's concentrate on a mass of between 2,400 and 6,400 kilograms.

Now, all you have to do is choose the animal's size and mass traits, using the chart only as a generalized guideline. You can make your creature with anywhere from two to four levels of Size Increase without stretching any credibilities—it just depends on how large you want the thing; 4 levels of Size Increase gives the monster a reach of 8", and two levels one of 4", so this might be your determining factor. If you buy it with two levels of Size Increase, your Strength is right at the 40 you wanted; if you buy it with four levels, you'll want to "buy down" the animal's current STR of 70 (base 10 plus 15 points for each of the 4 levels = 70). To do this, you just subtract 30 from the Strength, and 30 points from the points spent on the animal's Characteristics, to get the Strength you want.
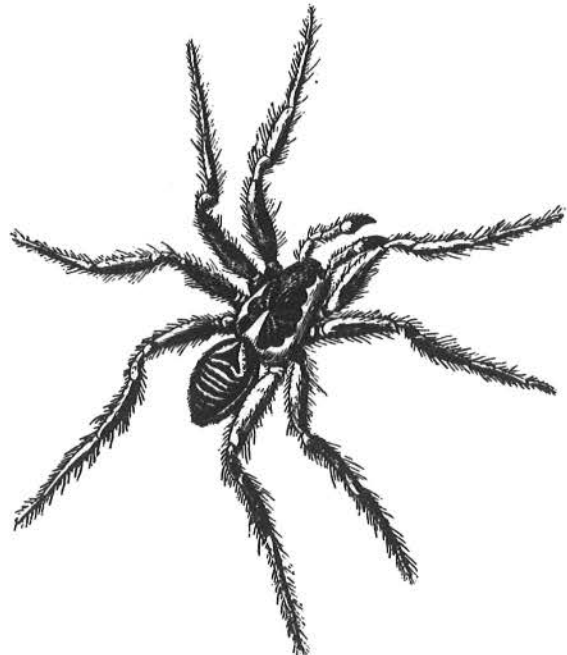
You can widely vary the stats from those listed. Giving the creature more BODY than that listed will make it tougher to kill, and reducing the BODY will make it easier to kill, for instance. However, if you have no reason to do otherwise, you might as well start off using the stats as indicated on the chart, and then begin playing around with the creatures you create as you gain experience.

Let's assume that you're doing it by the book for the moment, and that you're using the creature at 2,400 kilograms, with a STR of 40 and three levels of Size Increase. Let's put it on an Animal Record Sheet.

THE ANIMAL RECORD SHEET

Size Increase, as we know, gives us +15 STR and +5 BODY per level. We have three levels; thus, we should probably have a STR of 55 and a BODY of 25. Since we wanted a STR of 40, we'll buy that STR down just a tad, as follows:

THE CRITTER

STR: 40	DEX: xx	CON: xx	BODY: 25	INT: xx
EGO: xx	PRE: xx	COM: xx	PD: 8	ED: xx
SPD: xx	REC: xx	END: xx	STUN: xx	Cost: -15

Pts	Abilities
75	Size Increase, 3 Levels
xxx	Skills Cost

Pts	Disadvantages
xx	Disadvantage

| xxx | **Total Points** |
| xxx | **FH Total Points** |

Since we pulled 15 points out of STR, and each point of STR is worth 1 Character Point, the "Cost" blank of the Characteristics reads -15.

There's a good start. Let's give it some Characteristics.

A lowish DEX, good enough to be frightening to the characters but not good enough to gobble them up too fast—say, 13 (9 points).

A very high CON, because huge lizards are notoriously difficult to stun—say, 30 (40 points).

INT around 3, because lizards aren't terribly bright; but they're dogged, so an EGO of 8 (-7 points and -4 points, respectively, from lowering those scores from their basic 10 each).

PRE: Well, it's huge, so it should be higher than normal; and we want to scare the characters. But they should have a chance to scare the lizard, too, with intelligent playing. Let's give it a PRE of 20 (10 points) and give it a Presence Attack bonus among its skills later.

COM: Who cares? Let's call it ugly, about a COM of 4 (-3 points).

PD and ED: Let's base them off the STR and CON, and give it some armor later.

SPD: Most carnivores of this type have a speed of 3. Let's call it that. Since the DEX is 13, the extra point of SPD costs 7.

REC, END, STUN: Let's base these off the primary statistics and see how it looks.

THE CRITTER

STR: 40	DEX: 13	CON: 30	BODY: 25	INT: 3
EGO: 8	PRE: 20	COM: 4	PD: 8	D: 6
SPD: 3	REC: 14	END: 60	STUN: 60	Cost: 37

That's an acceptable arrangement of statistics for menacing lizard. Now, let's buy some abilities.

We know we have three levels of Size Increase: that's 75 points. The monster must have an attack, but let's say you don't want to be killing heroes outright. Say, 2x1D6K. Since it has enough STR, all you have to buy is 1D6K: 13 points. Perhaps it should have a secondary attack—1D6-1K from its forelimbs, doubled by STR to 2x1D6-1K. This costs 6 points.

Now that it has attacks, it must know how to use them. Pertinent maneuvers are Bite and Claw: 2 points.

Armor—we'd talked about that. Pulp heroes often have guns. Let's presume that you want the creature to be mostly immune to guns; give it about 9 points of physical armor, and, oh, 6 of energy. This costs 25 points (5 points per 3 points of armor).

Damage Reduction—we don't want this creature Stunned, ever—you just don't see Stunned Dinosaurs. Give it 3/4 Damage Reduction vs. Stun Only, from physical normal and killing attacks: 40 points.

Since it's scary, we want it to have a PRE Attack bonus—say, 3D6, so it'll normally do 7D6, and it can of course gain bonuses for proper circumstances. 9 points.

Locomotion: A few extra points of running won't hurt; say, 3" (for a total of 9" running): 6 points.

Since it's so stupid, you want to compensate for its inherently bad Perception Roll. Give it, say, +5 to Smell Perception (5 points); this will make it possible to track down prey.

Now, what else? You can give it all sorts of things to give it a mark of distinction. Perhaps the Vault maneuver (1 point)—heroes don't expect huge two-ton lizards to go leaping from hither to yon.

Let's see how that looks:

Pts	Abilities
75	Three Levels Size Increase
13	1D6K Bite, 2x1D6K with STR
6	1D6-1K Claw, 2x1D6-1K with STR
2	Maneuvers: Bite, Claw
25	Armor, 9 PD and 6 ED
40	3/4 Damage Reduction, STUN only, physical normal & killing
9	+3D6 to PRE Attacks
6	+3" Running
5	+5 to Smell Perception
1	Vault Maneuver
182	Skills Cost

And now, the whole animal adds up to:

219	**Total Points**
344	**Total Points, FANTASY HERO**

Good enough. Time for a few disadvantages: Animal, Wild (the 13-point variety; lizards are not likely to be trained to be Animal Companions), and No Manipulation.

Pts	Disadvantages
-8	Animal
-13	Wild
-8	No Manipulation

It's a simple process. Just start at the Animal Size, Strength, and BODY chart, then flip back to Animal Characteristics, and progress through this section of the book point-by-point and you should have no problem.

REAL ANIMALS
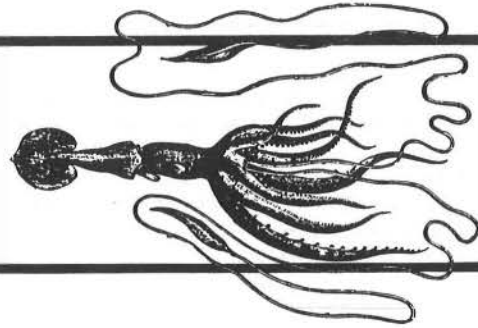
In spite of the element of the fantastic so often found in adventure situations, most animals that characters encounter—even in fantasy adventures—will be actual, real-world animals.

This section will tell both players and GMs what is to be expected from the various "real" creatures in the world about us. As the larger, more powerful animals are usually the stuff of action and excitement, they will inevitably be emphasized.

In the following descriptions, animals are grouped into broad categories. In each category, one or more specific examples will be detailed; accompanying tables will list other common animals in the group.

Please note that the categories that animals are grouped into are based on similarity of structure, adaptation to the environment, general behavior patterns, and usual roles in the plot of an adventure story. While there will be a certain correspondence to formal zoological classification, there will be several cases in which zoologically distinct creatures will be classed as "similar", or closely related animals put into different categories. For all its scientific inexactness, this method has proven the most practical for describing animals in game terms.

ALLIGATORS AND CROCODILES

DESCRIPTION

These reptiles, collectively called "crocodilians," are semi-aquatic and generally encountered in or near water. They may be found in groups of varying size or singly.

Crocodilians swim about as fast as a man can run. Most are slower on land, but the crocodile—which has better-developed legs than most reptiles—can sprint as quickly as it can swim.

Alligators and crocodiles fight in a somewhat unusual way. While their basic weapons are their jaws, they lash out with their tails at targets not readily accessible to their bite. Their tail strike is expressly for the purpose of knocking the target down.

Although a crocodilian's jaws can shut with the power to penetrate heavy planking, it can use only half its STR in opening the jaws. It is often possible to immobilize the jaws with a Grab maneuver, and since this maneuver generally puts the attacker out of range of claws and tail, the animal can be virtually helpless unless it can slam the attacker against something.

	STR	DEX	CON	BODY	PRE	PD	rPD	ED	rED	SPD	Damage	Move	Mass
Alligator	18	15	18	13	20	10	4	8	2	3	3x1D6	4"	200 k
Crocodile	23	15	20	15	23	12	5	9	2	3	3x1D6	6"	150 k
Caiman	15	15	15	11	18	8	3	6	1	3	2x1D6	4"	100 k

ALLIGATOR

STR: 18	DEX: 15	CON: 18	BODY: 13	INT: 4
EGO: 5	PRE: 20	COM: 6	PD: 10	ED: 8
SPD: 3	REC: 16	END: 36	STUN: 31	**Cost:** 68

Pts	Abilities
26	2x1D6K, 3x1D6K with STR bite
3	Maneuvers: Bite, Kick/Strike (tail), Trip (tail)
12	+4 skill levels with Bite
6	+2 skill levels with Trip
16	Armor, 5 PD and 2 ED
12	+6" swimming (8" total)
3	+1, perception (10-)
2	+3, Hearing and Smell Perception (13-)
11	Concealment 14-
91	**Abilities Cost**

Pts	Disadvantages
13	Wild
- 8	No Manipulation
- 8	Animal
- 4	-2" running (4" total)
159	**Total Points**
284	**FH Total Points**

APES AND APELIKE ANIMALS

DESCRIPTION

These animals include both the true apes (chimpanzee, gorilla, orangutan and gibbon) and other primates—mainly the very large monkeys—of comparable size.

In spite of the reputation some of the great apes hold—due perhaps to their skill at bluffing—apes and monkeys are not aggressive unless seriously threatened. They are extremely social animals, and may interpret a threat to one of their number as a threat to the group—meaning that an attack on one ape may bring the rest of its troop out to fight the attacker.

In the wild, troops of apes have up to 40 or more adults who will fight when necessary. Larger apes tend to have fewer members in the group. Females are generally appreciably smaller than males.

Apes will fight by biting, striking and grabbing. The larger apes may use any of these tactics interchangeably; smaller apes put greater reliance on biting.

Apes are among the few living animals that can throw objects. They throw all objects as though the objects are unbalanced, and (because of the difficulty apes have in standing upright) can use only two-thirds of their STR when throwing.

The many "gaits" used by apes and monkeys to move through trees—running along branches, leaping from limb to limb, swinging by the arms (brachiating)—are, in game terms, subsumed under the skills listed as "climbing" and "treewalking." Primates are natural climbers, and most succeed on a base roll of 17-; that is, they hardly ever fall. The largest apes do not climb as much, and have a success roll of 14-.

Apes have excellent sight, good hearing, and a poor sense of smell.
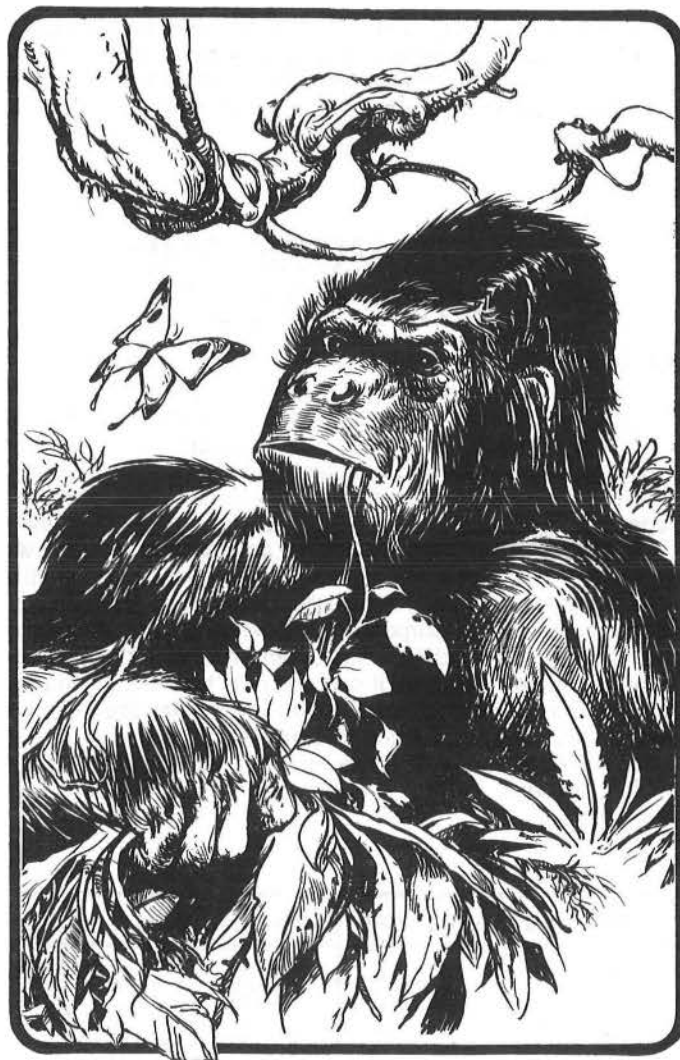
CHIMPANZEE

STR: 20	DEX: 15	CON: 15	BODY: 8	INT: 8
EGO: 5	PRE: 15	COM: 6	PD: 6	ED: 3
SPD: 3	REC: 7	END: 30	STUN: 26	**Cost:** 29

Pts	Abilities
6	1/2D6K, 2x1/2D6 with STR, bite
3	Maneuvers: Kick/Strike, Bite, Grab
5	+1 skill level in Hand-to-Hand Combat
3	+1D6 to PRE attacks
11	Climbing 17-
8	Professional Skill: Tree Travel, 17-
4	+2, Hearing and Sight Perception (13-)
3	Concealment, 11-
43	**Abilities Cost**

Pts	Disadvantages
-8	Animal
-8	Wild
-4	-2" running (4" total)
72	**Total Points**
197	**FH Total Points**

	STR	DEX	CON	BODY	PRE	PD	rPD	ED	rED	SPD	Damage	Move	Mass
Gorilla (m)	28	18	20	14	20+2D6	10	1	7		3	2x1D6-1	5"	200 k
Orangutan (m)	25	15	18	10	15+1D6	8	1	6		3	2x1D6-1	4"	100 k
Chimp (m)	20	15	15	8	15+1D6	6		3		3	2x1/2D6	4"	50 k
Chacma Baboon (m)	20	15	15	7	20+1D6	6		3		3	2x1D6-1	4"	40 k
Mandrill (m)	18	15	13	6	15	6		3		3	1D6	4"	20 k
Chacma Baboon (f)	15	14	10	6	13	6		3		3	2x1/2D6	4"	20 k
Mandrill (f)	15	14	10	6	13	5		2		2	2x1/2D6	4"	15 k
Japanese Macaque	13	11	8	6	10	5		2		2	1/2D6	4"	15 k
Gibbon	10	11	8	6	8	4		2		2	1/2D6	4"	12 k

BEARS AND BEARLIKE ANIMALS

DESCRIPTION

The category of bears and bearlike animals is, by and large, self-explanatory. Bears are a fairly uniform type of animal, except for size and adaptations to a particular environment (such as the polar bear's camouflage and ability to run on ice at full speed without penalty). Bears are versatile: They run well in spite of their bulk and apparently clumsy movements, they swim very well for basically terrestrial animals, and, except for the largest of them, they climb very well.

Bears tend to be quite solitary.

Bears fight by biting and clawing, or by grabbing (clawing in the process) and then crushing (hugging). A bear is likelier to release a grabbed target than are other animals.

The bear's primary sense is that of smell; hearing and eyesight are not very good by comparison.

NORTH AMERICAN BLACK BEAR

STR: 23	DEX: 15	CON: 18	BODY: 12	INT: 5
EGO: 5	PRE: 20	COM: 10	PD: 9	ED: 6
SPD: 3	REC: 10	END: 36	STUN: 33	**Cost:** 56

Pts	Abilities
13	1D6K bite, 2x1D6 w/STR
6	1D6-1 claw, 2D6-2 w/STR
5	+1 skill level in Hand-to-Hand Combat
3	Maneuvers: Bite, claw, grab
5	Armor, 2 PD and 1 ED
6	+2D6 to PRE attacks
3	Climbing, 14-
3	+1, Perception (11-)
3	+3, Smell Perception (14-)
3	Concealment (10-)
50	**Abilities Cost**

Pts	Disadvantages
-8	Animal
-8	Wild
-8	No Manipulation
-4	-2" to Running (4" total)

106	**Total Points**
231	**FH Total Points**

	STR	DEX	CON	BODY	PRE	PD	rPD	ED	rED	SPD	Damage	Move	Mass
Kodiak Bear	33	20	23	22	35	13	3	9	2		2x1 1/2D6	5"	780 k
Polar Bear	30	20	20	18	30	12	2	8	1		2x1D6+1	5"	410 k
North Amer. Grizzly	30	20	18	17	30	12	2	8	1		2x1D6	5"	360 k
Eurasian Brown Bear	28	14	18	16		11	2	7	1	3	2x1D6	4"	300 k
Greater Panda	25	12	15	13		10	1	6	1	3	2x1D6-1	4"	180 k
North Amer. Black Bear	23	15	15	12	20+2D6	9	1	6	1	3	2x1D6-1	4"	150 k
Indian Sloth Bear	20	14	13	11		8	1	6	1	3	2x1D6-1	4"	130 k
Asiatic Black Bear	18	15	13	10		7	1	5	1	3	2x1D6-1	4"	110 k

	STR	DEX	CON	BODY	PRE	PD	rPD	ED	rED	SPD	Damage	Move	Mass
Ostrich	20	18	15	12	10+1D6	8	1	4	1	3	2x1D6	15"	150 k
Emu	18	17	13	8	10	6		5		3	2x1D6-1	13"	55 k
Rhea	15	15	13	7	8	5		3		3	2x1/2D6	13"	25 k

BIRDS, FLIGHTLESS

DESCRIPTION

This category includes all large birds built to run. Their average speed is about 50 kph. Smaller ones like the rhea can't move that quickly; the largest—the ostrich—can sprint at up to 80 kph, although its sustained running speed is pretty close to the average.

As with most birds, their eyesight is quite good, and their height allows them to make quite efficient use of it in the open spaces they generally inhabit. They may be encountered in groups of one or two dozen.

Flightless birds will run from trouble if they can. They fight, in self-defense, by kicking.

OSTRICH

STR: 20	DEX: 18	CON: 15	BODY: 12	INT: 5
EGO: 5	PRE: 10	COM: 12	PD: 8	ED: 4
SPD: 3	REC: 17	END: 30	STUN: 30	**Cost:** 61

Pts	Abilities
2	Maneuvers: Kick, Claw
3	+1 skill level with Kick
13	1D6K Claw (2x1D6K with STR)
3	Armor: 1 PD and 1 ED
3	+1D6 to PRE Attack
18	Running +9"
6	+2 Perception
1	+1 Smell Perception
3	Concealment (10-)
52	**Abilities Cost**

Pts	Disadvantages
-8	Animal
-8	Wild
-8	No Manipulation
113	**Total Points**
238	**FH Total Points**

BIRDS OF PREY

DESCRIPTION

The category of birds of prey includes hawks, eagles, owls and the like; these statistics for damage may also be used for non-carnivorous birds with strong beaks and claws, such as parrots.

	STR	DEX	CON	BODY	PRE	PD	rPD	ED	rED	SPD	Damage	Move	Mass
Golden Eagle	-8	18	5	4	13	3		2		4	2x1D6-1	18"	4 k
Eagle Owl	-10	18	5	4	13	2		2		4	2x1/2D6	18"	4 k
Osprey	-15	15	3	3	10	2		2		4	1/2D6K	20"	2 k
Peregrine Falcon	-20	21	3	3	10+1D6	2		2		5	1 pip	20"	2 k

A bird of prey will virtually never attack a man unless it is trained. This category is included mainly because they can do significant damage despite their small size, and because they can make useful hero mascots.

Eagles can dive at over 150 kph, and falcons at almost 290 kph; they do this mainly to gain the advantage of surprise. When fighting a man, a trained bird will strike with its talons in a move-by attack. Trained birds tend to make placed attacks on the head, which as usual do double normal damage.

PEREGRINE FALCON

STR: -20	DEX: 21	CON: 3	BODY: 3	INT: 6
EGO: 5	PRE: 10	COM: 20	PD: 2	ED: 2
SPD: 5	REC: 5	END: 10	STUN: 5	**Cost: 35**

Pts	Abilities
10	One Level Size Decrease
3	1 pip K Bite
6	1/2D6K Claw
2	Maneuvers: Move-By, Bite (Peck)
15	+5 with Move-By
3	+1D6 with PRE Attack
40	Flight 20''
9	Perception +3 (13-)
2	Sight +2 (15-)
3	Concealment (10-)
30	Telescopic Vision, 2 levels (100x)
123	**Abilities Cost**

Pts	Disadvantages
-8	Animal
-8	Wild
-8	No Manipulation
58	**Total Points**
283	**FH Total Points**

CAMEL-LIKE ANIMALS

DESCRIPTION

Camel-like animals include the true camels of North Africa and Asia and the lamoids of South America. They have two major points in common other than their general appearance: their frequent domestication by man, and the fact that all are adapted to fairly harsh environments.

True camels, llamas and alpacas are no longer truly wild at all; their numbers generally depend on the wants of the man who raises them. Occasionally, camels may be found in a semi-wild state, in herds of about ten. The guanaco and vicuna are truly wild and gather in herds of between 20 and 50.

Camels are often thought of as creatures of the hot deserts, but the dromedary is actually the only member of this class that is not adapted to fairly cold weather. Other camel-like animals have very thick coats for colder climes; the alpaca, in fact, is raised for its wool and has a very thick coat.

Camels and lamoids, while they can't be said to have good dispositions, do not have really bad ones under normal circumstances; but they can be quite fractious if frightened or mistreated. They generally bite, kicking or trampling only when it is awkward to reach an enemy with their teeth.

