

A sourcebook for the **HERO SYSTEM**
FIFTH EDITION

HERO SYSTEM BESTIARY



STEVEN S. LONG

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INTRODUCTION



From gigantic apes encountered by pulp-era explorers, to strange alien creatures inhabiting distant planets, to ferocious “pets” supervillains use to attack superheroes, to the seemingly endless variety of mundane and fantastic beasts fought by fantasy adventurers, animals are an important part of just about every roleplaying genre. To help *HERO System* GMs use animals in their games, and create other beasts unique to their own campaigns, the *HERO System Bestiary* presents over 170 animals and related creatures, with complete character sheets and descriptions, plus numerous option packages and templates.

The *Bestiary* includes four chapters. The first, *Creatures In Your Game*, begins with a look at the role of animals in roleplaying game scenarios — what they are, how they function within your game, and their uses by both players and GMs. Next, there’s an extensive discussion of how to create animals. This section not only goes over the Characteristics, Skills, Powers, and other game elements of the *HERO System* and describes how you can use them to build an animal in game terms, it also provides numerous “templates” you can add to a creature to alter it. Want to build a dragon that lives in icy arctic wastes, a cybernetically modified guard dog, a horse trained for battle, or a hawk with fire powers? Just add the appropriate template, and you’re ready to go. Lastly, Chapter One covers how to use creatures in combat, including extensive rules on creating Hit Location Tables for animals (with several sample tables to get you started).

Chapter Two, *Fantastic Beasts*, covers wondrous beasts and beast-like creatures, such as griffins, harpies, gargoyles, and unicorns. These beings were chosen because they either have a bestial form/nature, or play a creature-like role in most games. Thus, you won’t find goblins, trolls, or giants described in this book; they’re intelligent humanoids without any animalistic aspects. But you will find lycanthropes, demons, sphinxes, and minotaurs — all of which have animal-like forms or natures.

Chapter Three, *Mundane Beasts*, focuses on real-world creatures adventurers often encounter — things like birds of prey, gorillas, bears, snakes, and even dinosaurs. These creatures were chosen because they were likely to play some role in adventure stories. Many, such as wolves and tyrannosaurs, are often fought or hunted by adventurers; some, like poisonous serpents, are used in traps; others are important as food, pets, or templates for characters with shapeshifting abilities.

Chapter Four, *Beasts Of Science Fiction And Movies*, presents a grab-bag of favorite critters from movies, novels, comic books, and the like. It includes

giant fire-breathing dinosaurs, starship-devouring space amoebae, hunter-seeker robots, evil brains kept alive in tanks of organic fluid, and more.

The final section of the book contains a reference table providing GMs and players with a reference for the creatures in this book. For example, a GM who needs a strong, fast creature for a scenario can scan the chart and quickly find one that fits the bill.

How To Use This Book

The most common, and most obvious, use for the *HERO System Bestiary* is as a source of opposition for the PCs. The GM selects an appropriate creature — say, a giant tarantula for a strange *Western Hero* campaign, or a roc for a fantasy game — and brings it into conflict with the PCs. Maybe it’s hunting them, or they’re hunting it, or it poses some sort of obstacle to their ability to accomplish the goals of the story. This is straightforward, fun, and easy, and there’s nothing wrong with that. Gamemasters who want to go a little bit further have plenty of options, though. Besides the suggestions for using creatures in the first part of Chapter One, they can also change or improve the basic creatures listed in this book by applying a template (see page 21), or otherwise alter the write-ups from this book to suit the stories they want to tell.