DROMEDARY

STR: 25	DEX: 15	CON: 20	BODY: 16	INT: 5
EGO: 5	PRE: 15	COM: 8	PD: 6	ED: 4
SPD: 3	REC: 10	END: 40	STUN: 39	**Cost: 40**

Pts	Abilities
25	One Level Size Increase
13	1D6K bite, 2x1D6K with STR
6	+2D6 to Kick (7D6 total)
3	Maneuvers: Bite, Kick/Strike, Trample
3	+1D6 to PRE Attack
5	Armor, 2 PD and 1 ED
3	+1 Perception (11-)
2	+2 Hearing and Smell Perception (13-)
15	Peripheral Vision
3	Concealment, 10-
78	**Abilities Cost**

Pts	Disadvantages
-8	Animal
-8	No Manipulation
-2	-1'' Running (5'' total)
116	**Total Points**
241	**FH Total Points**

	STR	DEX	CON	BODY	PRE	PD	rPD	ED	rED	SPD	Damage	Move	Mass
Bactrian Camel	28	15	20	21	15	8	2	5	1	3	2x1D6	5''	680 k
Dromedary	25	15	20	16	15+1D6	6	2	4	1	3	2x1D6	5''	460 k
Llama	18	11	15	12	10	5		4	1	3	2x1/2D6	4''	140 k
Guanaco	13	11	13	10	8	4		3	1	3	2x1/2D6	3''	100 k
Vicuna	10	11	10	8	8	3		2	1	3	1/2D6	3''	70 k
Alpca	10	11	10	8	8	3		2	1	3	1/2D6	3''	70 k

CATS

DESCRIPTION

Cats are exceptionally efficient predators. They move very quietly while stalking prey. They climb well, are able to leap over obstacles, and the larger ones (whose fur does not absorb enough water to hinder floating) swim well and seem even to enjoy the water. Their senses are uniformly keen, and their killing attacks are among the best in the animal world.

Cats are sprinters; they approach their prey quietly and carefully, then attack in a quick rush. They tend to give up rather quickly if they do not catch their target right away.

Some cats, like the lion, leopard, puma and jaguar, have fairly light coats; others, like the tiger and ounce (snow leopard), have comparatively thick ones.

Cats tend to be solitary; in most cases, the greatest number of adults encountered will be a mated pair. The lion is an exception to this rule; it is the most gregarious of common cats, and there may be up to a dozen adults in a pride. Lionesses tend to dominate in numbers.

The cat's major mode of fighting is its bite. When it claws, it tends to grab and rake with its rear claws. The bigger cats will attack very large prey by attacking the throat and hanging on with the jaws, strangling as well as doing bite damage. Cats will claw with their forelimbs, if somewhat less often.

CHEETAH

STR: 15	DEX: 24	CON: 18	BODY: 8	INT: 6
EGO: 5	PRE: 15	COM: 20	PD: 7	ED: 4
SPD: 5	REC: 7	END: 36	STUN: 25	**Cost: 75**

Pts	Abilities
6	1D6-1K Bite, 2x1D6-1 with STR
6	1/2D6K Claw, 2x1/2D6 with STR
6	Maneuvers: Bite, Claw, Grab, Rake, Kick/Strike, Dodge
5	+1 skill level in Hand-to-Hand Combat
26	Running +13"
13	Climbing (16-)
6	+2 Perception (12-)
4	+2 to Hearing and Smell Perception (14-)
10	Night Vision
11	Concealment (14-)
5	Stealth (15-)
15	Tracking Scent
113	**Abilities Cost**

Pts	Disadvantages
-8	Animal
-8	Wild
-8	No Manipulation
188	**Total Points**
313	**FH Total Points**

LION

STR: 23	DEX: 20	CON: 20	BODY: 14	INT: 6
EGO: 5	PRE: 20	COM: 16	PD: 10	ED: 8
SPD: 4	REC: 9	END: 40	STUN: 36	**Cost: 81**

Pts	Abilities
26	2x1D6K Bite, 3x1D6 with STR
13	1D6K Claw, 2x1D6 with STR
6	Maneuvers: Bite, Claw, Grab, Rake, Kick/Strike, Dodge
15	+3 skill levels in Hand-to-Hand Combat
9	+3D6 to PRE Attacks
1	Armor: 1 PD
20	+10" run
5	Climbing (14-)
1	Vault Maneuver
6	+2 to Perception (12-)
4	+2 to Hearing and Smell Perception (14-)
5	Concealment (11-)
5	Stealth 14-
10	Night Vision
15	Tracking Scent
141	**Abilities Cost**

Pts	Disadvantages
-8	Animal
-8	Wild
-8	No Manipulation
222	**Total Points**
347	**FH Total Points**
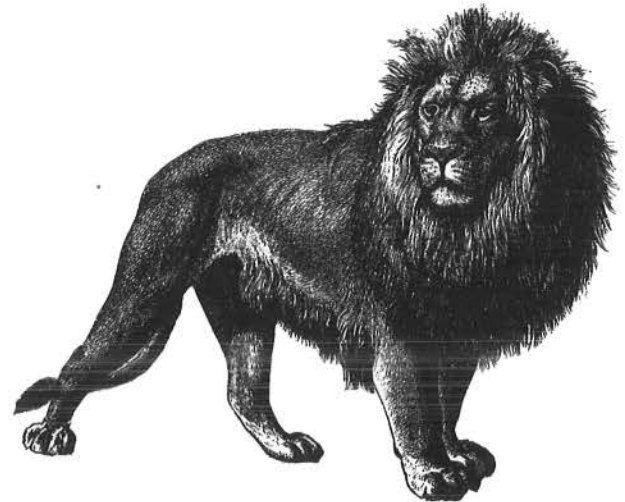
	STR	DEX	CON	BODY	PRE	PD	rPD	ED	rED	SPD	Damage	Move	Mass
Tiger	25	20	23	18	25	12	2	9	1	4	2x1 1/2	15"	250 k
Lion	23	20	20	14	20+3D6	10	1	8		4	3x1D6	16"	200 k
Jaguar	20	21	18	12	20	9	1	7		5	1x1D6+1	12"	140 k
Mountain Lion	18	20	18	10	18	8		6		4	2x1D6	15"	100 k
Leopard	18	23	18	9	20	8		6		5	2x1D6	15"	75 k
Cheetah	15	24	18	8	15	7		4		5	2x1D6-1	19"	50 k
Ocelot	10	18	15	7	13	5		3		4	2x1D6-1	12"	15 k
Bobcat	8	18	13	6	13	4		2		4	2x1D6-1	12"	15 k

	STR	DEX	CON	BODY	PRE	PD	rPD	ED	rED	SPD	Damage	Move	Mass
Cape Buffalo	35	18	28	23	20+1D6	15	3	10	3	3	3x1D6	15"	900 k
North Amer. Bison	35	15	25	22	20	15	3	10	3	3	3x1D6	14"	900 k
Carabao Water Buffalo)	30	11	23	21	15	12	2	8	1	3	2x1D6+1	12"	800 k
Zebu (Indian Cattle)	28	11	20	20	15	10	2	8	1	2	2x1D6	10"	550 k
Yak	25	11	18	19	13	10	1	8	1	2	2x1D6	10"	500 k
Euro-Amer. Cattle	20	11	18	16	13	10	1	8	1	2	2x1D6	10"	350 k

CATTLE AND BUFFALO

DESCRIPTION

Cattle and buffalo are large, heavily-built animals. Although their size and strength are major defenses against predators, they are more agile than they look and are quite fast; some can run at a top speed faster than that of a horse.

The number of domestic cattle (livestock) grouped in one herd is dependent on man. Buffalo and other wild cattle-like animals will group in herds of as few as a dozen and as many as several hundred; variation, even among the same species, is very great.

Cattle and buffalo will defend themselves by hooking/butting with their horns, and attack by charging. They may kick a foe in back of them, but will usually turn to attack with their horns. They may trample fallen targets.

CAPE BUFFALO

STR: 35	DEX: 18	CON: 28	BODY: 23	INT: 5
EGO: 5	PRE: 20	COM: 8	PD: 15	ED: 10
SPD: 3	REC: 15	END: 56	STUN: 55	**Cost: 117**

Pts	Abilities
25	One Level Size Increase
26	2x1D6K Gore, 3x1D6 with STR
9	+3D6 to Kick (9D6)
5	Maneuvers: Gore, Move-Through, Move-By, Trample, Kick/Strike
15	+3 skill levels in HtH combat
10	Armor, +3 PD and +3 ED
3	+1D6 to PRE Attacks
18	Running +9" (15")
6	+2 to Perception (12-)
4	+2 to Hearing and Smell Perception (14-)
3	Concealment 11-
15	Peripheral Vision
139	**Abilities Cost**

Pts	Disadvantages
-8	Animal
-8	Wild
-8	No Manipulation
256	**Total Points**
381	**FH Total Points**

DEER AND ANTELOPE

DESCRIPTION

The deer and antelope group also includes (for game purposes) sheep and goats; it is consequently quite large. The animals put into this category are, in general, built for speed and/or agility rather than weight, although the largest members are definitely borderline cases.
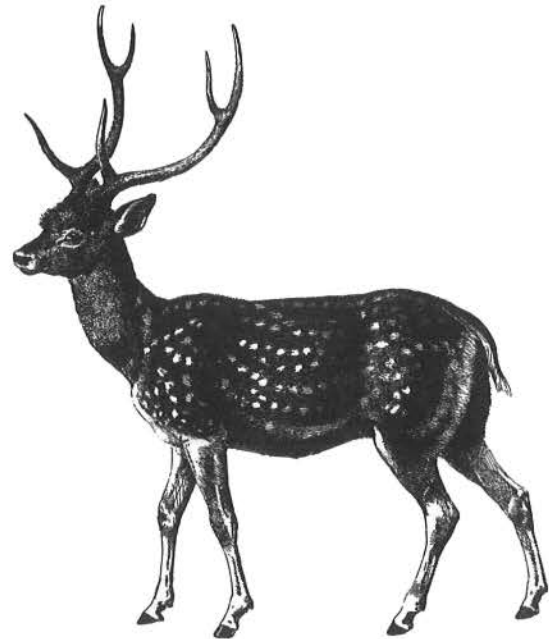
Deer/antelope are long-distance runners and are, on the average, much faster than cattle or horses. A running speed of 64 kph. is not unusual. Some of the more massive examples such as the moose, or certain desert dwellers like the addax, can only manage about half that; while extremely swift ones like the gazelle and impala can go at up to 80 kph. Some of this group are astonishing leapers; the springbok can vault up to 1 1/2 game inches into the air. Wild sheep and goats don't move as rapidly over the rugged terrain that is their habitat, but they are very surefooted, climbing on a roll of 17 even on precipitous paths.

	STR	DEX	CON	BODY	PRE	PD	rPD	ED	rED	SPD	Damage	Move	Mass
Eland	25	15	23	20	20	11	1	7		3	2x1D6+1D6	14"	600 k
Kudu	20	15	20	15	18	10		6		3	2x1D6	12"	270 k
Sable Antelope	18	15	18	14	15	8		5		3	2x1D6	12"	225 k
Gnu	18	11	20	14	18	9		6		3	2x1D6	10"	200 k
Gemsbok	15	13	15	14	10	7		4		3	2x1/2D6	12"	200 k
Addax	13	15	13	11	10	6		3		3	1x1/2D6	12"	120 k
Impala	12	18	15	9	10	5		3		4	1D6+1	14"	80 k
Gazelle	8	18	13	8	13	5		3		4	2x1/2D6	17"	75 k
Springbok	10	18	13	7	10	5		2		4	1D6	16"	35 k
Moose	33	11	25	22	25	14	2	10		3	2x1 1/2D6	12"	
Wapiti (Elk)	25	15	23	18	23	12	1	9		3	2x1D6+1	14"	450 k
Caribou	18	15	18	13	20+2D6	8		4		3	2x1D6	18"	300 k
White-tailed deer	15	14	15	10	8	7		3		3	1D6+1	12"	100 k
Axis deer	11	14	13	8	8	6		3		3	1D6	10"	70 k
Roe deer	10	14	10	7	8	5		2		3	1/2D6	10"	50 k
Bighorn ram	13	15	12	12	15	8		4		3	(6D6)	6"	150 k
Ibex	15	11	13	10	8	7		3		3	1D6	8"	100 k
Aoudad	13	11	10	10	8	6		3		3	1D6	8"	100 k
Domestic ram	10	11	10	10	10	5		2		3	(2D6)	6"	100 k
Domestic ewe	8	8	8	8	8	3		1		2	(1D6)	6"	80 k
Domestic goat	8	8	8	7	8	3		1		2	(1D6)	6"	50 k

Deer and antelope have generally keen senses and are almost invariably on the alert for danger.

Animals with horns or antlers—the males of most deer, male and female alike of most antelopes and goats—will fight with them. Hornless deer/antelope will kick with their forehooves. Most of these creatures are not aggressive and will flee if given the chance.

Antelope herds can number less than 10 or more than 200. Wild goats and sheep usually gather in groups of about 20.

Herds of deer will be somewhat smaller than herds of antelope, and tend to have a preponderance of females (important because the males tend to do the fighting). Some types—the moose, the bighorn ram—will be encountered on a solitary basis.

BIGHORN RAM

STR: 13	DEX: 15	CON: 12	BODY: 12	INT: 5
EGO: 5	PRE: 15	COM: 14	PD: 8	ED: 4
SPD: 3	REC: 6	END: 24	STUN: 25	**Cost:** 32

Pts	Abilities
11	+3 1/2D6 with Move-Through (6D6+)
6	+2D6 with Kick (4 1/2D6 total)
3	Maneuvers: Move-Through, Move-By, Kick
5	+1 in Hand-to-Hand Combat
5	Armor, 2 PD and 1 ED
3	Climbing, steep slopes only (no vertical), 12-
12	+4 to Perception (14-)
7	Concealment (12-)
15	Peripheral Vision
67	**Abilities Cost**

Pts	Disadvantages
-8	Animal
-8	No Manipulation
99	**Total Points**
224	**FH Total Points**

CARIBOU

STR: 18	DEX: 15	CON: 18	BODY: 13	INT: 5
EGO: 5	PRE: 20	COM: 16	PD: 8	ED: 4
SPD: 3	REC: 12	END: 36	STUN: 31	**Cost:** 60

Pts	Abilities
13	1D6K Gore, 2x1D6 with STR
5	Maneuvers: Gore, Move-Through, Dodge, Kick/Strike, Move-By
15	+3 skill levels in Hand-to-Hand Combat
5	Armor, 2 PD and 1 ED
6	+2D6 to PRE Attacks
24	+12" running (18")
1	Vault Maneuver
9	+3 to Perception (13-)
4	+1 to Hearing and Smell Perception (15-)
7	Concealment (12-)
15	Peripheral Vision
10	Night Vision
114	**Abilities Cost**

Pts	Disadvantages
-8	Animal
-8	No Manipulation
-8	Wild
174	**Total Points**
299	**FH Total Points**

GAZELLE

STR: 8	DEX: 18	CON: 13	BODY: 8	INT: 5
EGO: 5	PRE: 13	COM: 20	PD: 5	ED: 3
SPD: 4	REC: 12	END: 26	STUN: 19	**Cost: 46**

Pts	Abilities
6	1/2D6K with Gore, 2x1/2D6 with STR
6	+2D6 with Kick (3 1/2D6 total)
4	Maneuvers: Gore, Dodge, Kick/Strike, Move-By
5	+1 skill level in Hand-to-Hand combat
22	+11" running (17" total)
1	Vault Maneuver
9	+3 to Perception (13-)
2	+1 to Hearing and Smell Perception
5	Concealment (11-)
15	Peripheral Vision
75	**Abilities Cost**

Pts	Disadvantages
-8	Animal
-8	No Manipulation
-8	Wild

121	Total Points
246	FH Total Points

DOGS AND OTHER CANINES

DESCRIPTION

The canine group includes the standard animals—wolves, foxes, dogs and the like. For game purposes, it also includes hyenas, which, though not true canines at all, are put into this group because of certain similarities in structure and behavior.

Canines are long-distance runners. Though they will stalk their prey before a chase, they will pursue over long distances, wearing down the weaker members of a herd or group. Some foxes have been clocked at 70 kph...about as fast as the rabbits that are their usual prey.

Canines have the keen senses of hunters. They are among the best animals at tracking by scent.

Canines fight by biting. More than many animals, they will fight in groups and are especially dangerous for this reason. With the exception of trained attack dogs, most canines do not strike at vital spots; their tactics are to bring down the target with persistence and, usually, numbers.

Packs of wolves, wild dogs and the like (often actually extended family groups) will number a couple of dozen. Foxes are inclined to be more solitary.

Hyenas, though more aggressive than generally thought and just as ready to fight as the true canines when the odds seem to favor them, are built for scavenging; the great power of their jaws is an adaptation for crushing the bones of carrion. For a hyena to use its full bite strength (i.e., a bite greater than that of a canine) requires an extra segment.

ALSATIAN (GERMAN SHEPHERD)

STR: 8	DEX: 15	CON: 10	BODY: 8	INT: 6
EGO: 5	PRE: 10	COM: 16	PD: 4	ED: 2
SPD: 3	REC: 6	END: 20	STUN: 17	**Cost: 9**

Pts	Abilities
6	1/2D6K Bite, 2x1/2D6 with STR
2	Maneuvers: Bite, Dodge
5	+1 skill level in Hand-to-Hand Combat
3	Pack Tactics
1	Vault Maneuver
8	+4 to Hearing and Smell Perception
5	Concealment (11-)
15	Tracking Scent
10	Night Vision
5	Training
57	**Abilities Cost**

Pts	Disadvantages
-8	Animal
-8	No Manipulation
-8	Domesticated

66	Total Points
191	FH Total Points

	STR	DEX	CON	BODY	PRE	PD	rPD	ED	rED	SPD	Damage	Move	Mass
Grey wolf	10	18	15	10	15	6		3		4	2x1/2D6	7"	80 k
Spotted hyena	15	15	15	10	15	5		2		3	1D6D6	7"	80 k
Striped hyena	13	15	13	8	13	4		2		3	2x1/2D6	7"	50 k
Dingo	5	14	8	7	8	3		1		3	1/2D6	8"	30 k
Coyote	3	14	8	6	8	2		1		3	1/2D6	8"	20 k
Red fox	0	11	5	4	5	1		0		3	1 pip	6"	7 k
Saint Bernard	10	11	10	9	10	4		2		2	1x1/2D6	6"	65 k
Alsatian	8	15	10	7	10	4		2		3	2x1/2D6	6"	20 k
Cocker Spaniel	1	5	3	5	3	1		0		2	(1D6)	8"	10 k

GREY WOLF

STR: 10	DEX: 18	CON: 15	BODY: 10	INT: 6
EGO: 5	PRE: 15	COM: 14	PD: 6	ED: 3
SPD: 4	REC: 6	END: 30	STUN: 23	**Cost:** 45

Pts	Abilities
6	1/2D6K Bite, 2x1/2 with STR
2	Maneuvers: Bite, Dodge
5	+1 skill level in Hand-to-Hand combat
5	Armor, 2 PD and 1 ED
3	Pack Tactics
2	Running +1" (7")
1	Vault Maneuver
8	+4 to Hearing and Smell Perception
5	Concealment (11-)
15	Tracking Scent
10	Night Vision
62	**Abilities Cost**

Pts	Disadvantages
-8	Animal
-8	No Manipulation
-8	Wild
109	**Total Points**
234	**FH Total Points**
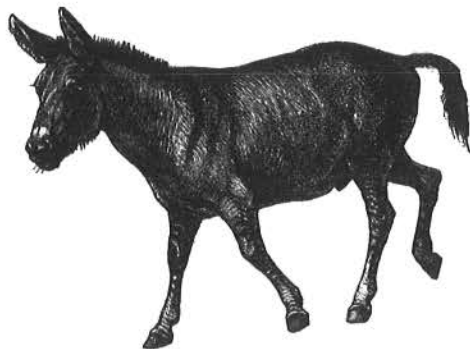
HORSES AND OTHER EQUINES

DESCRIPTION

In addition to horses, donkeys and related species, this category includes wild horselike animals such as the zebra.

Equines are common work animals. Horses are strong, but tend to tire a little more readily. Asses and donkeys are smaller, but have more staying power. Mules—horse-donkey hybrids—are bigger and stronger than donkeys, but have much of their staying power and less skittish temperament. The zebra may be one of the swiftest species, timed at up to 60 kph.

Wild equines vary in number encountered. Wild asses can congregate in herds of several hundred. Zebras are found in family groups of up to 10 which gather into still larger groups and often—in fact, generally—are found together with herds of antelope.

Equines fight by biting and kicking with their forelimbs. They will trample downed foes.

ASS

STR: 18	DEX: 15	CON: 18	BODY: 14	INT: 5
EGO: 5	PRE: 10	COM: 10	PD: 4	ED: 4
SPD: 3	REC: 17	END: 36	STUN: 32	**Cost:** 55

Pts	Abilities
3	1 pip K Bite, 2x1 pip with STR
6	+2D6 to Kick (5 1/2 total)
3	Maneuvers: Kick/Strike, Bite, Trample
10	+2 skill levels in Hand-to-Hand Combat
5	Armor, 2 PD and 1 ED
3	+1D6 to PRE Attack
16	Running +8" (14" total)
8	+4 to Hearing and Smell perception (14-)
5	Concealment (11-)
15	Peripheral vision
74	**Abilities Cost**

Pts	Disadvantages
-8	Animal
-8	No Manipulation
-8	Domesticated
129	**Total Points**
254	**FH Total Points**

	STR	DEX	CON	BODY	PRE	PD	rPD	ED	rED	SPD	Damage	Move	Mass
Draft Horse	28	8	10	13	5+3D6	12	1	2	1	2	2x1/2D6	8"	800+ k
Horse	25	15	20	16	15+1D6	5		4		3	2x1/2D6	18"	500 k
Pony	20	11	8	11	5+2D6	8	1	2	1	3	(4D6)	12"	300 k
Grant's Zebra	20	11	8	11	5+2D6	8	1	2	1	2	(4D6)	12"	350 k
Mule	23	11	10	13	5+2D6	10	1	2	1	2	2x1/2D6	8"	600 k
Ass	17	15	18	14	10+1D6	4		4		3	2x1 pip	14"	250 k

HORSE

STR: 25	DEX: 15	CON: 20	BODY: 16	INT: 4
EGO: 5	PRE: 15	COM: 16	PD: 5	ED: 4
SPD: 3	REC: 11	END: 40	STUN: 39	**Cost:** 38

Pts	Abilities
25	One level Size Increase
6	Bite 1/2D6, 2x1/2D6 with STR
9	+3D6 Damage to Kick (8D6 total)
3	Maneuvers: Kick/Strike, Bite, Trample
15	+3 skill levels in Hand-to-Hand Combat
5	Armor, 2 PD and 1 ED
3	+1D6 to PRE Attacks
24	Running +12" (18" total)
1	Vault Maneuver
8	+4 to Hearing and Smell Perception (14-)
5	Concealment (11-)
15	Peripheral vision
5	Training
124	**Abilities Cost**

Pts	Disadvantages
-8	Animal
-8	No Manipulation
-8	Domesticated
162	**Total Points**
287	**FH Total Points**
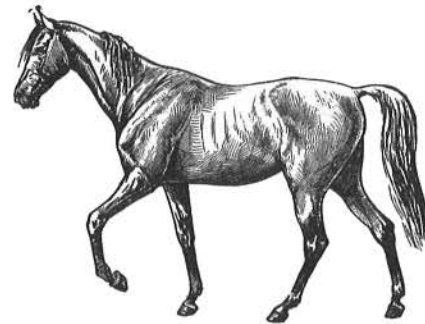
MISCELLANEOUS ANIMALS

GIRAFFE

STR: 30	DEX: 15	CON: 23	BODY: 18	INT: 5
EGO: 5	PRE: 20	COM: 14	PD: 6	ED: 5
SPD: 3	REC: 11	END: 46	STUN: 45	**Cost:** 24

Pts	Abilities
50	2 levels Size Increase
9	+3D6 to Kick (9D6 total)
2	Maneuvers: Kick, Trample
10	+2 in Hand-to-Hand Combat
10	Armor, 3 PD and 3 ED
16	Running +8" (14" total)
8	+4 to Hearing and Smell Perception (14-)
5	Concealment (11-)
110	**Abilities Cost**

Pts	Disadvantages
-8	Animal
-8	No Manipulation
-4	Long-Neck Disadvantages (below)
-8	Wild
134	**Total Points**
259	**FH Total Points**

DESCRIPTION

Giraffes are African herbivores whose favored diet is the leaves and shoots of acacia trees. They sometimes stand as tall as 19' from hooves to head, and are fast runners. However, their necks are sufficiently long that they cannot easily reach ground-level plant life or drink water; to do so they must assume an uncomfortable straddling position. This position takes a full phase to assume and another to leave; while assuming, maintaining, and leaving the position, the animal is at DCV 0.

KANGAROO

STR: 10	DEX: 15	CON: 12	BODY: 9	INT: 5
EGO: 5	PRE: 10	COM: 10	PD: 2	ED: 2
SPD: 3	REC: 15	END: 24	STUN: 20	**Cost:** 20

Pts	Abilities
6	1/2D6K Rake, 2x1/2D6 with STR
3	Maneuvers: Grab, Rake, Kick/Strike
10	+2 skill levels with Hand-to-Hand Combat
8	+4 to Hearing and Smell Perception (14-)
7	Concealment (12-)
1	Vault Maneuver
9	+15 STR for leaping purposes only (5" leaps)
44	**Abilities Cost**

Pts	Disadvantages
-8	Animal
-8	Wild
-8	No Manipulation
64	**Total Points**
189	**FH Total Points**

DESCRIPTION

These Australian marsupials travel by prodigious leaps. Their main form of attack is by grappling with a victim and raking it, but they can also strike with their forelimbs. They are herbivorous, arboreal animals.

PACHYDERMS

DESCRIPTION

For game purposes, the category "pachyderms" includes three fairly different types of animal: Elephant, rhinoceros and hippopotamus. The term "pachyderm" (tough-skin) is something of a misnomer, for pachyderms can and do suffer from such seemingly trivial problems as excess sun and insect bites.

The elephant has keen senses of hearing and smell, can move extremely quietly in spite of its bulk, swims well, and is one of the few animals capable of performing a grab. (Despite its size and listed STR, an elephant has an effective STR of only 23 with its trunk alone.) Though an elephant generally moves at a steady pace, its fastest speed is a decent sprint. Elephant herds generally number between 10 and 50. Elephants will charge, trample fallen foes, or fight with their tusks and trunks (African elephants of both sexes have prominent tusks while Indian cow elephants do not).

The rhinoceros has unusually poor eyesight, but its other senses compensate. It generally fights by charging upright foes or trampling downed ones. When provoked, it is very aggressive, and readily (and quickly!) turns to try again if it misses in a charge.

The hippopotamus is very much at home in the water, but it is able to run on land faster than a man. Its main method of fighting is to bite with its large jaws and tusks. It is generally found in small groups of a half-dozen to a dozen.

AFRICAN ELEPHANT

STR: 45	DEX: 15	CON: 30	BODY: 34	INT: 8
EGO: 8	PRE: 30	COM: 10	PD: 19	ED: 12
SPD: 3	REC: 15	END: 60	STUN: 72	**Cost:** 89*

*Modifications for Size Increase already applied.

Pts	Abilities
100	Four Levels Size Increase
42	1x2D6K Gore, 2x2D6 with STR
4	Maneuvers: Gore, Grab, Move-Through, Trample
25	+5 in Hand-to-Hand Combat
15	Armor, 5 PD and 4 ED
8	+4 to Hearing and Smell Perception (15-)
12	+6" Running (12" total)
3	Concealment (11-)
5	Stealth (12-)
214	**Abilities Cost**

Pts	Disadvantages
-8	Animal
-5	Can only use half STR with Trunk and Grab maneuver (frequent)
303	**Total Points**
428	**FH Total Points**

	STR	DEX	CON	BODY	PRE	PD	rPD	ED	rED	SPD	Damage	Move	Mass
African elephant	45	15	30	34	30	19	5	12	4	3	2x2D6	12"	6 t
Indian elephant	40	15	28	32	28	18	5	11	4	3	2x2D6	12"	5 t
Hippopotamus	35	15	24	30	20	16	5	10	4	3	3x1D6+1	9"	3 t
White rhinoceros	35	18	25	30	20+1D6	20	5	16	4	3	2x1 1/2	13"	3 t
Pygmy hippopotamus	25	14	20	15	13	14	2	9	1	3	3x1/2D6	7"	200 k

HIPPOPOTAMUS

STR: 35	DEX: 15	CON: 24	BODY: 30	INT: 5
EGO: 5	PRE: 20	COM: 8	PD: 16	ED: 10
SPD: 3	REC: 11	END: 48	STUN: 50	Cost: 71*

*Modifications for Size Increase already applied.

Pts	Abilities
50	Two Levels Size Increase
48	2x1D6K + 1 Bite, 3x1D6 + 1 with STR
3	Maneuvers: Bite, Move-Through, Trample
15	Armor, 5 PD and 4 ED
6	Running +3" (9")
14	Swimming +7" (9")
6	+3 to Hearing and Smell Perception (13-)
5	Concealment (11-)
3	Diving
150	**Abilities Cost**

Pts	Disadvantages
-8	Animal
-8	No Manipulation
-8	Wild
221	**Total Points**
346	**FH Total Points**

WHITE RHINOCEROS

STR: 35	DEX: 18	CON: 25	BODY: 30	INT: 5
EGO: 5	PRE: 20	COM: 6	PD: 20	ED: 16
SPD: 3	REC: 12	END: 50	STUN: 60	Cost: 91

Pts	Abilities
50	Two Levels Size Increase
29	Gore 1 1/2D6K, 2x1 1/2D6 with STR
4	Move-Through, Trample, Move-By, Gore
15	+3 skill levels in Hand-to-Hand Combat
15	Armor, 5 PD and 4 ED
3	+1D6 to PRE Attacks
14	Running +7" (13" total)
3	+4 to Hearing and Smell Perceptions
5	Concealment (11-)
138	**Abilities Cost**

| Pts	Disadvantages
-8	Animal
-8	No Manipulation
-8	Wild
229	**Total Points**
354	**FH Total Points**

PIG-LIKE ANIMALS

DESCRIPTION

Except for certain wild varieties with prominent tusks, pigs (because of their poor reputation and compact form) tend to have a lower Presence than their abilities actually merit. Swine have among the most dangerous and damaging bites in the animal kingdom; and if encountered in groups, they will be inclined to attack in force.

Old world boars are nocturnal, but many other species prefer the day. Wild pigs tend to have the poorest eyesight of any general animal type, but their other senses compensate for this.

Most forms of wild pig are found singly or in small groups. Peccary can number a hundred or more.

BOAR

STR: 15	DEX: 15	CON: 15	BODY: 12	INT: 5
EGO: 5	PRE: 10	COM: 8	PD: 8	ED: 4
SPD: 3	REC: 8	END: 30	STUN: 28	Cost: 33

Pts	Abilities
26	2x1D6K Bite, 3x1D6K with STR
2	Maneuvers: Bite, Move-By
15	+3 skill levels in Hand-to-Hand Combat
3	+1D6 in PRE Attacks
14	Running +7" (13" total)
8	+4 to Sight and Hearing Perception
7	Concealment (12-)
10	Night Vision
85	**Abilities Cost**

Pts	Disadvantages
-8	Animal
-8	No Manipulation
-8	Wild
118	**Total Points**
243	**FH Total Points**
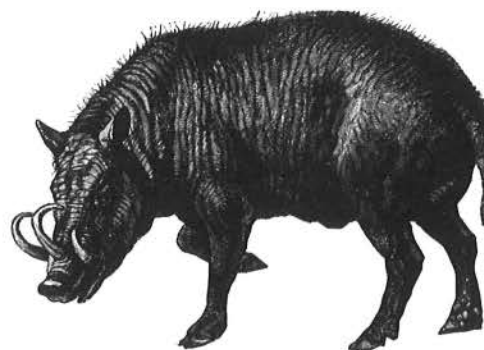
	STR	DEX	CON	BODY	PRE	PD	rPD	ED	rED	SPD	Damage	Move	Mass
Domestic swine	13	11	13	12	10	6	1	4		3	1D6	10"	100-360 k
European wild boar	15	15	15	12	10 + 1D6	8	1	4		3	3x1D6	13"	200 k
Warthog	10	14	13	10	10	6	1	4		3	2x1/2D6	11"	100 k
Peccary	5	11	8	6	5	2		1		3	1D6	10"	30 k

	STR	DEX	CON	BODY	PRE	PD	rPD	ED	rED	SPD	Damage	Move	Mass
Elephant seal	35	11	28	30	15	16	5	10	4	3	2x1D6K	(6")	3.6 t
Walrus	30	15	22	24	15 + 3D6	16	5	10	4	3	2x1D6K	(6")	1.4 t
Fur Seal bull	18	12	18	13	15	8	1	5		3	2x1/2D6K	(6")	225 k
Harp seal	15	11	13	12	10	6		3		3	1/2D6K	(6")	180 k
Fur Seal cow	10	11	10	7	8	4		2		2	1/2D6K	(6")	40 k
Sea Otter	5	14	8	7	8	4		2		2	1 pip K	(8")	36 k
River Otter	3	15	5	6	5	2		1		3	1 pip K	(8")	14 k

Numbers in parentheses are for water movement.

SEAL-LIKE ANIMALS

DESCRIPTION

This group includes all mammals which breed on, and can live on, land, but whose primary means of locomotion is swimming. Their ability on land varies with their degree of adaptation to the water. Otters move quite well on land, having true legs; they are quite quick and few animals have a higher DEX. (The otter is actually more closely related to the weasel.) The flippers of fur seals are articulated in such a way as to allow a fair amount of speed to be achieved on land. On the other extreme are hair seals such as the harp seal, which, though able to move on land, are practically helpless in a combat situation.

Otters are found singly or in small family groups. Large seal-like animals can gather in the hundreds. In spite of their predeliction for the water, seal-like animals will more often be encountered on land; characters don't enter the water that often. They fight by biting (or hooking with tusks, in the case of the walrus) on land, and by move-by biting or ramming (charging) while swimming.
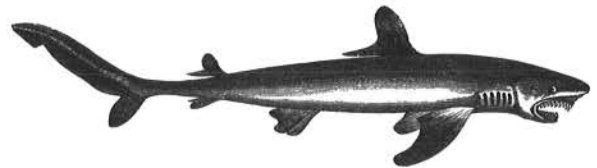
WALRUS

STR: 30	DEX: 15	CON: 22	BODY: 24	INT: 5
EGO: 5	PRE: 15	COM: 8	PD: 16	ED: 10
SPD: 3	REC: 10	END: 44	STUN: 50	**Cost: 72***

*Modifications for Size Increase already added in.

Pts	Abilities
25	One Level Size Increase
13	1D6K Gore (tusks), 2x1D6 with STR
2	Maneuvers: Gore, Move-By
15	+3D6 in Hand-to-Hand Combat
15	Armor, 5 PD and 4 ED
9	+3D6 to PRE Attacks
12	Swimming +6" (8" total)
-6	Running -3" (3" total)
6	+3 to Hearing and Smell Perception
91	**Abilities Cost**

Pts	Disadvantages
-8	Hunted
-8	No Manipulation
-8	Wild
163	**Total Points**
288	**FH Total Points**

SHARKS AND PREDATORY FISH

DESCRIPTION

All predatory fish have fair vision, and very keen senses of scent and hearing; many have a vibrational sense equivalent to passive sonar, and can locate prey with great accuracy.

The types of sharks that attack large prey are the most dangerous of all predatory fish. They—and all predatory fish—bite on a move-by. They are capable of swimming at up to 64 kph. Sharks will often go berserk in the presence of prey. In this condition they are as dangerous to each other as they are to the character, small consolation though that may be. A character may encounter a single shark or more than a dozen.

GREAT WHITE SHARK

STR: 30	DEX: 18	CON: 25	BODY: 27	INT: 3
EGO: 8	PRE: 28	COM: 8	PD: 16	ED: 12
SPD: 4	REC: 15	END: 50	STUN: 55	**Cost: 101***

*Modifications for Size Increase already added

Pts	Abilities
50	Two Levels Size Increase
84	2x1D6K Bite, 4x1D6 with STR
2	Maneuvers: Bite, Move-By
15	Armor, 4 PD and 5 ED
22	Swimming +11" (13" total)
8	+4 to Sight and Hearing Perception (14-)
8	+8 to Smell Perception (blood only) (18-)
5	Water breathing (water only)
194	**Abilities Cost**

Pts	Disadvantages
-8	Animal
-13	Wild
-8	No Manipulation
-7	Berserks (11-, recover 8-) in presence of blood (x1/2)
-4	Waterbound
237	**Total Points**
362	**FH Total Points**

	STR	DEX	CON	BODY	PRE	PD	rPD	ED	rED	SPD	Damage	Move	Mass
Great White Shark	30	18	25	27	28	16	4	12	5	4	4x1D6K	13"	2 t
Tiger Shark	25	18	23	19	25	12	3	9	1	4	3x1D6K	12"	500 k
Hammerhead Shark	23	15	20	19	25	10	3	8	1	4	3x1D6K	15"	500 k
Barracuda	5	14	5	6	5	3		1		3	1D6K	8"	30 k

SNAKES

DESCRIPTION

Snakes can be dangerous in two ways, Venomous snakes can do damage quite out of proportion to their size; the 0 Def, 1 BODY coral snake can kill a man. Larger snakes attack by constriction, crushing their target and cutting off the breath. The largest constricting snakes have been known to weigh more than a man and can kill one. Constrictors are usually not venomous and bite only in self-defense when at a disadvantage.

The method of locomotion snakes use makes them look fast, and venomous snakes can strike rapidly, at a distance about equal to their own length; but snakes do not travel very quickly. The fastest can reach about 16 kph, and most can manage no more than half that. A snake generally depends more on its ability to move quietly and keep under cover. Many snakes have the added advantage of being more active at night. Various species of constrictors are able to climb well; others, such as the anaconda, can swim.
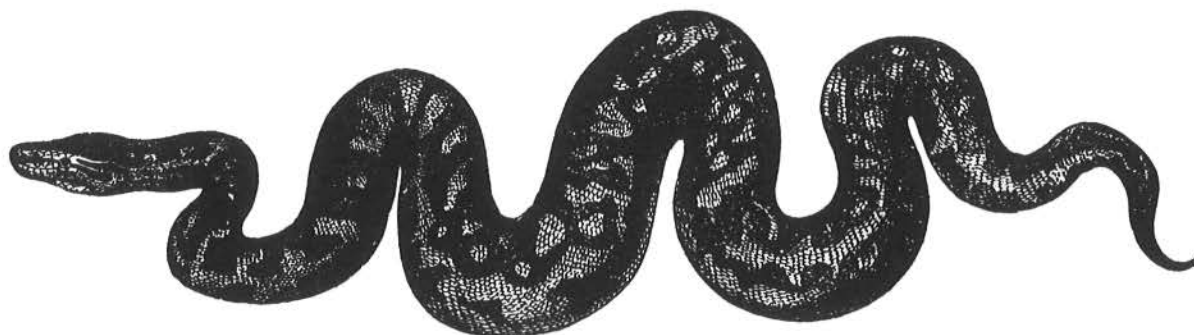
A victim who cannot break free of a constricting snake takes the penalty for holding the breath as well as damage for as long as he cannot break free. A character bitten by a venomous snake does not suffer the ill effects at once and can be saved by medical attention if it is available.

Usually, only a single snake is encountered. In areas where they are common, up to half a dozen venomous snakes may be encountered at once. A really adventurous scenario can have hundreds of snakes in one area.

Most snakes have a DEX of 18 or higher; cobras are actually comparatively slow snakes, though the potency of their venom makes up for it.

KING COBRA

STR: 5 DEX: 15 CON: 6 BODY: 2 INT: 3
EGO: 6 PRE: 10 COM: 10 PD: 3 ED: 1
SPD: 3 REC: 2 END: 12 STUN: 8 **Cost: -7 ***

*Modifications for Size Decrease already added.

Pts	Abilities
10	One Level Size Decrease
3	1 pip Bite, 2x1 pip with STR
1	Maneuver: Bite
20	Venom, Strong Snake Variety
40	Venom Defense (Cobra Venom)
6	+2D6 to PRE Attacks
6	+3 to Hearing and Smell Perception (13-)
5	Concealment (11-)
10	Night Vision
5	Stealth (12-)
106	**Abilities Cost**

Pts	Disadvantages
-8	Animal
-8	No Manipulation
-13	Wild
-6	Running -3" (3" total)
99	**Total Points**
224	**FH Total Points**

	STR	DEX	CON	BODY	PRE	PD	rPD	ED	rED	SPD	Damage	Move	Mass
Anaconda	20	18	15	14	20	10	1	8	1	3	(5D6)	1"	200 k
Python	13	18	13	8	18	8		4		3	(4D6)	1"	70 k
Boa constrictor	10	15	10	7	15	5		3		3	(3D6)	1"	10 k
King Cobra	5	15	6	2	10+2D6	1		1		3	Venom	3"	9 k

	STR	DEX	CON	BODY	PRE	PD	rPD	ED	rED	SPD	Damage	Move	Mass
Giant Squid	35	15	30	30	30	27	5	16	3	4	4x1/2D6	(8")	2 t
Octopus	15	18	15	8	15	7		3		4	1/2D6	(6")	45 k

Numbers in parentheses are for water movement.

SQUIDS AND OCTOPI

DESCRIPTION

These creatures have several unusual features. They cling to solid objects, including victims, and a victim must break out of a STR 50 grip to break free of a grab. Individual tentacles may be attacked; they have a BODY equal to 1/10 that of the creature, no resistent DEF, and a DCV equal to -8 that of the creature, modified by the grab rules.

A giant squid can reach as far as 4 hexes from its body. It fights by pulling its victims to its mouth and biting. Giant squids may be found singly or (for the purposes of the genre) in the dozens.

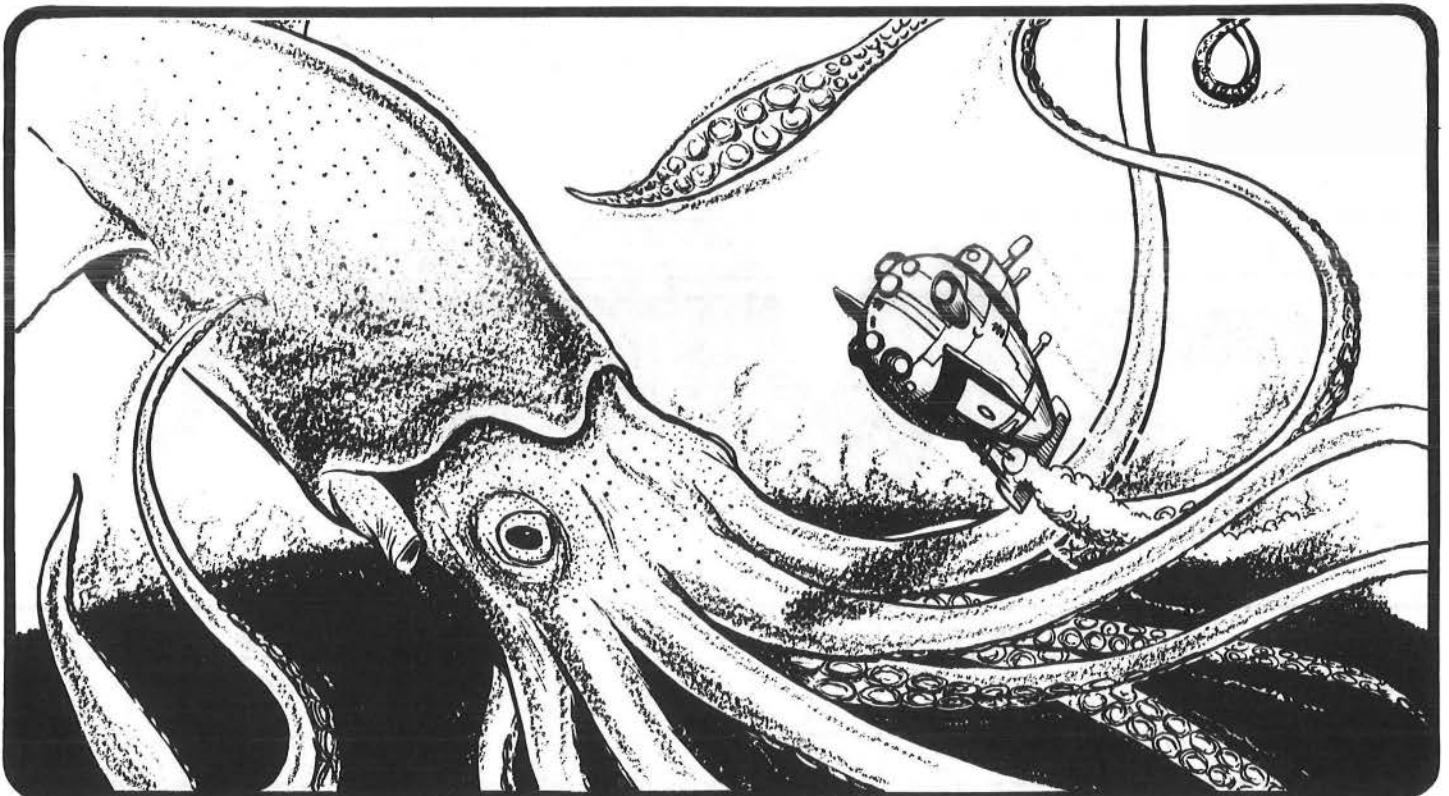Octopi cling to their victims and bite them. Many octopi are venomous.

The maximum rate at which these creatures can travel in their "defensive flight" speed. They expel water from inner body cavities to move very swiftly by a kind of rocket-propulsion. They never use this in attacking.

Squids and octopi often defend themselves by expelling a cloud of inky fluid to obscure them.

The creature listed above is also appropriate for the "movie monsters" department.

GIANT SQUID

STR: 35	DEX: 15	CON: 30	BODY: 30	INT: 2
EGO: 10	PRE: 30	COM: 4	PD: 27	ED: 6
SPD: 4	REC: 11	END: 60	STUN: 63	**Cost: 114***

*Modifications for Size Increase already added.