For the clever and imaginative Hero gamer, this book actually contains hundreds more creatures than the ones described. All you have to do is take one of the write-ups from this book and change the name (and perhaps one or two things on the character sheet), and voila! — new creature. For example, the *Bestiary* has write-ups for “Small/Medium Dog” and “Wolf,” but not for a coyote or a hyena. If you need a hyena write-up, you can just use the Wolf character sheet (maybe with a few adjustments based on research you do). If you need a coyote, you can take the Wolf sheet and weaken it appropriately, or beef up the Dog a little. Some other possibilities along these lines include:

- using the Fire Elemental for a strange energy being in a *Star Hero* campaign
- using the Manticore or Griffin for other beast hybrids
- using the Minotaur for other animal-headed humanoids
- using the Gargoyle for an evil wizard’s minor demonic servants

The potential for adapting creatures is endless. The only restrictions are the type of campaign you play in, and your imagination!



CHAPTER ONE: CREATURES IN THE GAME

Before you turn to the meat of this book — the dozens of creature write-ups found in later chapters — and start picking out beasts to attack the PCs with, a familiar for your wizard character, or animals to use as forms for a character's shapechanging power, it's important to consider what constitutes a "creature" for adventure gaming purposes, and the role creatures play in a game. Then you'll be ready to select the best animal for your purposes — or even, using the rules in this chapter, to create your own beasts.

CREATURES IN YOUR GAME



WHAT IS A CREATURE?

At first glance, it seems pretty obvious what a “creature” or “animal” is. An animal is a living being with the following characteristics:

- it’s of non-humanoid shape (though there are a few exceptions, such as apes)
- it’s non-sentient (or of very limited intelligence)
- it’s a physical creature (typically carbon-based)

Certainly most creatures — dogs, cats, dinosaurs, fish, birds — fit this description perfectly. Those are “creatures” in the “real world” sense. But in the worlds of adventure gaming, there’s no need to restrict the definition quite so much. Based on their role in your campaign and the stories you tell (see below), the following can also function as “creatures,” even if they’re not exactly animals in the classic sense.

ALIENS

Animals as we think of them are the carbon-based beasts native to Earth. But in many campaigns, there’s more to the setting than just Earth. In *Star Hero* games, where characters frequently visit other planets, and games involving dimensional travel, characters can easily encounter forms of life that, although sentient and/or humanoid, are so strange they act more like “creatures” for story purposes.

Imagine, if you will, a group of human space explorers who discover a planet inhabited by intelligent, mobile mounds of moss. Given the extreme differences between the two forms of life, the humans may not even recognize the moss-beings as a sentient species. Unaware they’ve found an inhabited planet, they set out to colonize it, only to find themselves frequently attacked by one or more moss-beings. The moss-beings’ assaults are more like animals with pack tactics, since they have to gang up on individual humans to have any chance to overwhelm and defeat them, thus furthering the mistaken impression that the moss-beings are animals. Thus, for most of the story, the moss-beings function as animals, not as sentient NPCs, and the GM uses them as such. It’s only at the very end of the story, when the humans discover that the moss-beings are intelligent, that their role in the story changes.

This situation becomes even more interesting when the aliens are not carbon-based lifeforms (or when the existence of magic allows for the creation of some truly unusual creatures). Intelligent species

with structures based on, for example, silicon, fluorine, sulfur, or some other “exotic” element (perhaps even one unknown to twenty-first century Earth science) could seem even more like animals than sentient beings to humanoids. The possibility for confusion, conflict, and other great “story hooks” is strong. Unless your campaign has a heavy “realism” focus, don’t worry about the plausibility of non-carbon-based life; as long as you can tell a good story with it, use it.

Of course, alien worlds and eerie dimensions might have inhabitants other than sentient species — they can have true animals of their own. For game purposes, alien critters, such as the Monda Hunting Lizard or Xenovore Warhound (both described in Chapter Four), have all of the advantages of normal creatures plus some of the advantages of sentient aliens. They definitely act like animals, but may also have strange instincts or abilities based on their alien natures. This makes it hard for the PCs to predict what the creatures will do, and sometimes to affect them (for example, if a creature lives on a high-radiation world and has a high degree of resistance to energy, their blasters may prove ineffective). As a result, the GM has more storytelling and suspense resources.