Pts	Abilities
50	Two Levels Size Increase
12	2x1/2D6K Bite, 4x1/2D6 with STR
9	+15 STR, only for purposes of holding on (not squeezing)
2	Maneuvers: Grab, Bite
9	+3 with Grab Maneuver
14	Armor: 5 PD and 3 ED
12	Swimming +2" (8" total)
6	+2 to Perception (11-)
4	+2 to Smell and Hearing Perception (13-)
5	Water Breathing
123	**Abilities Cost**

Pts	Disadvantages
-8	Animal
-13	Wild
-8	Waterbound
237	**Total Points**
362	**FH Total Points**

|	STR	DEX	CON	BODY	PRE	PD	rPD	ED	rED	SPD	Damage	Move	Mass
Galapagos Tortoise	13	8	13	14	10	18	5	12	4	2	1/2D6	1"	200 k
Giant Sea Turtle	15	11	15	12	10	13	3	10	1	2	1/2D6	(4")	150 k
Alligator Snapping Turtle	8	15	12	8	10	2	5	2	4	3	3x1/2	1/2"	50 k

Numbers in parentheses are water movement.

TURTLES

DESCRIPTION

Turtles are generally not dangerous to man. They are proverbially slow, and usually not aggressive. The snapping turtle is an exception, and even it is not dangerous unless it feels threatened.

A turtle is to be considered fully armored (no activation limitation) if withdrawn into its shell. It cannot move in this situation.
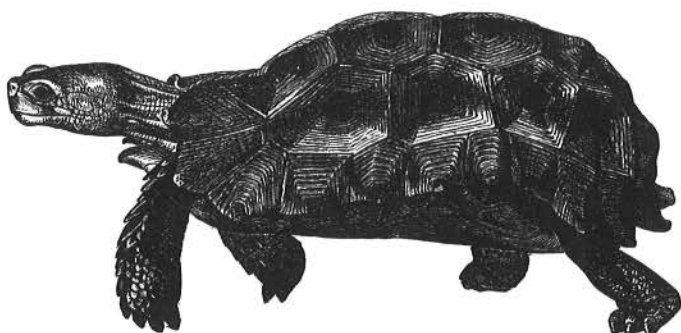
ALLIGATOR SNAPPING TURTLE

STR:	8	DEX: 15	CON: 12	BODY: 8	INT: 4
EGO:	5	PRE: 10	COM: 8	PD: 16	ED: 12
SPD:	3	REC: 10	END: 24	STUN: 18	**Cost: 35**

Pts	Abilities
12	2x1/2D6K Bite, 3x1/2D6 with STR
1	Maneuver: Bite
3	+1 skill level with Bite
10	Armor, +5 PD and +4 ED, activates on 14- OR hit locations 7-17, or always when turtle is retreated into shell
4	Swimming +2" (4" total)
6	+3 to Hearing and Smell Perception (13-)
7	Concealment (12-)
43	**Abilities Cost**

| Pts	Disadvantages
-8	Animal
-8	Wild
-8	No Manipulation
-11	Running -5 1/2" (1/2" total)
78	**Total Points**
203	**FH Total Points**

WHALES AND DOLPHINS

DESCRIPTION

The largest, and some of the most intelligent, animals are found in the whales and dolphins group. Whales and dolphins cannot leave the water and will be encountered there if at all. They are encountered in groups of between twenty and fifty.

The fastest of these creatures swims at up to 40 kph. Dolphins are able to leap out of the water; many whales can hurl almost their entire lengths out of the water when coming up from a dive.

Most of these creatures are dangerous mainly because of their size; whales and dolphins are among the least aggressive of creatures under normal circumstances... dolphins so much so that they are at a real disadvantage against antagonistic humans. Some of the more aggressive ones will be emphasized here: the killer whale (actually a dolphin) is something of an exception to the "non-aggressive" rule when hungry or molested, and the sperm whale has shown an aggressive disposition, along with a set of jaws strong enough to be menacing. Though there is a true white whale, the "great white whale" of fiction is actually an albino sperm whale.
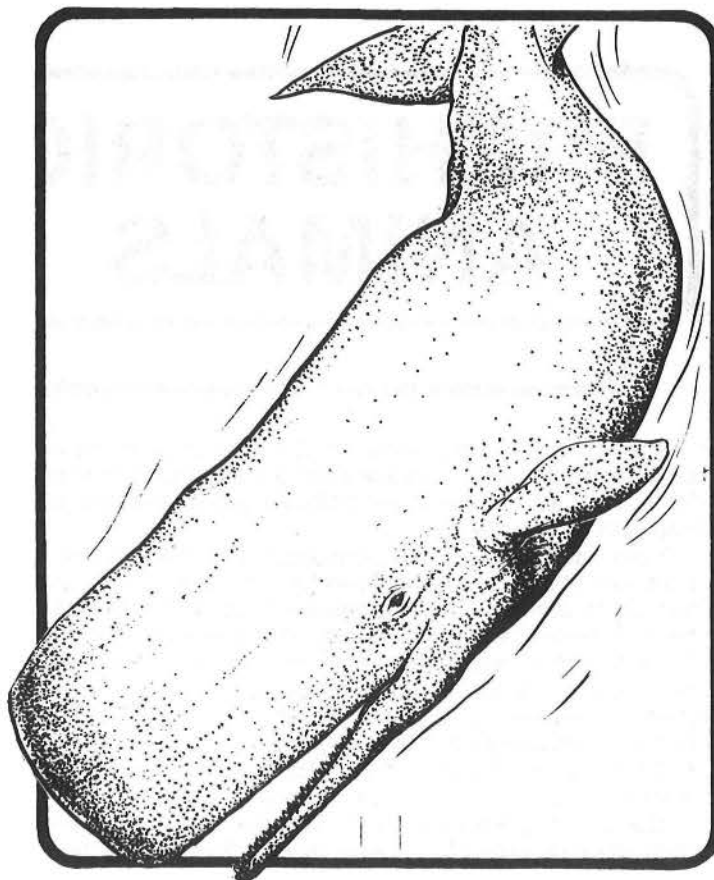
	STR	DEX	CON	BODY	PRE	PD	rPD	ED	rED	SPD	Damage	Move	Mass
Blue Whale	75	15	45	51	60	30	8	20	6	2	(16D6)	8"	130 t
Sperm Whale	70	15	35	46	40	24	6	9	6	3	2x3D6K	11"	50 t
Killer Whale	40	18	30	35	40	20	5	15	3	4	2x1 1/2	8"	8 t
True White Whale	30	15	28	25	25	18	2	10	1	3	(7D6)	7"	1.5 t
Bottle-Nosed Dolphin	20	15	18	10	10	14	1	8		3	2x1 pip	8"	100 k

BOTTLE-NOSE DOLPHIN

STR: 20	DEX: 15	CON: 18	BODY: 10	INT: 9
EGO: 8	PRE: 10	COM: 16	PD: 14	ED: 8
SPD: 3	REC: 10	END: 36	STUN: 29	**Cost:** 62

Pts	Abilities
3	1 pip K Bite, 2x1 pip with STR
2	Maneuver: Bite, Move-Through
1	Armor: 1 PD
12	Swimming +6" (8" total)
3	Diving
6	+1 to Perception (12-)
4	+2 to Hearing and Smell Perception (14-)
31	**Abilities Cost**

Pts	Disadvantages
-8	Animal
-8	No Manipulation
-4	Waterbound (x1/2)
93	**Total Points**
218	**FH Total Points**

SPERM WHALE

STR: 70	DEX: 15	CON: 35	BODY: 46	INT: 8
EGO: 5	PRE: 40	COM: 8	PD: 24	ED: 19
SPD: 3	REC: 21	END: 70	STUN: 99	**Cost:** 91

Pts	Abilities
150	Six Levels Size Increase
90	3D6K Bite, 2x3D6K with STR
2	Maneuvers: Bite, Move-Through
20	Armor, 6 PD and 6 ED
18	Swimming +9" (11" total)
5	Diving
3	+3 to Smell Perception (14-)
5	+5 to Hearing Perception (16-)
293	**Abilities Cost**

| Pts	Disadvantages
-8	Animal
-8	No Manipulation
-4	Waterbound
-2	May only use 1/2 STR when attacking
384	**Total Points**
509	**FH Total Points**

PREHISTORIC ANIMALS

Any hero worth the pen and ink required to create him will probably run into creatures of Earth's distant past sooner or later. There are two basic methods for getting the character into such a situation.

Time travel is one. The heroes might volunteer to test the eccentric old scientist's time machine. A villain or mad scientist might decide to exile the hero into time, unaware of the hero's ingenuity and the generally temporary nature of the effects of comic-book time machines. If the villain has a really grandiose scheme to master the world by tampering with the past, the heroes will have to pursue him into yesterday. This last scenario can pose interesting problems—it presupposes that history *can* be changed, and requires the heroes to watch their own steps as they track down the villain...

The second possibility is the survival of (presumably) extinct animals into the present day. In the average action-adventure world, isolated and unexplored areas still abound, and they generally hold surprises for the curious. The characters can be in the party that discovers the lost land (few heroes lack a taste for adventure or a desire to expand the world's knowledge), or they can be in the rescue expedition sent after the first party. The GM may decide to let his lost land become general knowledge in the world he's created, attracting a larger number of people and making it almost certain the characters will have to go there eventually. Hero Games' *Justice, Inc.* supplement *Lands Of Mystery* dealt with this theme and would benefit from the animal list in this section.
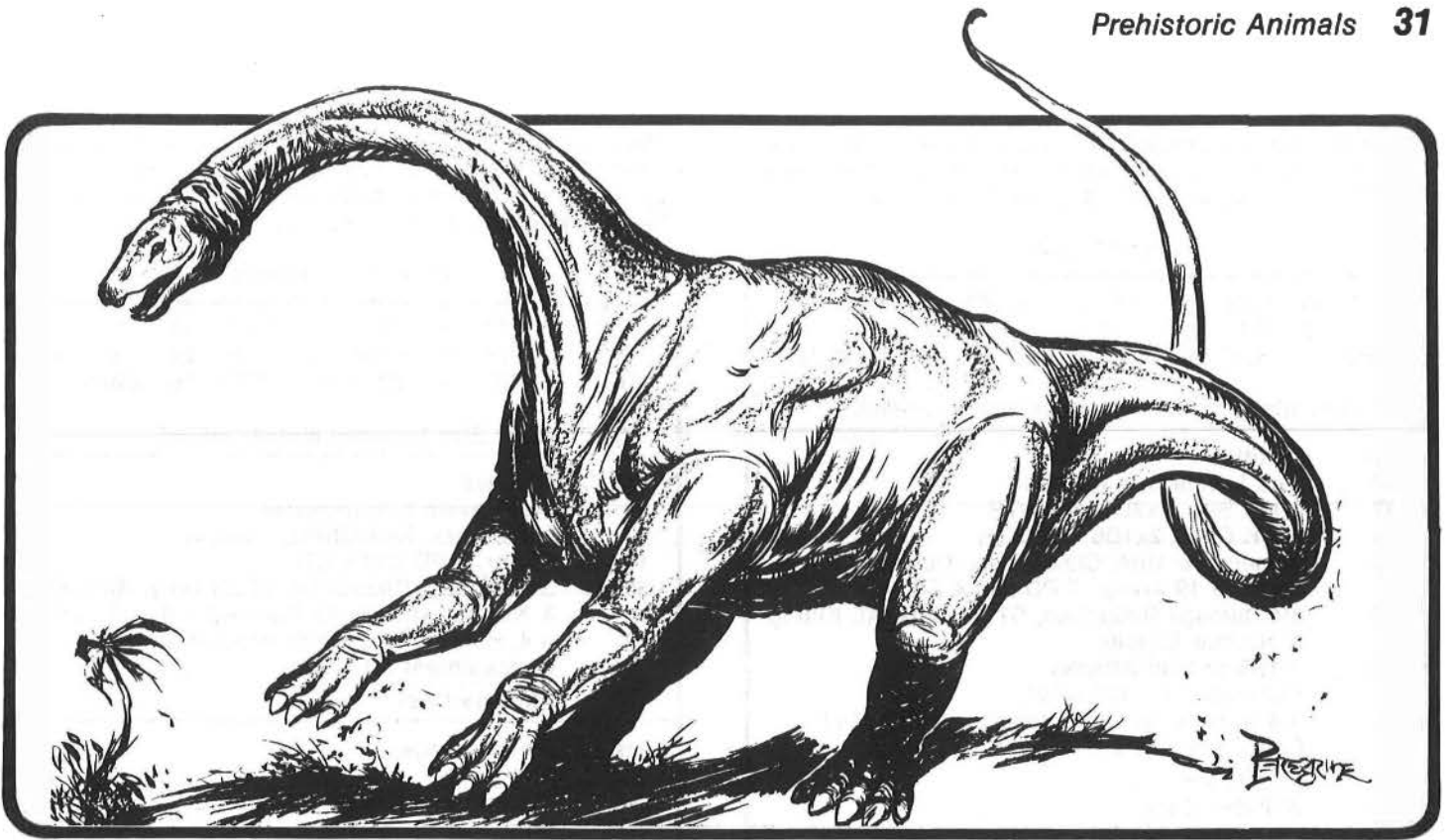
DINOSAURS

To most, the dinosaur is *the* prehistoric animal (though not really a reptile), and will probably be a vital part of most prehistoric scenarios.

For obvious reasons, almost nothing is known about the habits of dinosaurs. The educated guesses in these pages are not inconsistent with the facts that have come to light, and seem to be the most conducive to a challenging game; but the GM should feel free to give his dinosaurs the habits and personalities that best contribute to the scenario.

There is evidence that the dinosaurs were quite highly developed creatures—that they might have been warm-blooded, that their reputation for stupidity might not rule out complex behavior patterns—giving them such qualities as territoriality, group loyalty and care for the young is not out of line, and it can make the game so much more fun…

The varieties of dinosaurs that might be encoutered include:

1) Bipedal Herbivores: These plant-eating dinosaurs that walked erect ranged from the size of turkeys to fifteen and twenty-foot tall giants. They probably ran and fought like flightless birds, to which (it is said by some) they are distantly related. It's not unlikely that they gathered in herds, and that their senses were quite keen.

2) Huge Quadrupedal Herbivores: These were the largest creatures ever to walk the face of the earth; everything about them was built to accommodate their great bulk. For example, the "camel's hump" of the brontosaurus was actually his back; his spine was literally a great arch holding up his massive body. Paleontologists (scientists who study fossil animals) long assumed that such creatures were swamp dwellers, but the latest theories hold that they could stand and move on dry land and were plains creatures. They couldn't have moved very quickly, and they were probably as stupid as generally imagined. Generally depicted in herds, they might have been solitary beasts; only the most dangerous predators

would have challenged one. They were probably not aggressive except in defense of young, and would likely have been dangerous only if they stepped on one.

3) Armored Herbivores: Many dinosaurs had natural offensive and defensive equipment. It seems logical to depict them as behaving, in almost every way, like cattle. They would probably be the most dangerous plant-eaters a character would be likely to meet.

4) Carnivores: A carnivorous dinosaur could be over fifteen feet tall and over forty feet long. It's probable that they had senses as keen as those of familiar carnivores, and that they could run fairly fast in spite of their size. They would probably fight with their teeth or lash with their tails. The foreclaws of many appear absurdly small; but study indicates that they were fully functional, and might well have been of use in grabbing. They are popularly depicted as solitary creatures, and will generally be played as very aggressive.

5) Flying Dinosaurs: It still appears to be an open question whether winged dinosaurs (pterosaurs) could actually fly well, or simply glide. The important thing to remember in either case is that they would fight by swooping and making move-by attacks, rather than hovering. They have been depicted both in groups and as solitary creatures. The statistics given are best estimates of actual flying dinosaurs. It must be kept in mind that, like so many flying creatures, even the biggest pterosaurs were comparatively light and probably not really strong. If actual pterosaurs are not enough of a challenge in the GM's eyes, he may wish to construct a heavier, stronger "B-movie" pterodactyl.

6) Amphibious Dinosaurs: Such creatures were probably, at best, no better able to function on land than are the most water-adapted seals; for game purposes, they would only be encountered in the water. They would fight with swimming move-by bite attacks.

ALLOSAURUS

The Allosaurus belongs to the category of huge two-legged carnivorous dinosaurs. It is usually some 30' long, occasionally 40'. The Allosaurus belongs to the Jurassic period.

ALLOSAURUS

STR: 40	DEX: 16	CON: 33	BODY: 31	INT: 3
EGO: 8	PRE: 30	COM: 6	PD: 26	ED: 20
SPD: 3	REC: 15	END: 66	STUN: 68	**Cost: 128***

*Modifications for Size Increase already added.

Pts	Abilities
50	Two Levels Size Increase
42	2D6K Bite, 2x2D6 with STR
13	1D6K Claw, 2x1D6 with STR
5	Maneuvers: Bite, Claw, Grab, Kick/Strike, Trample 19 Armor, 7 PD and 4 ED
80	3/4 Damage Reduction, STUN Only, All Killing & Normal Attacks
3	+1D6 to PRE Attacks
8	Running +4" (10" total)
8	+4 to Hearing and Smell Perception (14-)
7	Concealment (12-)
5	Stealth (12-)
221	**Abilities Cost**

Pts	Disadvantages
-8	Animal
-8	No Manipulation
-13	Wild
368	**Total Points**
493	**FH Total Points**

BRONTOSAURUS

The Brontosaurus or Apatosaurus is an enormous plains-dwelling quadrupedal herbivore which runs up to 70 feet in length and weighs in at around 35 tons.

BRONTOSAURUS

STR: 58	DEX: 12	CON: 40	BODY: 44	INT: 2
EGO: 10	PRE: 35	COM: 8	PD: 32	ED: 28
SPD: 2	REC: 20	END: 80	STUN: 99	**Cost: 36***

*Modifications for Size Increase already added in.

Pts	Abilities
200	Eight Levels Size Increase
13	1D6K Bite, 2x1D6 with STR
4	Maneuvers: Kick/Strike, Trample, Move-Through, Bite
20	Armor, 6 PD and 6 ED
80	3/4 Damage Reduction, STUN Only, All Killing & Normal Attacks
2	+1 to Hearing and Smell Perception (10-)
319	**Abilities Cost**

Pts	Disadvantages
-8	Animal
-8	No Manipulation
-13	Wild
355	**Total Points**
480	**FH Total Points**

CORYTHOSAURUS

The Corythosaurus belongs to the general classification of hadrosaurs—herbivorous dinosaurs which travelled on four legs but could run on two, and used its forelegs for grasping. The Corythosaurus has a large crest on its skull.

CORYTHOSAURUS

STR: 38	DEX: 15	CON: 30	BODY: 32	INT: 3
EGO: 8	PRE: 25	COM: 8	PD: 24	ED: 16
SPD: 3	REC: 14	END: 60	STUN: 66	**Cost: 111***

*Modifiers for Size Increase already added.

Pts	Abilities
50	Two Levels Size Increase
2	Maneuvers: Kick/Strike, Trample
15	Armor, 5 PD and 4 ED
80	3/4 Damage Reduction, STUN Only, All Killing & Normal Attacks 12 Running +6" (12" total)
8	+4, Hearing and Smell Perception (14-)
5	Concealment (11-)
160	**Abilities Cost**

Pts	Disadvantages
-8	Animal
-8	No Manipulation
-13	Wild
283	**Total Points**
408	**FH Total Points**

ICHTHYOSAURUS

The Ichthyosaurs are marine dinosaurs, the Mesozoic analogue of the whale or dolphin. They are shaped rather like a shark with a swordfish-like protrusion, and some are 30' long.

ICHTHYOSAURUS

STR: 40	DEX: 15	CON: 33	BODY: 34	INT: 3
EGO: 8	PRE: 33	COM: 8	PD: 23	ED: 20
SPD: 3	REC: 15	END: 66	STUN: 71	**Cost: 83***

*Modifiers for Size Increase already added.

Pts	Abilities
100	Four Levels Size Increase
6	1D6-1 Bite, 2x1D6-1 with STR
1	Maneuver: Move-By
15	Armor, 5 PD and 4 ED
80	3/4 Damage Reduction, STUN Only, All Killing & Normal Attacks 16 Swimming +8" (10" total)
8	+4 to Hearing and Smell Perception (14-)
3	Diving
213	**Abilities Cost**

Pts	Disadvantages
-8	Animal
-8	No Manipulation
-13	Wild
309	**Total Points**
434	**FH Total Points**

PTERANODON

The pteranodon is a turkey-sized flying/gliding reptile, possibly rather like a seabird in its habits. Pteranodons are very colorful creatures to use in lost worlds dinosaur adventures, though an actual pteranodon would not be much threat to a character.

PTERANODON

STR: -5	DEX: 15	CON: 8	BODY: 4	INT: 2
EGO: 8	PRE: 10	COM: 10	PD: 1	ED: 1
SPD: 3	REC: 8	END: 16	STUN: 6	**Cost: 29***

*Modifiers from Size Decrease already added.

Pts	Abilities
10	One Level Size Decrease
6	1/2D6K Bite
6	1/2D6K Claw
2	Maneuvers: Bite, Move-By
3	+1D6 with PRE Attacks
14	Flying 7"
8	+4 to Sight and Hearing Perception (13-)
7	Concealment (11-)
56	**Abilities Cost**

Pts	Disadvantages
-8	Animal
-8	No Manipulation
-4	Extremely Awkward on Land (x1/2)
-13	Wild
85	**Total Points**
210	**FH Total Points**

QUETZALCOATLUS

This is this largest of all known pterosaurs, with a wingspan of up to 36 feet. This would make it as big as many light aircraft, an impressive size indeed. Recently, a flying replica of Quetzalcoatlus has been constructed for the Smithsonian, though the replica has only an 18 foot wingspan.

QUETZALCOATLUS

STR: 5	DEX: 15	CON: 5	BODY: 6	INT: 2
EGO: 9	PRE: 10	COM: 6	PD: 1	ED: 1
SPD: 3	REC: 8	END: 16	STUN: 11	**Cost: -3**

Pts	Abilities
3	1 pip K Bite, 2x1 pip with STR
3	1 pip K Claw, 2x1 pip with STR
2	Maneuvers: Bite, Move-By
6	+2D6 with PRE Attacks
20	Flight 10"
3	+3 to Sight Perception (12-)
37	**Abilities Cost**

Pts	Disadvantages
-8	Animal
-8	No Manipulation
-13	Wild
-4	Very Awkward on Land (x1/2)
34	**Total Points**
159	**FH Total Points**

STEGOSAURUS

This herbivorous quadruped is the famous dinosaur with the two parallel series of backplates and set of spikes on its tail. It tends to grow to about 25 feet, weighing in around four tons.

STEGOSAURUS

STR: 38	DEX: 12	CON: 35	BODY: 32	INT: 1
EGO: 10	PRE: 20	COM: 8	PD: 26	ED: 18
SPD: 2	REC: 15	END: 70	STUN: 69	**Cost: 80***

*Modifiers for Size Increase already added.

Pts	Abilities
75	Three Levels Size Increase
26	2x1D6K Tail-Swing, 4x1D6 with STR
2	Maneuvers: Gore (with tail), Trample
11	Armor, 5 PD and 2 ED
5	Armor, 3 PD and 3 ED, 8- activation or 10-11 Locations (attacks from underneath automatically bypass this defense), backplates
80	3/4 Damage Reduction, STUN Only, All Killing & Normal Attacks
12	+4D6 to PRE Attacks
8	Running +4" (10" total)
6	+3 to Hearing and Smell Perception (12-)
7	Concealment (11-)
232	**Abilities Cost**

Pts	Disadvantages
-8	Animal
-8	No Manipulation
-13	Wild
312	**Total Points**
437	**FH Total Points**

STYRACHOSAURUS

This herbivore, basically similar in appearance to the Triceratops (q.v.), has only one forward-projecting horn on its skull, and the armor plate protecting its neck is characterized by defensive backward-projecting spikes. This creature is about 18 feet long, weighing around four tons.

STYRACHOSAURUS

STR: 40	DEX: 14	CON: 38	BODY: 33	INT: 2
EGO: 10	PRE: 20	COM: 8	PD: 28	ED: 20
SPD: 3	REC: 16	END: 76	STUN: 72	**Cost: 83***

*Modifiers for Size Increase already added.

Pts	Abilities
100	Four Levels Size Increase
13	1D6K Gore, 2x1D6 with STR
3	Maneuvers: Gore, Move-Through, Trample
15	Armor, 5 PD and 4 ED
5	Armor, 5 PD and 4 ED, protects areas 3-5 (or activates on 8-)
80	3/4 Damage Reduction, STUN Only, all Physical & Energy Attacks
6	+2D6 to PRE Attacks
6	+3 to Hearing and Smell Perception (12-)
7	Concealment (12-)
217	**Abilities Cost**

Pts	Disadvantages
-8	Animal
-8	No Manipulation
-13	Wild
-2	Running -1" (5" total)
318	**Total Points**
443	**FH Total Points**

TRICERATOPS

This familiar dinosaur is a largish quadrupedal herbivore, characterized by the familiar headplate protecting the neck and the three horns projecting forward from the skull. It grows as large as 30 feet and the large ones weigh in around 12 tons.

TRICERATOPS

STR: 45	DEX: 15	CON: 38	BODY: 35	INT: 2
EGO: 10	PRE: 30	COM: 8	PD: 25	ED: 20
SPD: 3	REC: 17	END: 76	STUN: 77	**Cost: 102***

*Modifiers for Size Increase already added.

Pts	Abilities
100	Four Levels Size Increase
42	2D6K Gore (horns), 2x2D6 with STR
13	1D6K Bite, 2x1D6 with STR
4	Maneuvers: Bite, Gore, Move-Through, Trample
16	Armor, 8 PD and 2 ED
7	Armor, 6 PD and 6 ED, areas 3-5 (or activation 8-): Head crest
80	3/4 Damage Reduction, STUN Only, all Physical & Energy Attacks
9	+3D6 with PRE Attacks
6	Running +3" (9" total)
6	+3 to Hearing and Smell Perception (12-)
7	Concealment (11-)
290	**Abilities Cost**

Pts	Disadvantages
-8	Animal
-8	No Manipulation
-13	Wild
392	**Total Points**
517	**FH Total Points**

DINOSAUR COMPARISON TABLE

	STR	DEX	CON	BODY	PRE	PD	rPD	ED	rED	SPD	Damage	Move	Mass
Allosaurus	40	16	33	31	30+1D6	26	5	20	4	3	2x2D6	10"	4 t
Brachiosaurus	65	11	40	47	40	35	8	20	6	2	(15D6)	8"	70 t
Brontosaurus	58	12	40	44	35	32	6	28	6	2	2x1D6	6	32 t
Corythosaurus	38	15	30	32	25	24	5	16	4	3	(7D6)	12"	4 t
Diplodocus	50	11	33	37	30	28	7	20	5	2	2x1D6	6"	11 t
Gorgosaurus	35	17	30	29	30+1D6	22	4	18	3	3	2x2D6	12"	3 t
Icthyosaurus	40	15	33	34	33	23	5	20	4	3	2x1D6-1	(10")	7 t
Mosasaurus	48	14	33	35	30+2D6	28	9	22	6	4	2x2D6	(11")	8 t
Phobosuchus	45	16	40	34	35+2D6	30	10	25	8	4	2x2 1/2	(8")	8 t
Plesiosaurus	43	18	30	33	30+1D6	25	5	20	4	3	2x1 1/2	(12")	6 t
Pteranodon	-5	15	8	4	10+1D6	1		1		3	1/2D6	[7"]	5 k
Quetzalcoatlus	5	15	5	6	10+2D6	1		1		3	2x1 pip	[10"]	20k
Stegosaurus	38	12	35	32	20+4D6	26	5	18	2	2	4x1D6	10"	4 t
Styrachosaurus	40	14	38	33	20+2D6	28	5	20	4	3	2x1D6	5"	6 t
Trachodon	40	11	30	35	20	25	5	14	3	2	(9D6)	10"	6 t
Triceratops	45	15	38	35	30+3D6	25	8	20	2	3	2x2D6	9"	7 t
Tyrannosaurus	48	18	38	35	30+3D6	29	7	20	4	4	2x2 1/2	9"	8 t

Movement rates enclosed in parentheses are water movement rates. Movement rates in brackets are air movement rates. Damage values in parentheses indicate normal-damage attacks.

TYRANNOSAURUS REX

The Tyrannosaurus Rex is probably the best-known of the dinosaurs (cinematically speaking). This two-legged carnivore can grow to 40' long, standing 18' high, and weighing eight tons. This is the dinosaur to use in an adventure when you wish for normal heroes to run and superheroes to have a fight before them.

TYRANNOSAURUS REX

STR: 48	DEX: 18	CON: 38	BODY: 35	INT: 4
EGO: 6	PRE: 30	COM: 4	PD: 29	ED: 20
SPD: 4	REC: 18	END: 76	STUN: 78	**Cost: 114***

*Modifiers for Size Increase already added.

Pts	Abilities
100	Four Levels Size Increase
80	2 1/2D6K Bite, 2x2 1/2D6 with STR
6	1/2D6K Claw, 2x1/2D6 with STR
5	Maneuvers: Bite, Claw, Kick/Strike (tail), Trample
19	Armor, 7 PD and 4 ED
80	3/4 Damage Reduction, STUN Only, all Physical & Energy Attacks
9	+3D6 with PRE Attacks
6	Running +3" (9" total)
6	+2 to Perception (12-)
1	+1 to Smell Perception (13-)
7	Concealment (12-)
5	Stealth (13-)
324	**Abilities Cost**

Pts	Disadvantages
-8	Animal
-13	Wild

438	**Total Points**
563	**FH Total Points**

PREHISTORIC MAMMALS

Many prehistoric animals, especially in the more recent geological eras, will be variations of species still alive. The creation of these in game terms is fairly straightforward—it is simply a matter of finding the right animal type and modifying it according to the size and special equipment of the prehistoric version.

MAMMAL COMPARISON TABLE

	STR	DEX	CON	BODY	PRE	PD	rPD	ED	rED	SPD	Damage	Move	Mass
Baluchitherium	45	14	30	34	30	20	4	15	3	3	2x2D6	10"	6 t
Cave Bear	33	20	25	25	20+2D6	18	5	10	4	3	2x1 1/2	5"	750 k
Diatryma	25	18	20	18	20	10		8		3	2x1D6+1	15"	400 k
Dire Wolf	20	16	18	12	20	10	1	6		3	2x1D6	9"	150 k
Eohippus	-5	15	7	4	5	1		1		3	—	8"	5 k
Mammoth	45	16	28	35	35+2D6	20	7	15	5	3	2x2D6	12"	6 t
Mastodon	40	16	25	35	30+2D6	18	4	12	2	3	3x1 1/2	12"	5 t
Smilodon	30	21	19	15	5	12		6		4	2x1 1/2D6	10"	250 k
Titanothere	40	11	28	33	30	22	6	18	4	3	2x2D6	11"	5 t

CAVE BEAR

The cave bear is the fearsome ancestor to the modern varieties of ursine mammals. It behaves in a similar fashion to modern bears but is of course a more deadly creature.

CAVE BEAR

STR: 33	DEX: 20	CON: 25	BODY: 25	INT: 5
EGO: 5	PRE: 20	COM: 8	PD: 18	ED: 10
SPD: 3	REC: 12	END: 50	STUN: 54	**Cost: 98***

*Modifiers for Size Increase already added.

Pts	Abilities
25	One Level Size Increase
29	1 1/2D6 Bite, 2x1 1/2D6 with STR
29	1 1/2D6 Claw, 2x1 1/2D6 with STR
3	Maneuvers: Bite, Claw, Grab
15	Armor, 5 PD and 4 ED
6	+2D6 to PRE Attacks
3	+3 to smell perception (13-)
9	Concealment (13-)
119	**Abilities Cost**

Pts	Disadvantages
-8	Animal
-8	Wild
-2	Running -1" (5" total)
217	**Total Points**
342	**FH Total Points**

DIRE WOLF

The dire wolf, antecedent to the smaller wolves of today, is a large, powerful canine. It's more capable and more aggressive than contemporary canines but tends to behave very much like modern wolves in the wild. It is theoretically domesticable.

DIRE WOLF

STR: 20	DEX: 16	CON: 18	BODY: 12	INT: 5
EGO: 5	PRE: 20	COM: 10	PD: 10	ED: 6
SPD: 3	REC: 8	END: 36	STUN: 31	**Cost: 55**

Pts	Abilities
13	1D6K Bite, 2x1D6K with STR
1	Maneuver: Bite
1	Armor: 1 PD
3	Pack Tactics
6	Running +3" (9" total)
8	Swimming +4" (6" total)
10	+5 to Hearing and Smell Perception (15-)
7	Concealment (12-)
15	Tracking Scent
64	**Abilities Cost**

Pts	Disadvantages
-8	Animal
-8	No Manipulation
-8	Wild
119	**Total Points**
244	**FH Total Points**

EOHIPPUS

The eohippus is the ancestor of the modern horse. The size of a modern dog, it has toes upon its feet instead of modern hooves. It should behave in a fashion similar to modern ponies—remembering of course that it truly cannot win a fight with almost any creature and will run from an engagement with any creature but another eohippus.

EOHIPPUS

STR: -5	DEX: 15	CON: 7	BODY: 4	INT: 4
EGO: 5	PRE: 5	COM: 12	PD: 1	ED: 1
SPD: 3	REC: 9	END: 14	STUN: 6	**Cost: 7***

*Modifiers for Size Decrease already added.

Pts	Abilities
10	One Level Size Decrease
4	Running +2" (8" total)
6	+3 to hearing and smell perception (13-)
5	Concealment (11-)
25	**Abilities Cost**

Pts	Disadvantages
-8	Animal
-8	No Manipulation
32	**Total Points**
157	**FH Total Points**
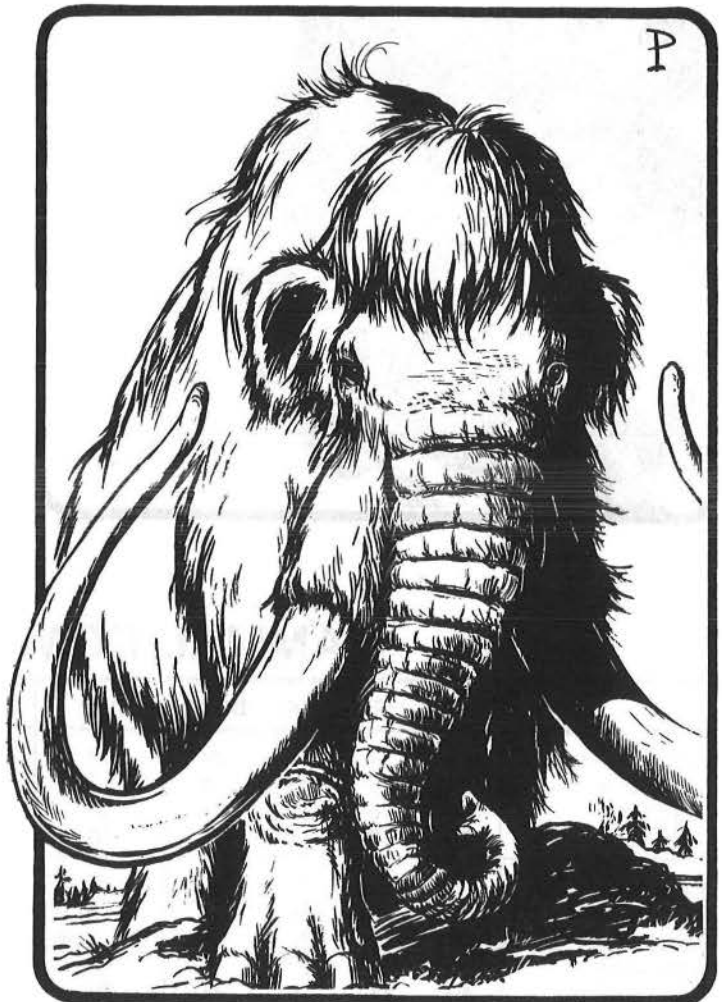
MAMMOTH

See notes on Mastodon, following.

MAMMOTH

STR: 45	DEX: 16	CON: 28	BODY: 35	INT: 7
EGO: 7	PRE: 35	COM: 12	PD: 18	ED: 15
SPD: 3	REC: 15	END: 56	STUN: 72	Cost: 78*

*Modifiers for Size Increase already added.

Pts	Abilities
100	Four Levels Size Increase
42	2D6K Gore (tusks), 2x2D6K with STR
4	Maneuvers: Gore, Move-Through, Grab, Trample
25	Armor, 7 PD and 5 ED
6	+2D6 with PRE Attacks
12	Running +6" (12" total)
4	+4 to Smell Perception (14-)
7	Concealment (12-)
5	Stealth (12-)
205	Abilities Cost

Pts	Disadvantages
-8	Animal
-8	Wild
-8	Trunk is half-strength for squeezing damage

283	Total Points
408	FH Total Points

MASTODON

The Mastodon and Mammoth are ancestors of the modern elephant. The mastodon has long, straightish, forward-projecting tusks, while the mammoth has the upward-curving tusks. Of the two, the mastodon is the older creature, and smaller, rising to 9' at the shoulder, while the more contemporary mammoth rises to about 11' at the shoulder. They will behave much as modern elephants.

MASTODON

STR: 40	DEX: 16	CON: 25	BODY: 35	INT: 7
EGO: 7	PRE: 30	COM: 10	PD: 18	ED: 12
SPD: 3	REC: 13	END: 50	STUN: 68	Cost: 85*

*Modifiers for Size Increase already added.

Pts	Abilities
75	Three Levels Size Increse
58	2x1 1/2D6K Gore (tusks), 3x1 1/2D6 with STR
4	Maneuvers: Gore, Move-Through, Grab, Trample
10	Armor, 4 PD and 2 ED
6	+2D6 with PRE Attacks
12	Running +6" (12" total)
8	Swimming +4" (6" total)
2	+2 to Hearing Perception (12-)
4	+4 to Smell Perception (14-)
7	Stealth (13-)
186	Abilities Cost

Pts	Disadvantages
-8	Animal
-8	Wild
-8	Only 1/2 STR when using trunk

271	Total Points
396	FH Total Points

SMILODON (SABRETOOTH)

The smilodon, colloquially termed the "sabretooth tiger", is an early predatory feline; the term covers a number of species, ranging in size from 30 lb animals (which are capable of bringing down modern deer) to huge felines larger than modern tigers. Smilodons will behave much as modern tigers, but are of course fiercer antagonists.

SMILODON (SABRETOOTH)

STR: 30	DEX: 21	CON: 19	BODY: 15	INT: 5
EGO: 5	PRE: 25	COM: 14	PD: 12	ED: 6
SPD: 4	REC: 10	END: 38	STUN: 40	Cost: 75*

*Modifiers for Size Increase already added.

Pts	Abilities
25	One Level Size Increase
29	1 1/2D6K "Bite" (actually gore), 2x1 1/2D6K with STR
13	1D6K Claws, 2x1D6K with STR
4	Maneuvers: Gore, Claw, Grab, Rake
8	Running +4" (10" total)
3	Climbing (15-)
6	+2 to Perception (12-)
4	+2 to Hearing and Smell Perception (14-)
5	Concealment (11-)
5	Stealth (13-)
102	Abilities Cost

Pts	Disadvantages
-8	Animal
-8	No Manipulation
-8	Wild

177	Total Points
302	FH Total Points

MYTHICAL ANIMALS

Gamemasters of *Fantasy Hero* aren't the only GMs who might find use for the creatures of myth; an adventure in a fantasy world might be desired by the GM or players of any of the Hero System games, for a *Champions*, *Danger International*, or *Justice Inc.* single scenario or mini-series.

Mythical animals are made from ordinary animals. A roc, for example, would be a bird of prey enlarged to enormous size; a hippocampus would be a swimming, water-breathing equine. There are many humanoid creatures—demons, ogres and the like—which are essentially superpowered NPCs and as such they can be easily constructed from existing rules.

COCKATRICE
Read under "Dragon" for notes on the cockatrice.

COCKATRICE

STR: 18	DEX: 18	CON: 18	BODY: 12	INT: 5
EGO: 20	PRE: 20	COM: 8	PD: 4	ED: 4
SPD: 3	REC: 15	END: 36	STUN: 30	**Cost: 92**

Pts	Abilities
13	1D6 Bite, 2x1D6 with STR
3	Maneuvers: Bite, Grab, Move-By
300	Transformation Attack, Special. Cockatrice rolls to hit with a normal DEX-based to-hit roll. If he hits, he rolls 10D6 against his victim. If the number rolled equals or exceed twice the victim's BODY, the victim is turned to stone (no movement, no use of powers). 0 END, 16 uses per day.
30	Flight 15''
6	+2 to Perception (12-)
2	+2 to Hearing Perception (14-)
10	Night Vision
364	**Abilities Cost**

Pts	Disadvantages
-8	Animal
-8	No Manipulation
-13	Wild
456	**Total Points**
581	**FH Total Points**

DEMON, LOVECRAFTIAN
This variety of demon is a quasi-Lovecraftian horror. It possesses no fixed shape, possessing instead an amorphous or flowing body, various eyes and tentacles and orifices that come and go as they please, etc. It is incredibly horrid to look

upon; people doing so will not just suffer the -20 COM, but will also take at least a 10D6 PRE attack and the ongoing 2D6 EGO Attack/Mind Blast (each phase) from seeing it. Some of these demonic creatures can incapacitate a hero from the sheer shock induced by their appearance. Generally, only one of these is found at a time, and this is very rare. Sorcerers powerful and evil enough to summon one are themselves rare, and sorcerers who've done it and survived are rarer still.

DEMON, LOVECRAFTIAN

STR: 50	DEX: 27	CON: 50	BODY: 30	INT: 15
EGO: 30	PRE: 50	COM: -20	PD: 17	ED: 17
SPD: 4	REC: 20	END: 100	STUN: 80	**Cost: 303**

Pts	Abilities
4	Maneuvers: Kick/Strike, Grab, Move-Through, Move-By
30	Armor, 9 PD and 9 ED
18	+6 Perception (18-)
10	Night Vision
10	Water-Breathing
72	**Abilities Cost**

375	**Total Points**
500	**FH Total Points**

Pts	Options
Varies	EGO Blast (*Champions*), Mind Attack (*Fantasy Hero*), 2D6, area effect, on all the time/constant, monster must be seen (Incredibly horrible visage)
120	75% Damage Reduction, Energy and Physical, Resistant
20	2D6 Regeneration (*Champions*) or 4D6 Heal (*Fantasy Hero*)
90	3D6 Killing Hand-to-Hand Attack
75	3 Levels Size Increase
70	+35 EGO if Summoned (*Fantasy Hero*)

DEMONIC FAMILIAR

This variety of demonling is the type summoned by an evil wizard as an exotic familiar. Such creatures, when they're not muttering to each other in chalk-against-the-blackboard voices or cackling insanely, will skulk behind stumps and rocks, lurk in chests, urns, or cabinets or beneath benches and beds, perhaps in stagnant ponds, all to provide unpleasant surprises for careless or complacent characters.

DEMONIC FAMILIAR

ETR: 8	DEX: 23	CON: 20	BODY: 10	INT: 8
EGO: 15	PRE: 15	COM: 0	PD: 6	ED: 4
SPD: 4	REC: 20	END: 40	STUN: 40	**Cost: 122***

*Modifiers for Size Decrease already added in.

Pts	Abilities
20	Two Levels Size Decrease
6	1/2D6K Bite (2x1/2D6K with STR)
6	1/2D6K Claw (2x1/2D6K with STR)
3	Maneuvers: Bite, Claw, Kick/Strike
10	+2 skill levels in hand-to-hand combat
12	+6 Sight Perception (17-)
10	Night Vision
67	**Abilities Cost**

Pts	Disadvantages
-8	Half OCV, DCV in daylight
-8	Cowardly and Unhelpful in daylight

189	**Total Points**
314	**FH Total Points**

Pts	Optional Abilities
20	10" Flying
10	Water Breathing
10	Armor, 3 PD and 3 ED
5	Stealth
40	+20 EGO when Summoned (*Fantasy Hero*)
11	Concealment 14-

Pts	Optional Disadvantages
-4	Psych Lim: Fearful before "holy spells" and "holy items"

DRAGON

Dragons are extremely aggressive. They will fight with tooth, claw, tail, or fire-blast. Dragons can be better-armored than any real-life animal. The skill Find Weakness may be used against a dragon, of course.

Some variants: For a Hydra, use the Dragon sheet with no fire-blast but with +6 in Hand-to-Hand to account for the bonuses for its extra heads; a particularly diabolical GM might give it Regeneration. A Cockatrice is a dragon—a winged snake, at any rate—with the ability to turn men to stone. European dragons have wings; Far Eastern dragons are wingless but levitate, and some have shapeshifting powers. All dragons tend to be solitary.

DRAGON

STR: 70	DEX: 18	CON: 30	BODY: 30	INT: 5
EGO: 10	PRE: 25	COM: 8	PD: 14	ED: 10
SPD: 4	REC: 20	END: 60	STUN: 80	**Cost: 89***

*Modifiers for Size Increase already added.

Pts	Abilities
100	Four Levels Size Increase
42	2D6K Bite, 2x2D6 with STR
26	2x1D6K Claw, 4x1D6 with STR
4	Maneuvers: Bite, Claw, Kick/Strike, Move-By
90	Special: Fire-Blast. 4D6 ranged killing attack (killing blast), explosive effect, 18 END per blast.
25	Armor, 9 PD and 6 ED
12	+4D6 with PRE Attacks
18	Running +9" (15" total)
60	Flight 30"
6	+2 to Perception (12-)
4	+2 to Hearing and Smell Perception (14-)
10	Night Vision
397	**Abilities Cost**

Pts	Disadvantages
-8	Animal
-8	Wild

486	**Total Points**
611	**FH Total Points**

ELEMENTAL

Elementals are primordial beings from another plane of existence. They are almost never found in our world unless summoned by arcane sorcery. Such summoning can be very risky; elementals are very powerful and do not react well to attempts to control them.