NONCORPOREAL BEINGS

In science fiction or fantasy campaigns, or other campaigns with an element of the strange or weird, not all animals (or similar creatures) have physical form. In *Star Hero*, characters may run into bizarre energy beings who feed off their ship’s power plant, their own life-force, or their emotions (like the Psychovore on page 206). Even if intelligent (or just very cunning), these beings are so unlike normal humanoid beings that they cannot communicate and are, in effect, creatures. Similarly, in a *Fantasy Hero* game, characters may encounter things like air elementals or ghosts, which lack physical form but nevertheless are both dangerous and animal-like.

CONSTRUCTS

Lastly, not all creatures are necessarily alive. Constructed “beings” — robots, golems, homonculi, and the like — make perfect “creatures” for many games. In most cases, they are the servants of the alchemist, scientist, or wizard who built them, but sometimes they’re self-motivated. By asking himself who built the construct, for what purposes, and what has happened to it since then, a GM can create an intriguing opponent (perhaps with an entire mystery scenario wrapped around it).

THE ROLE OF CREATURES

When you decide to include a creature in your game, spend a few minutes considering the role the creature will play in the story (or the campaign). The creature's role should influence how you design it, introduce it to the story, and roleplay it. Generally speaking, creatures serve in one of three roles: background; obstacles; or primary goal.

Background Creatures

Creatures in a background role usually have little, if any, direct affect on the plot. They provide campaign flavor and comic relief, assist the PCs on occasion, or serve as the focus of part of the story.

COMPANIONS

In many games, the most common type of background role for animals is as companions to the PCs. Wizards have their familiars, space explorers have pets to keep them company on long voyages between the stars, and what self-respecting jungle hero would be without a chimp or tiger to help him out when things get rough?

In most cases, companion animals simply provide color and help the player define his character a bit better: "I'm a druid, yeah, but I have this really cool wolf..." Animals like that may not even need a character sheet, or require the character to spend Character Points on them — they're just around for "flavor." If you really need to know the *HERO System* attributes of a pet, you can use the basic character sheet for that animal type from this book.

But sometimes characters want special animal companions. The wizard's familiar mentioned above is a good example; so is a cowboy's horse that possesses an eerie comprehension of his commands, or a highly-trained guard dog. These animals have abilities beyond those of their normal brethren — often far beyond — and can provide their PC masters with assistance during adventures. Characters who want to have creatures like this must pay Character Points to buy them as Fol-

lowers (*HERO System 5th Edition, Revised*, page 81). (Alternately, a character could take his



animal companion as a DNPC, making the creature much less useful to him.)

COMEDY RELIEF AND COLOR

Sometimes, animals enter the story just to provide "color" and atmosphere. For example, if the GM wants to emphasize the fact that a forest is peaceful, he might describe, in Disney-like terms, all the frolicking forest creatures the characters can see. When danger nears, he might get the point across to the PCs by describing how all the happy animals have run away and hidden themselves. Similarly, the GM can convey the threatening nature of an alien planet by describing a couple of vicious-looking animals the PCs glimpse in the nearby underbrush.

Animals may also function as simple comic relief. The GM can lighten up an otherwise serious or boring situation by tossing some animals into the mix — and then, if he wants, turn the comedic aspects around and make them a threat. Imagine, for example, how a group of *Star Hero* adventurers might react if a cargo load of Rigelian bats gets loose in their ship while they're trying to keep things dignified and somber because there's a large and important diplomatic meeting on board. It starts out funny, as the PCs desperately try to corral the bats without any of the stuffy diplomats noticing... but what happens if the bats start disrupting ship systems just as a fleet of enemy vessels approaches? Or in a fantasy game, perhaps an oh-so-serious knight is cursed to have dozens of cute kittens follow him wherever he goes, leading to all sorts of humorous situations but still obligating him, as an honorable and kindhearted person, to keep the kittens safe from harm.