The statistics above are for smallish, human-sized elementals, which are probably the equivalents of pets on their planes. There are, of course, even more powerful ones, some with sentience and even superior intelligence.

The physical structure of elementals is totally alien, and most human weapons tend to be almost ineffective against them.

AIR ELEMENTAL

Pts	Abilities
30	50% Damage Reduction, Energy, Resistant
60	75% Damage Reduction, Physical, Resistant
20	10" Flight
110	**Abilities Cost**

Pts	Disadvantages
-8	Animal
-8	No Manipulation
-4	No Use of STR
-13	Wild

295	**Total Points**
420	**FH Total Points**

Pts	Options
Varies	10D6 Explosive normal energy blast, 10D6

ELEMENTAL

STR: 30	DEX: 23	CON: 25	BODY: 15	INT: 8
EGO: 20	PRE: 35	COM: 0	PD: 12	ED: 12
SPD: 5	REC: 20	END: 50	STUN: 48	**Cost: 185**

EARTH ELEMENTAL

Pts	Abilities
20	+20 STR
40	Armor, 12 PD and 12 ED
60	50% Damage Reduction, Physical and Energy, Resistant
120	**Abilities Cost**

Pts	Disadvantages
-4	-2" Running (4" Total)
-8	No Manipulation
-8	Animal
-13	Wild

305	**Total Points**
430	**FH Total Points**

Pts	Options
Varies	Tunnelling (*Champions*), Noncorporeal only when within earth (*Fantasy Hero*)

FIRE ELEMENTAL

Pts	Abilities
60	50% Damage Reduction, Physical and Energy, Resistant
27	Special: Additional 25% Damage Reduction vs. Fire, Resistant'
20	Armor, 12 ED
107	**Abilities Cost**

Pts	Disadvantages
-8	Animal
-8	No Manipulation
-4	No Use of STR
-13	Wild

292	**Total Points**
417	**FH Total Points**

Pts	Options
Varies	3D6 Explosive killing blast (ranged killing attack)
Varies	3D6 Regeneration (*Champions*) or 6D6 Heal (*Fantasy Hero*) vs. Fire Damage Only

Since statues come in a variety of forms, living statues may as well. They may be larger than life size; they may be able to use weapons; they may have extra armor (especially statues made of, say, bronze). They are formidable.

GARGOYLE

STR: 15	DEX: 15	CON: 13	BODY: 10	INT: 5
EGO: 5	PRE: 20	COM: 2	PD: 7	ED: 4
SPD: 3	REC: 9	END: 26	STUN: 25	**Cost:** 33

Pts	Abilities
6	1/2D6K Bite, 2x1/2D6 with STR
6	1/2D6K Claw, 2x1/2D6 with STR
5	Maneuvers: Bite, Claw, Kick/Strike, Grab, Move-By
20	Flight 10"
6	+3 to Sight and Hearing Perception (13-)
9	Concealment (13-)
5	Stealth (12-)
10	Night Vision
67	**Abilities Cost**

Pts	Disadvantages
-8	Animal
-4	Running -2" (4" total)

100	**Total Points**
225	**FH Total Points**

WATER ELEMENTAL

Pts	Abilities
30	50% Damage Reduction, Energy, Resistant
60	75% Damage Reduction, Physical, Resistant
10	Water Breathing
6	+3" Swimming (5" total)
21	Concealment 20- (in water)
127	**Abilities Cost**

Pts	Disadvantages
-8	No Manipulation
-8	Animal
-13	Wild

311	**Total Points**
436	**FH Total Points**

GOLEMS AND OTHER LIVING STATUES

Golems, and other monsters of the living-statue variety, are statues or bodies of clay or stone given a semblance of life by powerful magical spells. As Automatons, they are tireless and immune to Stunning. They usually obey the orders of the spellcaster; some, however, are uncontrolled and a menace to everybody.

GOLEM

STR: 40	DEX: 18	CON: 0	BODY: 20	INT: 0
EGO: 20	PRE: 25	COM: 10	PD: 8	ED: 8
SPD: 3	REC: 0	END: 0	STUN: 0	**Cost:** 89

Pts	Abilities
4	Maneuvers: Grab, Kick/Strike, Move-By, Move-Through
30	Armor, 9 PD and 9 ED
30	Automaton
64	**Abilities Cost**

Pts	Disadvantages
-8	No Manipulatory Ability
-13	Wild

153	**Total Points**
278	**FH Total Points**

Pts	Options
25	One Level Size Increase
15	2D6 Killing Attack, 4D6 with STR, obvious accessible Sword
3	Familiarity with Melee Weapons
20	+4 skill levels in hand-to-hand combat

HIPPOGRIFF

Hippogriffs are large creatures with the head and wings of an eagle, the forepaws of a lion, and the hindquarters of a horse; they are descended from a cross between griffins and horses.

They behave as griffins, and are consequently encountered alone or in mated pairs; they are aggressive when hungry or when their territory is disturbed; they fight either with swooping move-bys or by grabbing with talons and then slashing with the beak. An advantage hippogriffs have over griffins is that their horse's hindquarters can kick.

HIPPOGRIFF

STR: 25	DEX: 15	CON: 20	BODY: 15	INT: 6
EGO: 5	PRE: 15	COM: 16	PD: 5	ED: 5
SPD: 3	REC: 15	END: 40	STUN: 33	**Cost: 37***

*Modifiers for Size Increase already added.

Pts	Abilities
25	One Level Size Increase
13	1D6K Bite, 2x1D6 with STR
29	1 1/2D6K Claw, 2x1 1/2D6 with STR
9	+3D6 Normal Damage with Kick
5	Maneuvers: Bite, Claw, Kick/Strike, Move-By, Move-Through
15	+3 skill levels in Hand-to-Hand Combat
10	Armor, 3 PD and 3 ED
9	+3D6 with PRE Attacks
20	Running +10" (16" total)
30	Flying 15"
12	+4 to Perception (14-)
5	Concealment (11-)
15	Telescopic Vision (10x)
197	**Abilities Cost**

Pts	Disadvantages
-8	Animal
-8	No Manipulation
-8	Wild

234	**Total Points**
359	**FH Total Points**

MANTICORE

All accounts of the Manticore agree that it is very aggressive and very dangerous. It has a lion-like body with a vaguely human visage. Some manticores have wings, while others rely on very swift running. It also has a great venomous stinger on the end of its tail. Manticores are, for game purposes, solitary creatures.

ROC

Rocs are immensely huge birds which prey primarily on large land and sea beasts (elephants, whales, etc.) but are known to swoop down upon and carry off people as well. Many a hero has been snatched away by a roc and later deposited in the bird's nest to feed its hatching chicks. Their immense nests are to be found on mountain peaks. They are usually encountered singly; near the nest, they may be encountered in pairs.

MANTICORE

STR: 28	DEX: 23	CON: 20	BODY: 15	INT: 8
EGO: 13	PRE: 30	COM: 0	PD: 10	ED: 6
SPD: 4	REC: 13	END: 40	STUN: 39	**Cost: 129**

Pts	Abilities
39	3X1D6K Bite (6x1D6K with STR)
13	1D6K Claw (2x1D6K with STR)
6	Maneuvers: Bite, Claw, Grab, Rake, Kick/Strike, Dodge
15	+3 skill levels in hand-to-hand combat
9	Armor, 3 PD and 2 ED
6	+3" Running (9" total)
1	Vault Maneuver
5	Stealth 14-
12	+4 to Perception (14-)
15	Tracking Scent
3	Concealment 11-
124	**Abilities Cost**

Pts	Disadvantages
-8	Animal
-8	No Manipulation
-13	Wild

253	**Total Points**
378	**FH Total Points**

Pts	Options
24	12" Flight
72	Venom Attack, Horrid Monster Venom

ROC

STR: 85	DEX: 18	CON: 40	BODY: 40	INT: 8
EGO: 8	PRE: 30	COM: 16	PD: 22	ED: 11
SPD: 2	REC: 23	END: 80	STUN: 103	**Cost:** 111*

*Modifiers for Size Increase already added.

Pts	Abilities
125	Five Levels Size Increase
80	2 1/2D6K with Beak, 2x2 1/2D6 with STR
26	2x1D6 with STR, 4x1D6 with STR
3	Maneuvers: Move-By, Bite, Grab
15	+5 skill levels with Grab maneuver
25	Armor, 9 PD and 5 ED
12	+4D6 with PRE Attacks
46	Flight 23"
6	+6 to Sight Perception (17-)
30	Telescopic Vision (100x)
368	**Abilities Cost**

Pts	Disadvantages
-8	Animal
-8	No Manipulation
-8	Wild
479	**Total Points**
604	**FH Total Points.**

SEA SERPENT

STR: 60	DEX: 15	CON: 40	BODY: 30	INT: 5
EGO: 8	PRE: 50	COM: 0	PD: 20	ED: 18
SPD: 3	REC: 20	END: 80	STUN: 80	**Cost:** 64*

*Modifiers for Size Increase already added in.

Pts	Abilities
150	Six Levels Size Increase
3	Maneuvers: Bite, Move-By, Move-Through
37	2 1/2D6K Bite (2x2 1/2D6K with STR)
15	Armor, 5 PD and 4 ED
26	+13" Swimming (15" total)
4	+4 to Hearing Perception (14-)
5	Water Breathing
240	**Abilities Cost**

Pts	Disadvantages
-8	Animal
-8	No Manipulation
-4	Waterbound
-13	Wild
304	**Total Points**
429	**FH Total Points.**

UNICORN, HERALDIC

The "lesser unicorn"—which is essentially an antelope with a unique horn—might serve a GM in certain situations; but the GM will generally desire the heraldic unicorn for his or her scenarios.

The unicorn has been credited with many different extraordinary powers by both classical legend and more contemporary authors. The statistics given represent a compromise, including the most standard, agreed-upon abilities. Older, wiser unicorns with extra powers may be introduced at the GM's discretion. Powers such as Invisibility and Regeneration (usable on others) in *Champions*, or Cloak and Healing in *Fantasy Hero*, are most common to heraldic unicorns.

The unicorn is generally depicted as a solitary animal, and only one will be encountered at a time unless the GM has good reason to have it otherwise.

SEA SERPENT

Sea serpents are basically simple marine animals—of very great size. They come in all sizes; this is a pretty large one. (You can simply adjust their levels of Size Increase to achieve sea serpents of varying sizes.) Smaller ones mainly endanger characters in small boats; this can be quite a problem, considering the difficulties of fighting in the unsteady close quarters of a boat. Larger sea serpents can menace great ships.

Sea serpents appear in all varieties of fiction—fantasy, pulp, superheroics, and even contemporary action-adventures can involve them.

UNICORN, HERALDIC

STR: 25	DEX: 21	CON: 25	BODY: 15	INT: 15
EGO: 20	PRE: 25	COM: 30	PD: 6	ED: 6
SPD: 5	REC: 15	END: 50	STUN: 41	**Cost: 144***

*Modifiers for Size Increase already added.

Pts	Abilities
25	One Level Size Increase
42	2D6 with Gore (horn), 2x2D6 with STR
6	2x1/2D6K Bite, 4x1/2D6 with STR
3	+1D6 Normal Damage to Kick (6D6 total)
20	Armor, 6 PD and 6 ED
20	+4 skill levels in Hand-to-Hand Combat
30	Running +15" (21" total)
12	+4 to Perception (16-)
5	Stealth (13-)
10	Night Vision
173	**Abilities Cost**

Pts	Disadvantages
-5	Cannot Speak: Frequent, Slight

317	**Total Points**
442	**FH Total Points**

WEREBEAR

The legendary but rather rare werebear is interesting in that legends credit it as being immune to fire. With or without that option, a werebear could be one of the most formidable creatures encountered by talented-normal player characters.

WEREBEAR

STR: 40	DEX: 20	CON: 28	BODY: 20	INT: 10
EGO: 14	PRE: 30	COM: 0	PD: 12	ED: 6
SPD: 4	REC: 14	END: 56	STUN: 54	**Cost: 153**

Pts	Abilities
29	1 1/2D6K Bite, 2x1 1/2D6K with STR
13	1D6K Claw, 2x1D6K with STR
4	Maneuvers: Bite, Claw, Grab
5	Armor, 2 PD and 1 ED
3	+3 to Smell Perception (14-)
3	Concealment 11-
57	**Abilities Cost**

Pts	Disadvantages
-4	Has Vulnerable Human Form
-8	No Manipulation (Bear Form)
-8	Animal (Bear Form)
-8	Wild (Bear Form)

210	**Total Points**
335	**FH Total Points**

Pts	Options
10	Armor, 12 PD vs. Fire
40	75% Damage Reduction vs. Fire

Pts	Optional Disadvantages
-4	Shapechanges Involuntarily during Full Moon
-13	Berserks in Combat
-3	Distinctive Looks (in human form)
-4	Damage Reduction and Armor ineffective vs. magic, silver items, wrought iron (GM's option)

## WERERAT

This wererat is an example of the "anthropomorphic" lycanthrope: It retains a basically human shape when shapechanged. This creature is cunning and has been known to use weapons. Additionally, it is a pack creature and knows Pack Tactics. It is a very social magical animal and is usually found in swarms, especially in sewers.

WERERAT

STR: 15	DEX: 23	CON: 20	BODY: 10	INT: 10
EGO: 14	PRE: 25	COM: 0	PD: 6	ED: 4
SPD: 4	REC: 10	END: 40	STUN: 28	**Cost: 92**

Pts	Abilities
6	1/2D6K Bite (2x1/2D6K with STR)
6	1/2D6K Claw (2x1/2D6K with STR)
4	Maneuvers: Bite, Claw, Rake, Kick/Strike
7	Climbing 14-
11	Concealment 14-
3	Pack Tactics 11-
37	**Abilities Cost**

Pts	Disadvantages
-8	Vulnerable Human Form
-8	Animal (as Rat)
-8	Wild (as Rat)

129	**Total Points**
254	**FH Total Points**

Pts	Options
20	Armor, 12 PD
60	Damage Reduction 50%, Physical and Energy, Resistant
3	Familiarity with Melee Weapons
Varies	Transformation Attack (from *Champions* III or *Fantasy Hero*) for passing on curse

Pts	Optional Disadvantages
-4	Armor and Damage Reduction don't work vs. Magical Weaponry
-8	Shapechange Involuntary during full moon
-4	Berserk in Combat (Rat Form)
-3	Distinctive Looks (Human Form)
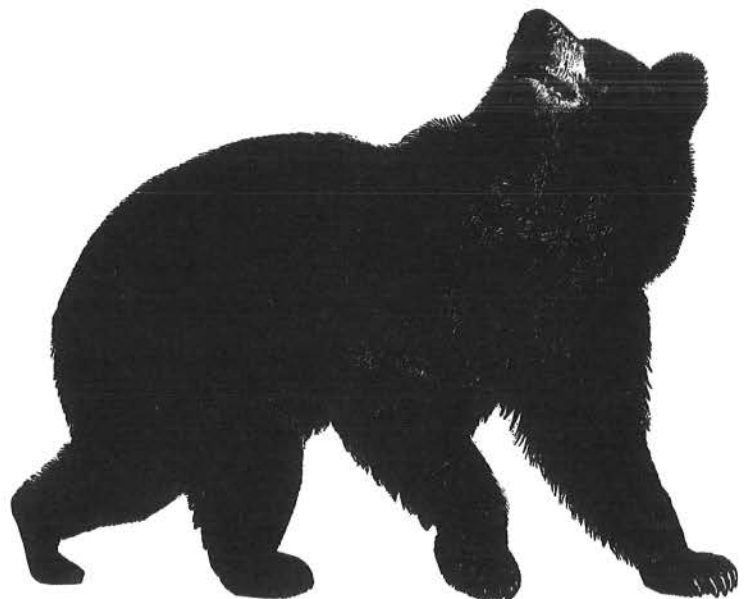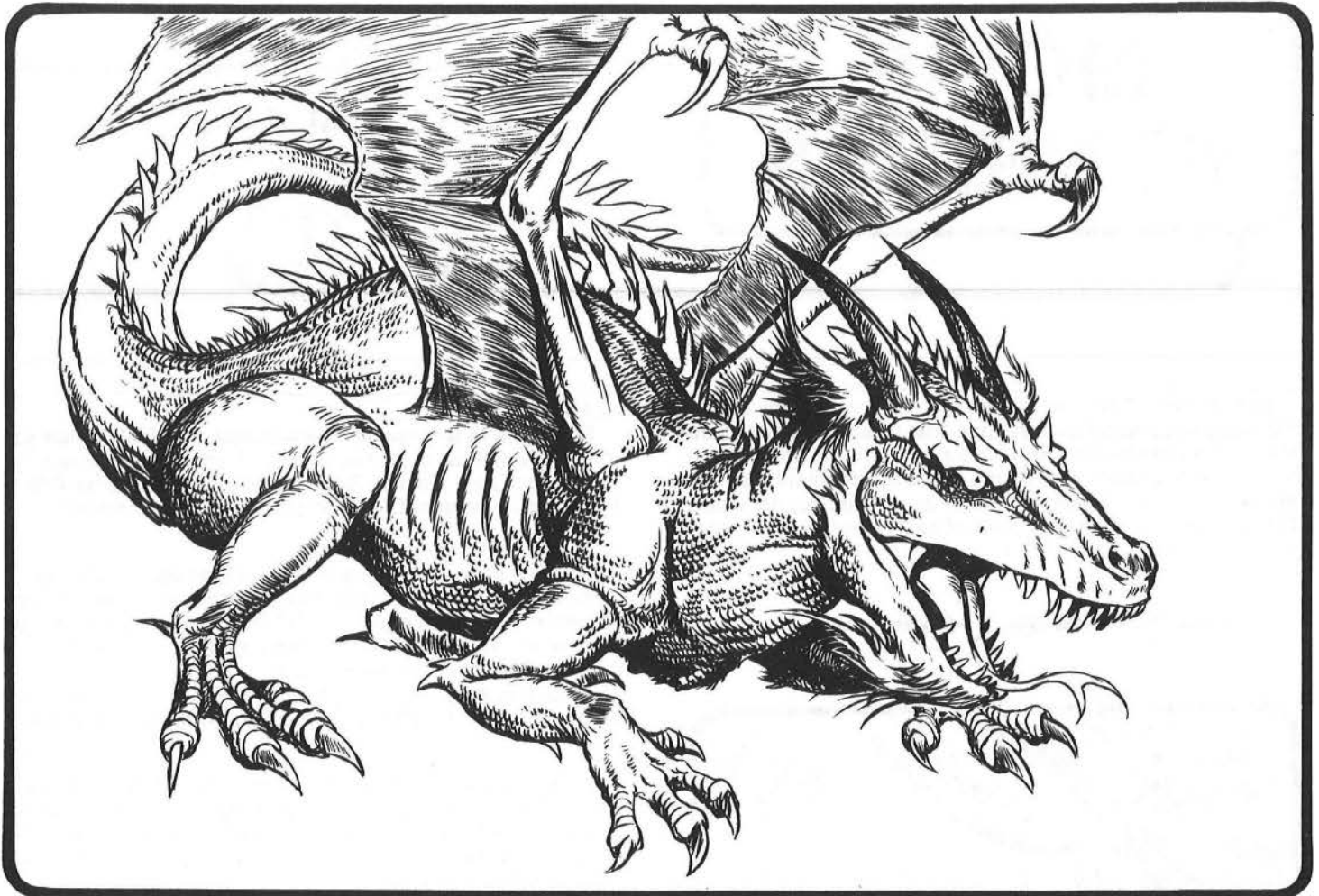
WYVERN

STR: 25	DEX: 20	CON: 20	BODY: 15	INT: 15
EGO: 15	PRE: 35	COM: 0	PD: 10	ED: 8
SPD: 4	REC: 17	END: 40	STUN: 40	**Cost:** 145

Pts	Abilities
13	1D6 Bite/Claw (2x1D6 with STR)
4	Maneuvers: Bite, Claw, Kick/Strike, Move-By
72	Venom Attack, Horrid Monster Venom
15	Armor: 5 PD and 4 ED
30	15" Flight
134	**Abilities Cost**

Pts	Disadvantages
-4	-2" Running (4" total)
-8	No Manipulation
-13	Wild
-8	Animal

279	**Total Points**
404	**FH Total Points**

Pts	Options
25	One Level Size Increase (Add 15 STR, 5 BODY, etc.)

WYVERN

Wyverns bear a strong resemblance to miniature dragons. Their major weapons are their scorpion-like tails. They rely mainly on flight for locomotion. They are built rather like birds, with two wings and only two legs, and share some of the behavior patterns of birds of prey. They are not as aggressive as true dragons unless disturbed. They are usually found singly or in pairs.

MOVIE MONSTERS

The normal GM will definitely deal with movie-style monsters at some time or another. Mad-scientist supervillains and pulp experimenters, well-meant experiments gone wrong, ecological disasters, and the old stand-by of radiation can all release abnormal creatures upon an unsuspecting world. There are certain common types of such monsters, for which guidelines will be provided here.

GIANT INSECT

Following is a "generic" giant insect—a blank which you may individualize to fit the variety of arthropod you wish to pit against your players. Simply add abilities appropriate to the creature in question, and you have your monster.

Ants will have Climbing abilities, and the ability to Tunnel—to very gradually (at a rate of, say, 3" per hour) tunnel through ground or obstacles of up to 8 Def. They will also have Venom (equivalent to Lethal Snake Venom) from an injection of massive quantities of formic acid.

Bees, wasps, hornets and the like will have 15" of flying and a Venom injection (also equivalent to Lethal Snake Venom).

Spiders will have Climbing, Venom, and the ability to spin webs—Entangles (for those of you who do not have *Champions*, consider the web to be a binding that "ropes" the character as soon as he contacts it, and holds him as if it were rope of 5 Def and 5 BODY).

You may further modify the following sheet with Size Increase—the above creature is about human weight, and a level or two of Size Increase will make it all the more formidable.

GIANT INSECT

STR: 18	DEX: 15	CON: 18	BODY: 10	INT: 3
EGO: 8	PRE: 18	COM: 4	PD: 4	ED: 4
SPD: 3	REC: 8	END: 36	STUN: 28	**Cost:** 38

Pts	Abilities
13	1D6K Bite (mandibles), 2x1D6K with STR
3	Maneuvers: Bite, Kick/Strike, Grab
20	Armor, 6 PD and 6 ED
1	+1 to Hearing Perception (11-)
4	+4 to Smell Perception (14-)
7	Concealment (12-)
48	**Abilities Cost**

Pts	Disadvantages
-8	Animal
-13	Wild
-4	Running -2" (4" total)
86	**Total Points**
211	**FH Total Points**
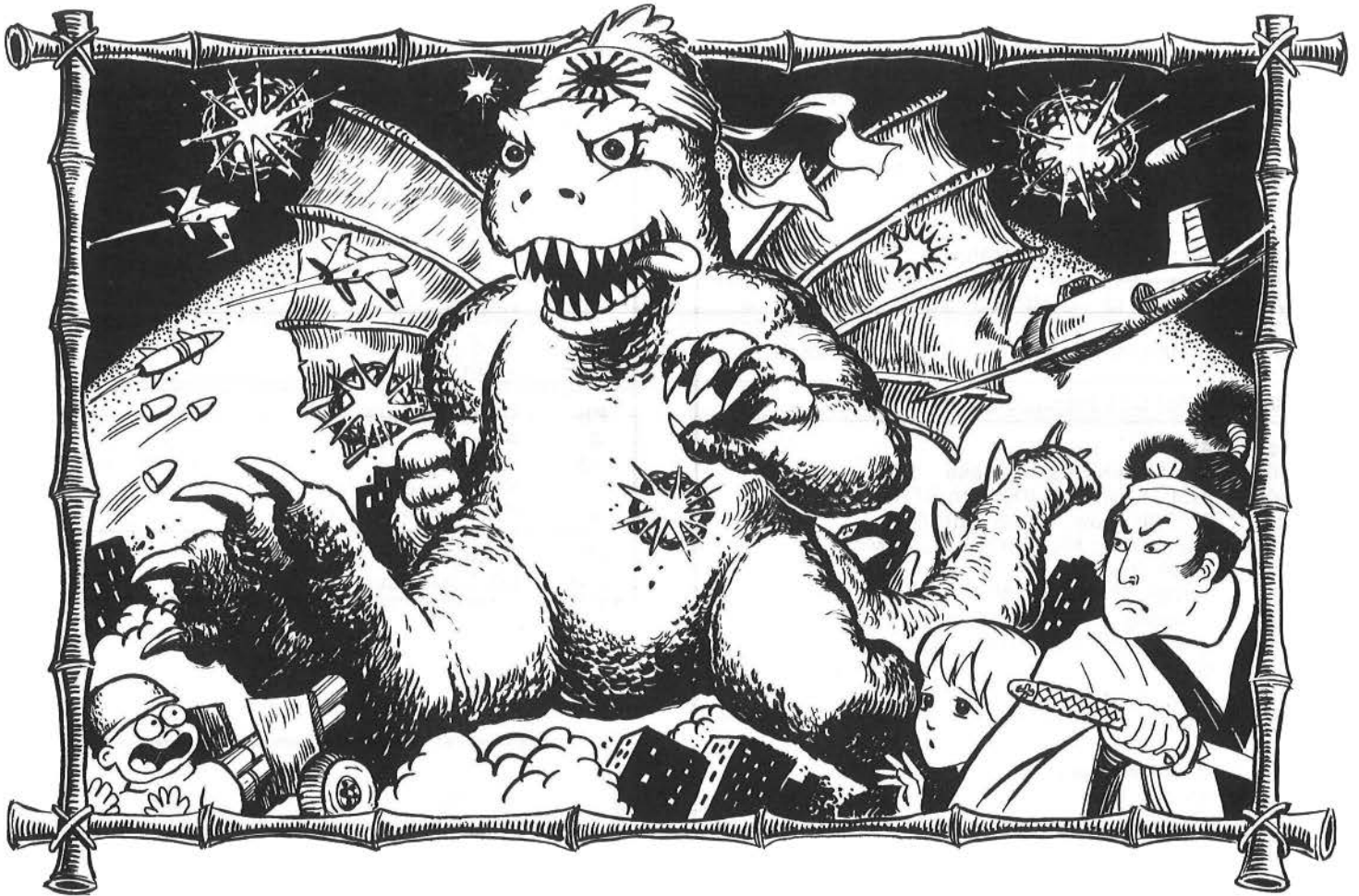
GIANT RODENT

Giant rodents will behave much as their normal-sized counterparts do. Many—rats especially—are intelligent and learn from their mistakes. Their new bulk and their more powerful attacks will make them more dangerous, and their greater mass will cause them to be hungrier. The giant rodent

GIANT RODENT

STR: 15	DEX: 15	CON: 15	BODY: 10	INT: 8
EGO: 5	PRE: 15	COM: 8	PD: 4	ED: 4
SPD: 3	REC: 6	END: 30	STUN: 26	**Cost:** 29

Pts	Abilities
13	1D6K Bite, 2x1D6K with STR
12	2x1/2D6K Claw, 3x1/2D6K with STR
4	Maneuvers: Bite, Claw, Grab, Rake
5	Armor, 2 PD and 1 ED
5	Climbing, 13-
8	+4 to Hearing and Smell Perception (15-)
5	Concealment (12-)
10	Night Vision
3	Pack Tactics
65	**Abilities Cost**

Pts	Disadvantages
-8	Animal
-8	Wild
94	**Total Points**
219	**FH Total Points**

will eat anything it can catch. Since they are social creatures, when greatly menaced (or when the plot of the adventure calls for it) they may attack in force.

HACH-Û-RUI

The most formidable creature a superhero or hero group—or a band of pulp heroes and the Army—is ever likely to face is a *hach-û-rui*, or Japanese reptile.

Japanese reptiles are so enormous—100 meters tall (50") at minimum—that all of their attacks, including brute strength, tend to be area effect. Their resistant defenses can be 30 or more—enough to absorb howitzer fire without damage. And they can have any of the powers in the *Champions* or *Fantasy Hero* lists; an overview of the Japanese cinema shows that the only limit is the imagination of the GM. Most will have a powerful area-effect energy blast/Blast.

In a *Champions* or *Danger International* game utilizing a *hach-û-rui*, the heroes' efforts often will be devoted merely to dealing with the emergencies in the wake of the beast's passing. It is almost certain that quick rescue work will be needed in front of the creature, too.

The scenario may be further complicated by having more than one *hach-û-rui* show up. This may be a help to the heroes, as Japanese reptiles tend to battle one another on sight. If the heroes can lure the beasts to an isolated area where they don't have to spend a lot of energy rescuing innocent bystanders, they can let them soften each other up for the final battle. It is a general rule that no two *hach-û-rui* are alike; each usually has distinct powers and invariably unique special effects.

Not all Japanese giants are reptiles; a GM who wants a change of pace may use a gigantic insect, crustacean or the like. Non-reptiles generally do not have extra powers other than those appropriate to their type (monster spiders, for example will have Entangle); but they are just as large and their powers will work on the same great scale.

HACH·Û·RUI

STR: 160	DEX: 12	CON: 60	BODY: 60	INT: 8
EGO: 10	PRE: 50	COM: 6	PD: 32	ED: 30
SPD: 2	REC: 50	END: 120	STUN: 170	**Cost:** 170*

*Modifiers for Size Increase already added.

Pts	Abilities
250	Ten Levels Size Increase
180	2x3D6K Bite, 4x3D6 with STR
84	2x2D6K Claw, 4x2D6 with STR
4	Maneuvers: Kick/Strike, Claw, Move-By, Move-Through
100	Armor, 30 PD and 30 ED
64	Running +32'' (36'' total)
46	Swimming +23'' (25'' total)
5	Diving
733	**Abilities Cost**

Pts	Disadvantages
-8	Animal
-8	Wild
-8	No Manipulation
-9	Sight Perception -9 (2-)
-12	Hearing and Smell Perception -6 (5-)
903	**Total Points**
1028	**FH Total Points**

KILLER WEED

A plant that can attack a character is, for game purposes, an animal. Such creatures may be rooted to the spot like normal plants, and have to wait for a character to come to them, or they may be able to pull up stakes and seek the characters out. Either way, certain guidelines generally apply.

Plants, by their nature, tend to be well camouflaged, and their most common form of attack (prior to the climax of the "movie" which the player-characters are performing in) is to simply wait until a character moves within range, and then strike with surprise.

Mobile plants are usually blind—consider them to be so, and consider their Night Vision to be detection of heat rather than actual sight. Plants may also, if the GM wishes, guide themselves with the equivalents of scent, hearing, and sometimes enhanced senses like radar or sonar. Mobile plants may grab and crush, strike with killing attacks equivalent to claws, attack with venom, or suck blood (causing STUN and BODY loss at a consistent rate). Mobile plants act with varying amounts of intelligence, and usually operate in "packs"—surrounding the player-characters' home, for instance, so that they may not escape.

KILLER WEED

STR: 10	DEX: 15	CON: 15	BODY: 10	INT: 5
EGO: 3	PRE: 15	COM: 4	PD: 4	ED: 4
SPD: 3	REC: 5	END: 30	STUN: 23	**Cost:** 16

Pts	Abilities
12	2x1/2D6K Claw, 3x1/2D6 with STR
3	1 pip K bloodsuck, 2x1 pip K with STR
2	Maneuvers: Claw, Grab
8	+4 to Hearing and Smell Perception (14-)
11	Concealment +4 (14-)
10	Night Vision
3	Pack Tactics 11-
49	**Abilities Cost**

Pts	Disadvantages
-8	Animal
-13	Wild
-8	Functionally Blind
-8	Running -4'' (2'' total)
65	**Total Points**
190	**FH Total Points**

LIVING JELLY

STR: 10	DEX: 15	CON: 15	BODY: 18	INT: 1
EGO: 3	PRE: 20	COM: 2	PD: 14	ED: 8
SPD: 3	REC: 15	END: 30	STUN: 31	**Cost: 66**

Pts	Abilities
13	1D6K Acid Dissolve
2	Maneuvers: Grab, Eat (dissolve)
30	Armor, 9 PD and 9 ED
80	75% Damage Reduction, STUN only, Physical and Energy, Resistant
3	Climbing (11-, to begin with)
5	+5 to Smell Perception (15-)
7	Concealment +2 (12-)
9	Stealth (14-)
10	Night Vision (detects heat only, no outlines)
75	Special: Six Levels Size Increase, at a +1 Disadvantage: Only comes into play as creature eats an equivalent mass in animals, people, and player-characters.
12	Special: +12" Running, gradual increase in running speed as size increases, 2" per level of Size Increase gained
39	Special: 6x1D6K (dissolve), gradual increase in acidity as size increases, +1D6 per level of Size Increase gained
60	Special: Armor, gradual increase in defenses as size increases, +6 PD and +6 ED per level of Size Increase gained
345	**Abilities Cost**

Pts	Disadvantages
-8	Animal
-13	Wild
-8	No Manipulation
-4	Functionally Blind (x1/2)
-4	Running, -2" (4" total)

411	**Total Points**
536	**Total Points,** *Fantasy Hero*

LIVING JELLY

There seems to be something inherently frightening about a lump of goo endowed with life; there are also unique problems in the disposing of it, and the GM can have a lot of fun springing one on his players.

Such masses of gelatin have high resistant defenses. They may progress through keyholes as though they were putty (in *Champions*, give them great Stretching abilities; in the other games, just let them stretch through such orifices at a slow but frighteningly methodical rate). They may chase characters almost anywhere. They move slowly but quietly (high Stealth) and inexorably.

In *Fantasy Hero*, such creatures should have the Mindless and Automaton features. In *Champions*, give them enormous Ego Defenses, on the order of 60 points (hardened), so that EGO powers have little chance of working upon them.

In *Fantasy Hero*, *Danger International*, and *Justice Inc.*, do not use Hit Locations with attacks upon this creature; it has a generalized organ system and so "aimed shots" and "vital areas shots" are inappropriate.

USING THE ANIMALS

THE ANIMAL COMPANION

Throughout the years of fiction and fancy, many adventurers and superheroes have had Animal Companions. While not quite so common as sidekicks and boy wonders, these creature comrades are still an integral part of the action-adventure milieu. Now that animals have been fully incorporated into the Hero System rules, the player-characters can join in the fun of having faithful non-human companions to aid in the never-ending battle against evil.

POINT COSTS OF ANIMAL COMPANIONS

Animal companions, like everything else, cost the player-character some of his character points. For every 10 points the animal costs to create (*Fantasy Hero* characters should ignore the "FH Total Points" line on the animal record sheet, and just use the regular "Total Points" line for this calculation), the player-character spends 1 of his character points. When he has "bought" his Animal Companion, that is what he has—an animal, with no training and no inherent loyalty to him. If the character wants his animal to be trained (which he almost always will), this costs the animal a minimum of 5 points—and remember that this also applies to the character's cost of buying the animal; the training must be figured into the animal's cost before the character buys the animal.

Example:

Jack Strongarm decides to buy a German Shepherd for his animal companion. The shepherd, as you can see on its Animal Record Sheet, normally costs 42 points, including training. The animal's cost, 42, divided by 10, equals 4 points; this is the amount Jack spends.

Now, the cost of an Animal Companion may NOT be offset by the character taking a Dependent Non-Player Character disadvantage (in *Fantasy Hero*, the Friend disadvantage) on the Animal Companion. The character pays the points, and that's it. The character may take a Psychological Limitation about his animal, if he wishes, but that has its own risks.

If the animal companion dies, the points spent on it go away. They're lost forever, and the character will probably feel great distress when Lassie dies—not just because the character has lost a companion, but because he has lost character points.

SPECIAL SKILLS FOR OWNERS OF ANIMAL COMPANIONS

There are some special skills that owners of Animal Companions might have; these skills are drawn from *Justice Inc.*

ANIMAL FRIEND

With this ability, the character has a special empathy and relationship with animals; this can manifest itself merely as an animal not being aggressive toward the character, or the animal might assist the character in complicated tasks and endeavors. This talent takes the effect of a Presence Attack against the animal; the character rolls 1D6 for every 5 points he has in PRE, and compares the result to the chart below.

Animal Friend costs 5 points for the ability to use your Presence Attacks against animals to influence them in your favor (in other words, you get to use the Presence Attack Table instead of just scaring animals with normal Presence Attacks). A character may buy up his PRE normally (i.e., 1 point for 1 point of PRE) or may buy PRE usable against a specific type of animal (like horses, dogs, cats, etc.)—each +1D6 to the PRE roll against a specific animal type costs 3 points, and the Characteristic maximum of 20 on PRE for most non-super characters doesn't affect this.

There are, of course, modifiers to the PRE attack depending on circumstances. The GM should provide whatever modifiers he thinks appropriate to the particular situation. Some specific modifiers: If the animal is frightened, hungry, attacked, enraged or rabid, the PRE Attack of the character will lose 1D6 to 3D6. A Domesticated animal, used to serving people, would add 1D6. This Talent works best on highly intelligent animals like mammals. Lower animals like reptiles would be *at least* -3D6, if not more, and anything more primitive than that doesn't even respond to Presence Attacks. Note that, when you make your PRE Attack, bonuses for an impressive soliloquy will apply, but you cannot make friends with an animal by including Extremely Violent Actions with your PRE Attack.

PRESENCE ATTACK TABLE

PRE Attack	Effect of Attack
1x Target's PRE	Will prevent an attack on the character; the animal will hesitate a half phase before taking other action.
2x Target's PRE	The animal might give the character some simple assistance, or the animal might not attack friends of the character.
3x Target's PRE	The animal may do a task for the character; the animal, IF CAPABLE, will provide information to the character lead towards water, for instance).
4x Target's PRE	The animal will fawn over the character and provide as much help as possible.

Animal Friend costs 5 points for the ability to use the special Presence Attack chart versus animals; +1D6 to your Presence Attacks versus a specific type of animal for 3 character points.

ANIMAL TRAINER

Characters who want to train animals to do their bidding use this Skill. The trainer must make his Animal Trainer Roll to train the animal in a new command; if he fails the roll, he can try again in a week (of game time, that is). The character chooses what type of animal he knows how to train; additional animal types would be 1 Character Point for each type. An example of a type would be "Horses," or "Dogs," or "Big Cats."

Trained animals have their trainer's Character Points invested in them by their trainer. In other words, the trainer spends some of his Character Points on the animal in the training process; the animal then knows how to perform some actions. For one Character Point, the animal has an 8 or less Training Roll; for 2 Character Points, the animal has a (9+INT/5) or less Training Roll, +1 for every 2 Character Points thereafter.

This costs much more than the average of one-half a Character Point that a character would otherwise spend on an already-trained animal. The reason is this: these points don't go away forever if the animal disappears or dies. They do go away for a long time: two years (from the character's perspective, not two years of real-world time). After that two-year waiting period, a character who has not seen the animal in that time may regain his points and spend them elsewhere.

The animal may be taught to respond to 2 commands for every 1 point of Training its trainer has invested in it. Simple actions like Sit or Stay require one command, complex actions like Fetch the Paper require two commands, and very complex actions can require even more commands ("Fetch the paper from the druggist on the corner and pick up some cigarettes, too," would be several commands).

The Training Roll should be made whenever the animal is under unusual stress, or the command is being applied in an unusual way. For instance, the Training Roll isn't necessary to tell the animal to "Attack!" but if you want the animal to attack one man out of a crowd, a Training Roll would be necessary (perhaps with some penalty if the crowd is big).

Now, it's very common for a character to have an animal trained for him by an NPC Animal Trainer (or, perhaps, by another player-character). There are advantages to this, namely that the character doesn't have to spend as many of his own Character Points (see Training, below). On the other hand, there are disadvantages, as well. First, the character has only some influence as to how thorough the training is. Second, the animal's loyalty is going to remain with its trainer for years after it is trained, so if a dispute arises between owner and trainer the animal may elect to follow its trainer's commands. Third, the trainer has spent his own Character Points on the animal, and therefore (if he is performing this action for hire) may demand a high price or service of the character. If the trainer is a servant of the character—for instance, the character has specified for his DNPC/Friend to be William the Horse-Tamer, in the expectation that he's "cheating" the game-master by not spending his own points—then you should contrive the occasional circumstance where the animal fails the character because its original loyalty lies elsewhere.

TRAINING

If the character does not have Animal Trainer and does not spend his own points on the training of the animal, the character must get the animal trained elsewhere. Animal training, when bought for the animal, costs the animal 5 points. It allows the owner to specify it be trained in 10 commands' worth of training, and gives the animal a 9+(INT/5) roll to understand its master. (For its trainer, it has a +2 to that roll.) The owner cannot alter the training; this must be accomplished by someone with Animal Trainer.

An important note: The command "Attack!" is not the same as training for the animal to stick around in a horribly noisy, confusing, and disconcerting combat situation. That counts as three commands' worth of training, and without it the animal will be inclined to flee in the face of superior numbers or in any battlefield situation—war-horses must have this; it's called War-Training. (An animal need only spend three of its commands on War-Training, no matter how many Attack-oriented individual commands it has.)

Additionally, any animal which is trained for combat (with either Attack command or War-Training) may at the game-master's discretion be forced to take a Psychological Limitation: Ferocious (very common). Attack-trained animals, horses and dogs especially, may be very aggressive, and don't tolerate annoyances; they don't put up with anyone except their trainer or master unless that trainer or master is present. They bite children, kick grooms, bite passersby, and otherwise are very ill-tempered.

Here are the "command values" of certain common orders:
"Attack": one command.
"Come here": one command.
"Go Right": one command.
"Go Left": one command.
"Find (whomever)": two commands. The "(whomever)" may be anyone whom the animal knows; the training does not have to have a separate command for each person who might be so cited.
"Chew this": two commands.
"Pretend to be hurt": two commands.
"Take this to (whomever)": three commands. Again, "this" and "(whomever)" can change from instance to instance.
War-Training: three commands.
"Herd that animal to (wherever)": three commands. "(wherever)" may be any place the animal knows, and "that animal" may be any one to whom the master is pointing.
"Find (whomever) and bring him here": four commands.

Cost for Training is, as noted, 5 of the animal's points. After the animal has been with the master for a year or more, the GM may allow the animal to buy itself a +1 to the Training roll for every 2 points spent. (This would also give the animal 4 commands' worth of possible commands.)

TELEPATHIC LINK

With this ability—an unnatural ability, to be sure—the character may project emotions to and read them from an Animal Companion, and the animal may do likewise with the character.

With a base roll of (9+EGO/5) or less, the character may transmit or listen to the animal's emotions. If he tries to broadcast anything more complicated (such as commands) or "see" anything more complicated (such as the animal's recent memories), the roll is at a -5. The normal range of effective use is line of sight, but the character may still communicate to his animal, not in line of sight, at an additional -3 modifier—perhaps at a great distance. (Note, also, that projecting the emotion of yearning might prompt the animal to come to the character, but again might not; the command "Come here" is more explicit, and has to be rolled at the -5 across the telepathic link.)

With the Telepathic Link, the character may make his roll at the usual -5 to see through the animal's eyes. Additionally, when in contact with the animal he knows the direction the animal is relative to himself—but will not know the distance, although a Perception roll might tell him that the "signal" is particularly strong or weak.

Each animal with whom the character has a link must have the cost paid for it separately—and, again, if the animal were to die, the points spent on the Link would also be gone forever.

Telepathic Link cost is 5 Character Points for a base 9+(EGO/5) or less roll, +1 to the roll for 2 Character Points.

SPECIAL SKILLS FOR ANIMAL COMPANIONS

COMMUNICATION

This is a very cinematic skill appropriate for only a few animals—at GM's option. With this skill, the particularly intelligent animal can go through a series of pantomimes to communicate to a player-character—such as telling his master that little Timmy is trapped in the old mine-shaft and needs his insulin.

With a base roll of 9+(INT/5), the animal can try to communicate a simple item in the message—such as a person or familiar location. To communicate "Timmy," for instance, the faithful collie might track down and bring his master a piece of Timmy's clothing, or respond to Timmy's name. To indicate the mine-shaft, he might just begin digging, and continue digging until his master guesses the right answer. Insulin is a sticky one—and any difficult concept will be at -1 to -3 to the roll; the faithful collie would probably only be able to respond to Timmy's name, then lie down to whine piteously to indicate that the lad is hurt.

If the animal fails its roll to communicate, it means that it simply cannot communicate that thought. Also, abstract concepts can not be communicated by an animal—fidelity, Astral Projection, poetry, and so forth are all far beyond an animal's ability to intellectually comprehend.

Communication cost is 5 points (of the animal's) for a 9+(INT/5) roll, +1 to the roll for 2 points.

DISADVANTAGES OF ANIMAL COMPANIONS

An animal companion may have some character disadvantages above and beyond those listed on its animal record sheet.

Disadvantages which are NOT appropriate for an animal to take include Age, DNPC/Friend, Monitored/Watched, (from *Champions*) Public Identity, Secret Identity, Susceptibility, Vulnerability, Hunted, or (from *Fantasy Hero*) Reputation.

That doesn't leave much. They can, however, have certain Psychological Limitations, Physical Limitations, Unusual/Distinctive Looks, and perhaps Unluck—and a special type of Unluck appropriate only to Animals. Such disadvantages can include:

Psychological Limitations such as Becomes Useless when Master Injured (uncommon, total), and Lazy (common, slightly).

Physical Limitations such as Crippled (three legs—frequently, greatly), and Clumsy (all the time, slightly).

Unusual/Distinctive Looks. These are of obvious use. *Champions* animals may take Unusual Looks at up to 15 points' worth. Animals in the other games may take Distinctive Looks at any one of the three levels, but the Disadvantage *must* be taken with the "Causes Fear" factor. Unusual or Distinctive-Looking animals must be horrible to gaze upon in addition to their normal wild appearances—for example, a dog that always looks as though it's rabid, or mangy.

Unluck. This disadvantage works much as normal; the animal is not lucky, and has bad things happen to it just as humans do.

There's also a special kind of Unluck that some animals have—
call it Fractiousness. A fractious animal gets into mischief and/or misbehaves at inconvenient times; this translates into Unluck that the player-character has, but it's bought as Unluck for the animal.