STORY FOCUS

Creatures sometimes serve as the focus of an adventure or subplot, even though they're not directly involved in the story being told. Typically the PCs have to find the animal, or rescue it from harm, or drive it away as part of accomplishing their greater goal. For example, in a *Fantasy Hero* game, the PCs might have to obtain the heart of the fabled White Falcon so their mentor can cast a spell to remove a terrible blight from the land. The White Falcon isn't a key part of the story; it doesn't really interact with the PCs at all. Finding it and killing it is just one of several obstacles they have to overcome on their road to achieving their objective — ending the blight. In other words, the creature is a plot point, but not the plot itself.

Obstacles

In many adventure stories, creatures function as obstacles for the PCs to overcome as they work toward their ultimate goal. In this case the creature isn't closely involved with the main objective of the game, but instead harms, delays, sidetracks, or tricks them.

SECONDARY HARM

Creatures provide the GM with a way to inflict harm on the PCs that isn't directly related to the plot. A random encounter with an enraged hunting cat, a pack of wolves, or some strange, mutated predator can weaken the characters by causing injuries or forcing them to use up resources — thus making the major encounters to come later all the more tense and exciting. If the creature is venomous, it may leave the characters with a poisoned and slowly dying PC (or beloved NPC) on their hands, spurring them on to the most desperate heroics.

DISTRACTION

Similarly, animals can distract the PCs, leading them astray as they try to reach their goal. By delaying or sidetracking them this way, the GM can heighten the dramatic tension in the story or inflict other complications on the PCs. For example, suppose a group of *Fantasy Hero* PCs is on a quest to recover a magical artifact and return it to the king by a certain day, to prevent disaster. They get lucky and find the item much more quickly than the GM expected, thus potentially eliminating the tension of getting the artifact to the king on time. So, the GM decides to throw a monkey wrench into the works — quite literally, in the form of a pack of flesh-eating apes. Large enough to pose a serious threat to the PCs, the ape pack forces them to detour well out of their way to avoid a potentially lethal battle. By the time they're back on the road to the king's palace, the PCs have lost several days and the success of their mission is once again in doubt.

A GM can also use animals this way as the lead-in to a greater adventure. If the current adventure isn't going well, or the GM wants more time to plan the end of it, he can draw them off into a side adventure by dragging an intriguing creature across their paths. As they chase or investigate this odd new beast, they embroil themselves in a larger story that has little, if anything, to do with the beast itself.

FOOLING THE CHARACTERS

In the hands of a clever and capable GM, animals can become “red herrings” — supposed culprits in an adventure where they are, in fact, innocent. This throws the PCs off the trail, allowing the GM to develop the story more before the final confrontation occurs.

For example, think of a *Champions* campaign where it seems a panther has escaped from the local zoo and is spreading havoc in the city. Its attacks are savage, and perhaps suggest

a pattern. The PCs finally track down and capture or kill the beast, and the attacks stop... for a little while. As they soon find out, or can deduce if they cleverly analyze clues from some of the earlier attacks, the real killer is a supervillain who let the cat loose and used its well-publicized presence in the city as cover while he committed some brutal murder-robberies.

Primary Goal

Last, but certainly not least, animals can serve as the primary focus of a story or game session. This can range from being hunted by the PCs, to hunting the PCs, to creating the obstacle the characters must overcome to triumph.

The stereotypical example of this is the Big Monster Hunt — the subject of many myths and tales. A terrible beast is somehow unleashed on an innocent populace, forcing the PCs to track it down and slay it (or capture it). If the creature is powerful enough, they may have to obtain special weapons to fight it, or team up with other heroes (or their own enemies!) to stop it.

On the other hand, sometimes the story is reversed, with the creature hunting the player characters. The movie *Predator* offers a good example. As in that film, the creature has to be tough enough and clever enough to handle an entire group of PCs on its own (or at least make the PCs think it's that powerful).

In other stories, the creature poses some sort of indirect threat to the PCs. Perhaps a giant space amoeba inadvertently swallows them, forcing them to find a way out without causing the rare and delicate creature harm. Unless the GM wants the story to become a straight-up combat, he has to arrange things so that the characters can't harm it easily (take away their weapons, deprive their ship of power, establish an anti-magic field) or don't want to hurt it (the creature is the key to solving some mystery, it has intrinsic value to them, it's occupying or using something they don't want to damage, they revere all forms of life). Then the creature's presence and activities become an intriguing challenge, not just an invitation to draw swords or unholster blasters.

DRAMATIC VERSUS REALISTIC ANIMALS

Another important consideration for the GM (and players) to keep in mind when using animals in a game is whether to portray them realistically or dramatically. The former means hewing to real world information, abilities, and habits as much as possible; the latter means tailoring the animal, to whatever degree, to better suit the needs of the story.

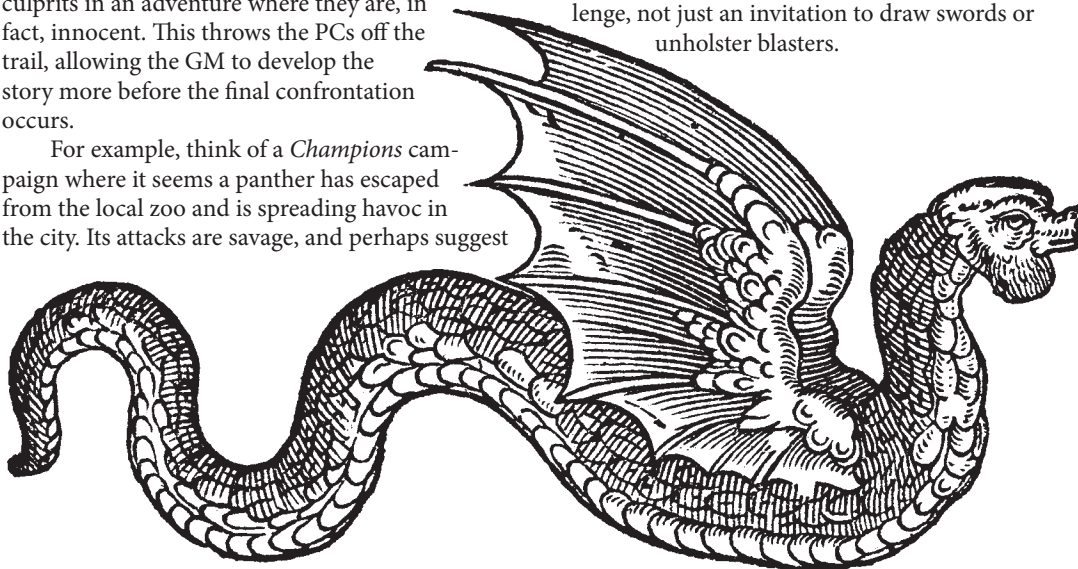
In many cases, the needs of realism and the needs of drama fit together perfectly, requiring little (if any) work or decision-making on the part of the GM. An attack by a poisonous creature or man-eating tiger is both realistic and dramatic. Things like that happen in real life, so the GM doesn't have to embroider the encounter at all.

On the other hand, some creatures seem fierce, interesting, or full of adventure possibilities in fiction, but not so much in real life. For example:

—In real life, gorillas are peaceful vegetarians who become aggressive only when threatened or provoked. In fiction, they're ferocious man-killers.

—Some scientists now believe the fearsome tyrannosaurus rex was actually more of a slow-moving scavenger than a fast-moving hunter. But in adventure stories, it remains a mighty predator and a terrible threat to even powerful PCs.

Since the *HERO System* is a dramatic adventure game, designed for heroic situations and challenges, in many cases the “dramatic” approach to an animal serves the GM better than the realistic one. Group storytelling is not the same thing as creating a nature documentary. But the verisimilitude of the



Continued from last page

game is enhanced if the GM sticks to “reality” as much as he can without spoiling the story.