For every 5 points of Fractiousness, roll 1D6 at an inconvenient time. The number of 1s that come up is the number of levels of Fractiousness in effect.

An animal may not buy more than three levels of Unluck and Fractiousness combined—they're all Unluck, so the animal might not have three levels of each, for instance.

A note: *Champions* disagrees with the other Hero System games as to the values of Disadvantages. This is quite all right. If the Animal Companion is a companion to a superhero, let it benefit from the *Champions* value of its extra Disadvantages (that is, Disadvantages not intrinsic to the animal. The ones that already appear on the Animal Record Sheet do not change in value, except to be reduced in value if others of their type are added). The superhero companion exists in a more dangerous world and ought to have a break. Animal Companions for *Danger International*, *Justice Inc.*, or *Fantasy Hero* characters would follow the Disadvantage values for those games.

Levels of Fractiousness	Possible Effects
1 level	Slight misbehavior. Scratching the furniture, nuzzling the hero when he's looking for clues, sleeping on the government reports, snarling at the Police Commissioner, having "accidents."
2 levels	Not-so-slight misbehavior. Eating the government reports, having "accidents" at HQ or in really unfortunate places, growling at the public.
3 levels	Serious misbehavior. Causing panics when unattended, doing serious property damage the player-character has to pay for.

VARIATIONS ON EXISTING ANIMALS

Yes, an Animal Companion may not—and indeed probably will not—conform exactly to the animal record sheet presented in these pages; Animal Companions are smarter and luckier than animals in the wild. It is not inappropriate to give an Animal Companion enhanced characteristics, skill levels, and so forth in order to make it a more fitting companion for its master.

However, and let this be completely clear, the GM designs all Animal Companions. The player-character who wishes an animal companion may state what he is looking for in the animal, and may in fact work up a proposed animal sheet for the animal to submit to the GM but the GM makes the final design. In fact, the GM may wish the player never to see its animal record sheet, other than for stats that he might observe under normal circumstances. In this way, the GM may keep potential abuse of the rules of animal creation from disturbing his campaign balance.

SPECIAL ANIMALS AS ANIMAL COMPANIONS

It is also not inappropriate for unusual animals to be Animal Companions, especially in a fantasy or superhero milieu. Unicorns, miniature dragons, winged cats, talking horses, and so forth all may be taken as Animal Companions provided that the character can invent sufficient justification and the GM agrees.

GAMEMASTERING ANIMALS

ADDITIONAL ANIMAL RULES

While most animal encounters tend to involve one creature or a small group of creatures, occasional encounters involve uncountable masses of the beasts. Here are some rules for gaming such incidents.

STAMPEDES

Many varieties of animals herd, in small or great numbers. Occasionally, a herd may grow frightened—by the smell of a carnivore when the wind shifts, by the realization that there's fire nearby, by a gunshot or roar—and begin to run all at once, all in the same direction, without any real regard for where they are going and running at top speed. Should characters be in the way of such a stampede, they must move quickly enough to keep ahead of the stampede, to get away from it, or to find shelter from it—or they will be caught and take damage.

The area a stampede covers depends on the size of the animals, their number, and the amount of room they need to run. Examples of the amount of space animals need to stampede:

Type of Animal	Hexes per Animal
Antelope	1
Horses and Cattle	2 - 2 1/2
Buffalo	3
Elephant	6

Take the number of animals in the herd in question and multiply that by the number of Hexes per Animal, and you will have the approximate size of the stampede in hexes.

For any stampede, you'll want to work up a figure called a Stampede Modifier. This is a relationship between the density of the animals vs. their speed. To determine the Stampede Modifier:

Animal Running Speed / Hexes Per Animal =
Stampede Modifier

Example:
A Buffalo Herd is running at 30". Buffalo require 3 hexes per beast. 30" divided by 3 = a Stampede Modifier of 10.

Now, if a character is trapped within the area of a stampede, there is every possibility that he will take damage. All of a stampede moves in the same direction, and the portion that crosses through a character's hex may do damage to the character.

For every phase the character is caught in the stampede, he has a chance of being trampled. Roll to see if the character is trampled, using the following formula:

9 + Animal's DEX/5 + Stampede Modifier -
Character's DCV.

If a herd hits a victim this phase, note by how much the herd made its roll. (For instance, if the herd needed a 13- to hit, and rolled an 11, it hit by 2.) If the herd hit, the victim will take one Trampling or Move-By attack from an average animal (Trampling if they have it, Move-By otherwise; if an animal doesn't have the Move-By maneuver, the herd is at an additional -3 OCV to hit the victim). For every one by which the Herd hit, the victim takes an *additional* Trampling or Move-By attack. No character can take more attacks in a phase than the Stampede Modifier of the herd.

Example:
Big Jack Connors is sneaking up on some buffalo when a fire spooks them and sends them stampeding in his direction. He is trapped within the herd.

We've seen that the Stampede Modifier for a buffalo herd is 10. The buffaloes' DEX is 18. The herd's chance of hitting Jack is 9 + 4 (DEX 18/5) + 10 (Stampede Modifier) - 6 (Jack's DCV) or 17-.

The herd rolls a 13. Jack will be hit by 5 move-by attacks. Had the herd rolled an 8, it might have done 10 move-bys, but had it rolled a 7 or less it still would have done no more than 10 move-bys, because the Stampede Modifier is 10.

During each phase (calculated from the animal's phases, not the victim's) that the herd moves across the victim's spot, the herd has a roll to hit him. Of course, if the victim is Stunned or knocked out on one phase, he will be at DCV 0 in the next.

If you want a simple way to determine how many phases' worth of animals will be rolling across one particular spot, do this:

Size of Herd	Center of Herd
10 Animals	3
100 Animals	10
1,000 Animals	30
2,500 Animals	50
5,000 Animals	70
7,500 Animals	85
10,000 Animals	100
15,000 Animals	125
20,000 Animals	140

To find out how many phases a herd will travel across a hex at the center of the stampede, determine the Size of your herd. Take the "Center of Herd" figure from the chart above and divide by the Stampede Modifier. The result is the number of phases the herd will thunder across that specific spot.

For hexes not in the thickest part of the herd, apply the following modifiers to the number of phases:

Stampede Center: 1x Number of Phases
Stampede Halfway to Fringe: 1/2x Number of Phases
Stampede Fringe: 1/4x Number of Phases

Example:
Big Jack is in a herd of 10,000 animals. How many phases will he suffer the hooves and horns of outrageous fortune? We look at the Size of Herd and find out that at the Center of Herd we have 100 buffalo. We divide the Center of Herd number by the Stampede Modifier (10, remember) to get 10 phases of punishment if Jack is at the center.

If Jack is halfway between the center and the fringes, he'll get 5 phases of punishment. If he's at the fringes, he'll have 2 hexes (2 1/2, rounded down, unless the GM is vindictive).

AVOIDING SUCH FATES

It's not a pleasant fate to be trampled to death by buffalo. There are some ways to avoid trampling damage in a stampede—possibly.

The best way, of course, is Not To Be There. If the characters can avoid the stampede—outrun it, or find a trench the herd will be leaping over or a boulder they must go around—they should avoid damage.

Another way is to Part the Herd. This consists of making a PRE Attack against the herd with whatever materials are at hand. Remember that some animals have low defensive

Presences. A character would have to achieve 3x the average animal's PRE to convince the herd to part around him, and the character is already at -2D6 to his PRE attack because he is in combat and at a disadvantage. Regular gunshots or a car horn might give the character + 1D6. A foghorn might give him + 2D6. A flamethrower might give him + 3D6. Let the characters be ingenious or suffer the consequences.

Go With the Herd. Lastly, it's very cinematic to be able to save yourself by going with the flow. A cowboy caught in a cattle stampede might be able to ride along with it. A nimble hero might be able to launch himself on the back of the first buffalo and ride the thing, thus avoiding being trampled. In such cases, give the characters a minus to their pertinent rolls (Riding in the first example, Acrobatics or Breakfall or perhaps Riding in the second) equal to 1/2 the Stampede Modifier. On each additional character phase, have the character roll at a minus equal to 1/3 the Stampede Modifier.

Example:

Big Jack has an enormous STR—23—and insists that he wants to try to grab a buffalo and hold on to it by brute strength. The GM permits him to try. The GM has Jack roll to hit a buffalo—a normal Grab maneuver—and then has Jack make a STR roll to hang on, at a minus equal to half the Stampede Modifier. The Stampede Modifier is 10; Jack's normal STR roll of 14-, minus half the Stampede Modifier (10 divided by 2 = 5) becomes a STR roll of 9-. Jack makes his to-hit roll, and then rolls an 8 for his STR roll, and so has latched hold of a rough ride.

On subsequent phases, the game-master will have Jack roll his STR roll at a -3 (10 divided by 3 = 3). Should he botch it just once, he will fall under the hooves of the buffalo—they get a normal chance to hit him that phase.

SWARMS AND HORDES

Heroes have the occasional misfortune to run into swarms and hordes of small creatures—bats, birds, wasps, rats, pirhanas, etc.

Such small animals have been neglected in this book; they're too small to deserve independent record sheets. Yet, en masse, they can do significant damage to a character.

Such swarms do occasionally occur when player-characters are around. The aggressive behavior of hornet swarms or schools of pirhana is factual. B-movie ecological disasters might drive hordes of small creatures to run wild and attack everything in their path. And such little armies can also be under outside control: Scientifically-minded villains might be "steering" them electronically, or with EGO powers. A mutant animal might be born and declare war on humanity, seizing control of its nest or pack or school.

The damage done by a horde or swarm of small creatures is in the form of an area effect attack. The only defense is fully-resistant PD that has no activation limitation or gap for the creatures to enter.

Each phase a swarm attacks a character, it has a chance to hit as an OCV 3 creature versus a DCV 0 victim—i.e., 14-. If it hits, it does 1 attack's worth of damage.

If the character has some defenses, then the creatures' attack is on an Activation Roll:

If the Character's Armor Is:	Creatures' Attack Is
8- Activation	14- Activation
11- Activation	11- Activation
14- Activation	8- Activation
No Activation Roll	Needed Cannot Activate

If the creatures' attack activates, and hits, the creatures do 1 attack as per creature type, from the Swarm and Horde Table, below.

To get out of such a fate, the character must elude or eliminate his tormenters. Diving into a pond (assuming pirhanas are not the attackers) is one means—although one must hold his breath until the tormenters leave. Area Effect and Explosive Energy Attacks will usually wipe out the comparatively feeble creatures, but will of course do damage to the character as well.

Trying to mash such creatures a handful at a time is usually futile. There are always too many. However, the damage it takes to squash 1 creature is given on the chart below—a character slapping himself for 3 BODY might squash 6 bees, for instance.

ANIMALS GENRE-BY-GENRE

Each game in the Hero Sytem, relating to the genre from which it was drawn, each provides its own special opportunities and problems in the use of animals. The kinds of animals encountered, the circumstances under which they are encountered, the level of reality in the playing of NPC animals—all will vary with the particular game.

CHAMPIONS

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

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

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

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

SWARM AND HORDE TABLE

Type of Creature	Move	@	SPD	Type of Attack	Damage to Squash 1 Creature
Bats	12"	@	SPD 3	1 pip K; chance of rabies	3 BODY
Birds	12"	@	SPD 3	1 pip K	3 BODY
Flying Insects	6"	@	SPD 3	Venom (Weak Snake)	1/2 BODY
Pirhana	8"	@	SPD 4	1/2D6K	4 BODY
Rodents	4"	@	SPD 3	1/2D6K	4 BODY
Snakes	3"	@	SPD 3	Venom (Strong Snake)	5 BODY
Spiders/Scorpions	4"	@	SPD 2	Venom (Weak Snake)	2 BODY

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

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

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

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

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

DANGER INTERNATIONAL

Contemporary action-adventure is perhaps the most realistic of all gaming milieus, and the animal life encountered in a *Danger International* scenario will usually reflect that realism. On the other hand, the GM may want mix genres—setting a late-fifties SF film-type plot in a contemporary campaign. This will make it harder for the players to second-guess the GM, and he will play by the rules of the genre being imitated. But many GMs who choose to play *Danger International* will choose to stick with more realistic encounters, and much can be done with these encounters.

The most obvious type of animal to encounter in espionage situations is the trained security animal. These will generally be guard dogs, although the more free-thinking criminals may have more exotic surprises awaiting our heroes—lions on the grounds, serpents in the vault, and the like.

Guard animals will pose unique problems to player-characters, for they are faster, quieter and more sensitive to the presence of intruders than human guards, and are immune to power failures or high-tech jamming.

Of course, animals need not be placed in the hero's way by an adversary just to be introduced into an episode. Enemy masterminds often place their headquarters in exotic, isolated locations; it is quite possible that a player-character will have to go around or through some of the region's native wildlife to reach his goal.

The hero does not usually have a faithful Animal Companion in this type of story, but it's possible for the agent or agency to make use of a highly trained animal when a particular mission calls for it.

The master-villains of this genre often have pets—the more unusual, the better. This type of adversary is also inclined toward an almost comic-book love of deathtraps; and use of the local wildlife may be one of his favorite ploys, possibly because the bodies are less likely to arouse suspicion. Such natural deathtraps are not restricted to foreign locales: An American master criminal in the proper parts of the country could make use of bears, rattlesnakes or alligators.

The GM should play for all it's worth the principle that a wounded animal is ten times as dangerous as a healthy one. An injured animal (or a sick one, or a mutated one) will be very erratic in behavior, berserking or enraging at the slightest provocation or no provocation at all. Even small creatures will attack the humans they would normally run from; and even small creatures have a chance of doing damage to a character, perhaps only 1 or 2 points, but BODY nonetheless. A sick animal might also pass on the disease. Unusual aggressiveness is considered a possible sign of dangerous conditions like rabies; a character so attacked will almost certainly have to take time out for medical treatment.

The GM must never forget that the enterprising player may think up ways to turn the presence of background animals to his own advantage. An agent might try to frighten or stampede the local wildlife to distract the guards around the enemy base. He might make animal noises to reassure the guard who heard him. If caught, our hero may get Mr. Big's pet rhesus monkey to give him the key to the cell. A fleeing villain might grab one of the city's scenic horse-drawn cabs to escape; of course, another is close by for the hero to take. The tricks that may be tried are endless.

JUSTICE INC.

A pulp scenario offers as much scope for the use of animals as a comic-book scenario. If the pulp-era flying saucers don't fly as far (more often staying within our own solar system), the planets they come from will still teem with living creatures. (Do not forget that not only popular fiction, but the scientific publications of the day as well, seriously speculated on the possiblity of life as far out as the moons of Jupiter.) If forays into other dimensions don't take place, the breaking of purely physical barriers can plunge the characters into a hollow earth almost as amazing. And the existence of prehistoric lost valleys or eons-old horrors are more easily presented as possible in a world that really did still have large areas of unexplored territory.

It must be remembered that the public attitude toward animals was different in the twenties and thirties from what it is now. The ecological or conservationist outlook was much rarer. Virgin wilderness was still common enough to be taken for granted. The idea of the habitat zoo, built to meet the needs of the animals, existed at the time, but it was still in its infancy. And laws to protect endangered species were still decades in the future. Even "good" characters could have what we'd consider an exploitative attitude toward animals, expecially exotic animals.

Pulp heroes will interact with normal animal more often than characters set in contemporary times. In wilderness settings animals will not be just interesting sights or sources of food; they will be transportation as well. Jeeps and land rovers are ten to twenty years in the future; horses, mules, llamas, camels, elephants and the like (depending on the setting) will be the only alternative to the character's two feet. If the character does not have the proper Riding skill, the situation may lead to another convention of the pulps: Comic relief in the middle of an otherwise serious action story.

The use of animals as riding beasts, by the way, can extend even to fantastic settings. Martians and Venusians, in spite of having interplanetary craft and architecture more than fifty years ahead of its time, will often make extensive use of beasts of burden in pulp scenarios; this is almost as traditional as science-fiction swordplay. These otherworldly draft animals, in addition to having unusual color schemes or skin

textures, also tend to sport unusually impressive arrays of natural weaponry (teeth, claws, extra horns) or a few extras of some normal feature (legs, eyes, heads and the like). For all this, they are essentially horses and oxen.

A word should be said about the pulp Animal Companion. These may be companions in action, but in the original stories, it was not unheard of for them to be simple pets— something to bring out a little more character or personality in the hero. In stories where such a pet appeared, they would often be taken along on adventures, but would never fight; instead, they might know how to perform tricks, untie or chew through bindings, carry messages from one hero to another, etc.

FANTASY HERO

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

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

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

One of the few fantasy traditions that role-playing games have not picked up to any great extent is the NPC animal-person (the Jiminy Cricket or Archimedes the Owl school of fantasy). Such extraordinary creatures do not usually have physical characteristics different from those of the normal animals they resemble; but they will have human-level intelligence and, often, the ability to speak. (In other words, they will have neither the Animal nor Wild disadvantages.) The function of such creatures is uaually to give help or advice to characters who've failed or who have no idea of what to do next. (Often, these animals appear to have mental powers of one sort or another; they are virtually infallible, or at least will consistently remind the player-characters that they are.) These animals might actually *be* humans, under some sort of spell; but, again, they will be physically identical to the actual animal in almost every way, and built on the animal rules except for the intellect.

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

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

But fantasy provides for all sorts of Animal Companions, and so wolves, birds of prey, dragons the size of domestic cats, homunculi, wizardly familiars, and so forth may all be Animal Companions, as the GM allows.

ANIMAL RECORD SHEET

STR:	DEX:	CON:	BODY:	INT:
EGO:	PRE:	COM:	PD:	ED:
SPD:	REC:	END:	STUN:	**Cost:**

*Modifiers for Size already added.

Pts	Abilities
	Abilities Cost
Pts	**Disadvantages**
	Total Points
	FH Total Points

ETR:	DEX:	CON:	BODY:	INT:
EGO:	PRE:	COM:	PD:	ED:
SPD:	REC:	END:	STUN:	**Cost:**

*Modifiers for Size already added in.

Pts	Abilities
—	**Abilities Cost**
Pts	**Disadvantages**
	Total Points
	FH Total Points
Pts	**Optional Abilities**
Pts	**Optional Disadvantages**

THE HERO 🐾 SYSTEM™
Bestiary
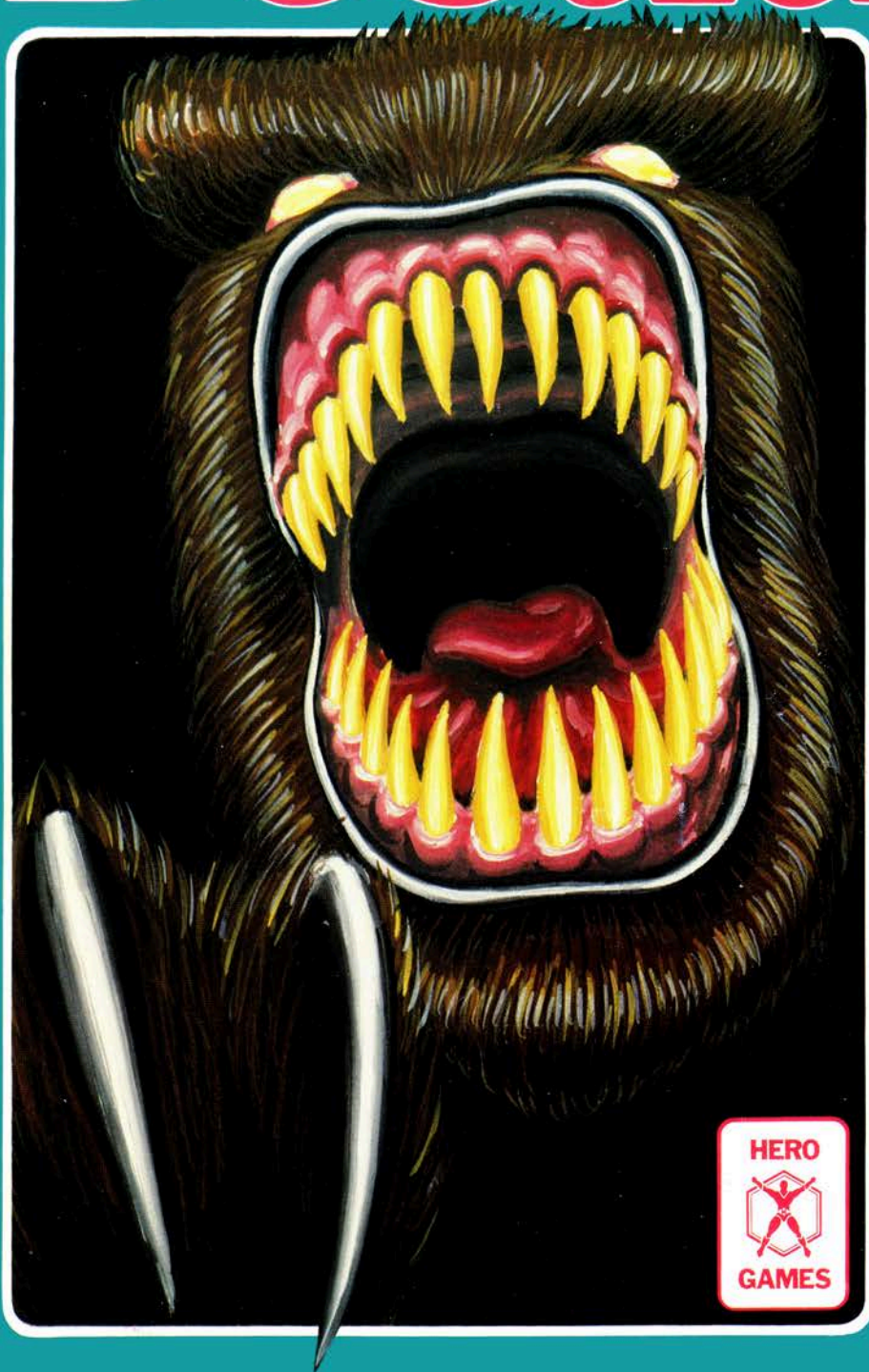
The Bestiary is the first "Hero System" supplement designed for use with any game in the Hero System. Animal encounters occur in all branches of action literature, so they're appropriate for any of Hero Games' RPGs.

Animals add to the background detail; creatures can contribute inestimably to the flavor of a scenario. The lost valley that the *Justice, Inc.* explorers have slogged through the jungle for weeks to discover would hardly be worth the trip without a few prehistoric monsters to marvel at. A *Fantasy Hero* campaign without dragons or unicorns is almost unthinkable. That winged snake on the other side of the interdimensional portal is a quick and easy way to inform the *Champions* superhero that he or she has taken a wrong turn. To the *Danger International* hero, the African savanna would look much like any other plain without its lions, zebras and giraffes; the kangaroo practically is Australia. Even the California Imperial Valley wouldn't be quite the same without horses and cows in the fields.
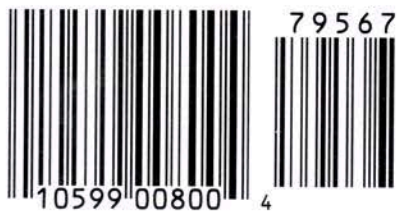
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