This book makes an effort to satisfy both approaches. While the *HERO System Bestiary* is by no means a zoology text, the descriptions of real-world animals in it are based on reasonable amounts of research and fact-finding. On the other hand, the descriptions also include discussions of how to make the animals more “dramatic,” and notes about how the character sheets try to satisfy the needs of storytelling.

Readers interested in more information about animals should consult the books listed in the Bibliography, or other books on the subject.

CREATURE CREATION



Players and GMs who want to create their own creatures — or characters who frequently interact with creatures — should consult this section for ideas and guidelines. In most cases, creating an animal (be it fantastic or mundane) is the same as creating an ordinary character, but there are some important differences.

CHARACTERISTICS

NEGATIVE CHARACTERISTICS AND FIGURED CHARACTERISTICS

A negative Primary Characteristic does not reduce a creature’s (or character’s) related Figured Characteristics, but simply adds zero to them. For example, a creature with STR -20 and CON 10 has 0 PD and 2 REC, not -4 PD and -2 REC.

STRENGTH

Large animals, such as bears, whales, or elephants, typically have high STR, and small animals like mice very little STR. However, this isn’t a hard-and-fast rule; some animals are much stronger than their size would indicate (or much weaker).

Many animals with high STR take the Physical Limitation *Reduced Leap*, since unlike humans their STR does not directly correlate with their ability to leap. Bears, for example, can’t leap very far despite their STR.

At the GM’s option, creatures with 0 or negative STR can ignore the normal rules regarding the effect of STR on movement (*HERO System 5th Edition, Revised*, page 35) and instead just use the amount of movement indicated on their character sheets. Most such creatures already have low rates of movement anyway, and reducing them to fractions of an inch may cause more confusion than it’s worth.

INTELLIGENCE

As the *HERO System 5th Edition, Revised* notes, INT reflects a character’s ability to perceive, process, and appropriately react to information quickly. Thus, many animals have INTs in the standard 8-12 range common to most “normal” characters — after all, their lives often depend, on a day-to-day basis, upon their ability to detect and escape danger. But this does *not* mean they’re capable of learning to read, talking, reasoning as well as a human, thinking abstractly, or the like. An animal’s ability — or, more accurately, lack of ability — to do such things is reflected by the Physical Limitation *Limited Intellect* (see below).

EGO

EGO represents a character’s strength of will. Most normal animals have an EGO of about 5, since they lack the sheer willpower possessed by many intelligent beings, but can still be tenacious at times.

PRESENCE

PRE represents a character’s bravery, personality, and forcefulness. Most animals, particularly herbivores, have relatively low PREs — they scare easily. Conversely, many predators have higher than normal PRE, since their natural weaponry and ferociousness makes them frightening to others. But that’s not to say they can’t be scared away by loud noises, fire, or the like. When a human character makes a Presence Attack against an animal, the animal uses the *lower* of its EGO or PRE (unless it’s bought bonuses to its PRE for this purpose, in which case use PRE). Be sure to apply the appropriate modifiers; if a character seems helpless or vulnerable to the animal, he should roll fewer dice.

COMELINESS

The COM scores for animals in this book reflect how beautiful or cute they appear to normal humans in the world where the animal exists. (Young animals may have +1-3 COM, since they seem even cuter than their parents.) Among themselves, COM is usually less important than other factors, including the simple opportunity to mate. However, some animals (such as many birds) do use COM as a way of attracting potential mates or outdoing rivals.

SPEED

For normal animals, SPD rarely exceeds 3. Only a few animals, such as some cats, have SPDs of 4; no normal animal has a SPD of 5 or higher.

ENDURANCE

Animals rarely buy extra END beyond that calculated from their CON. When they get tired, they stop what they’re doing (or break off the attack) and rest.

STUN

Many animals have some extra STUN, to simulate how difficult it is to Knock them Out. Large, strong animals, such as rhinos or hippopotami, have particularly high STUN scores.

SKILLS

Few animals actually go to school to learn how to perform specific tasks. But there are many ways to learn Skills besides the classroom — including day-to-day experience, which animals get plenty of. Thus, many animals have one or more Skills. Typically these represent instinctual responses and learned behaviors, not the more formal and elaborate training possessed by a human with the same Skill. If appropriate, the GM may have an animal make an INT Roll to use his Skill properly if the situation frightens or confuses the creature.

Most Skills not listed below, including all Skills related to technical matters, are generally inappropriate for animals.

EVERYCREATURE SKILLS

Just like human characters have Everyman Skills, animals have Everycreature Skills — the basic Skills that just about every animal needs to survive and thrive. Every animal has a Familiarity (8- roll) with the following Skills:

- Analyze Animal
- Concealment (to hide self only)
- Language (see text)
- Shadowing
- Stealth
- Survival (home environment)
- AK: home territory or region
- PS: [Specific Animal] Abilities

Analyze Animal represents an animal's instinctive capacity for judging the strength of other animals relative to itself. For example, this Skill tells a young male wolf when it's time to challenge the alpha male of the pack for domination, and when the leader remains too strong for it to defeat.

Concealment typically represents an animal's ability to hide itself, not other objects, so it often has the *Self Only* (-½) Limitation (though some animals do have a normal Concealment Skill). Some animal abilities, like camouflage, may be simulated with bonuses to Concealment or Stealth; if so, the animal may apply those bonuses to its 8-Familiarity roll if it doesn't have the full Skill (this is an exception to the general rule).

The Language ability listed represents the animal's capacity to communicate with others of its own kind. Among some animals, such as apes or whales, this Language is fairly sophisticated (enough for humans to perceive and study it), but among most species it's a very basic, simplistic, and even instinctual thing. Of course, in some *Fantasy Hero* campaigns and other games, some animals can speak normal languages; if so, they buy that ability with Character Points.

The PS: [Specific Animal] Abilities Skill represents various minor or lesser abilities all members of a given species possesses. Examples include some fishes' ability to return to the place they were born to spawn, some birds' instinct to fly south for the

winter without getting lost, or a raccoon's ability to use its dexterous paws to open simple containers.

Additionally, some animals have Everycreature Skills specific to their species. For example, some humanoid creatures, like golems or apes, have Climbing as an Everycreature Skill. These Skills are noted on the character sheets with the abbreviation "ES."

ACROBATICS

Skilled equestrians often have the ability to perform stunts while on horseback (or griffinback, whaleback, or what have you). They can perform handstands and other maneuvers on a fast-moving mount, lean out of the saddle and pick things up without falling off or damaging the object, and so forth. They use Acrobatics to perform these tricks. If a character can only perform such stunts while on a mount, he takes a -1 Limitation for the Skill.

ACTING

Some animals have this as an Everycreature Skill to reflect their ability to seem fiercer than they are, fake an injury to lure a predator away from their nests, and so forth.

ANIMAL HANDLER

This Interaction Skill allows a character to manage and train — "handle" — animals of various sorts. A character with Animal Handler knows about the animals he's skilled at handling (their types and species, common behavior patterns, abilities, and so forth), the types of tricks an animal can learn, the best ways to teach those tricks to the animal, how to give commands to a trained animal, how to calm down a potentially dangerous animal, and so forth. However, Animal Handler does not allow a character to ride an animal; that requires Riding (see below).

Complementary Skills for Animal Handler typically include appropriate KSs, and sometimes Riding. In a few situations Seduction (representing the character's friendly personality and winning ways) may also help.

Categories Of Animals

As indicated on pages 49-50 of the *HERO System 5th Edition, Revised*, characters must buy



NORMAL CHARACTERISTIC MAXIMA FOR ANIMALS

Because Normal Characteristic Maxima is never a requirement for any campaign, the creatures in this book do not pay double for Characteristics bought above the NCM limit. But to assist campaigns using NCM, the animal write-ups indicate what the extra cost would be.

When calculating the extra NCM cost for animals (or other characters), you don't have to pay any extra Character Points to "justify" Figured Characteristics that go above the NCM limits because of the base points provided by the Primary Characteristic(s) involved. For example, a creature with STR 40 and CON 20 has REC 12 — higher than the NCM limit of REC 10. But it doesn't have to pay any points for the 2 points above 10; it gets that REC "naturally," from its STR and CON alone (for which it has already paid an increased cost, in the case of STR). However, if it wants any additional REC, it must pay double the cost, per the usual NCM rules, since it's already above the defined limit.

The NCM cost listed includes the cost of Running, Leaping, and Swimming bought above the normal limits, if applicable.

ANIMAL HANDLER CATEGORIES

Aquatic Animals
 Birds
 Bovines
 Camels
 Canines
 Dragons
 Elephants
 Equines
 Felines
 Insects & Arthropods
 Raptors
 Reptiles & Amphibians
 Ursines

Animal Handler by category — a person who knows how to train and work with dogs doesn't necessarily have any skill with bears, dragons, cats, insects, or birds. The accompanying sidebar lists the categories for easy reference. As always, the GM may add more categories if he wants to.

Some information and abilities imparted by training one category of animals may extend to other types of creatures. At the GM's option, a character with any category of Animal Handler may use the Skill on animals from another category at a -4 penalty. Reduce this penalty to -3 if the character has paid Character Points for two or more categories of animals.

Training Animals

The most common use for Animal Handler is to train animals — to teach them obedience, specific behavior patterns, or the like (collectively referred to as “tricks”). When characters want to use this ability, the GM should consider several factors.

First, he must determine the time required to teach a trick to the animal. This depends on two factors: the animal's intellect; and the complexity of the trick. Other modifiers may also apply.

As described below under Physical Limitation, in the *HERO System*, creature intellect comes in four categories: Near-Human, Animal, Instinctual, and Machine. Tricks also come in categories: Simple, Moderate, and Complex (see below for more information). The accompanying table provides the base time (in hours or days) required to teach a trick, and the maximum number of tricks the animal can learn (the GM may, at his option, increase or decrease this number for specific animals or species).

Often the more skilled the character is, the quicker he can train an animal. For every two points by which the character makes his Skill Roll, he can reduce the time unit needed to teach the trick by one step up the Time Chart. However, the GM may, if he wishes, establish a minimum time required for any given trick. Typically Simple tricks have a minimum time of two minutes, Moderate tricks ten minutes, and Complex tricks one hour.

Example: *Marcus Flint (Animal Handler (Canines, Equines, Felines) 14-), an intrepid explorer, tries to teach a dog how to retrieve/fetch. The dog has Animal Intelligence, and the GM rules that retrieve/fetch is a Moderate trick, so this will take Marcus 1-2 days (the GM says 1 day). If Marcus makes his roll by 2, he reduces that time to six hours. If he makes it by 6, he reduces it to 20 Minutes! However, the GM rules that two hours is the minimum time required.*

ANIMAL HANDLER MODIFIERS

Circumstance	Modifier
Animal's age	
Very young	+1 to +3
Very old	-1 to -5
Animal's nature	
Fierce	-2 to -4
Skittish	-1 to -2
Temperamental	-1 to -3
Enhanced incentives (better than normal food/treats, conditions, and so on)	+1-2
Use of pain/torture	+2-4

If the character fails his Skill Roll, he may try again using the standard rules for failed Skill Rolls (*HERO System 5th Edition, Revised*, page 43). Each attempt requires the same number of hours or days as the first attempt.

If a trick would require an animal to buy off a Disadvantage or Limitation, the animal must do this with its own Experience Points. Until the animal does so, the Disadvantage or Limitation imposes appropriate penalties on training rolls, and the animal suffers similar penalties on its trick rolls (see below) even if a character does manage to train it.

Animal Handler does not work on creatures without the *Limited Intellect* Physical Limitation. Such beings are too intelligent or uncontrollable for characters to train in this manner.

Training Modifiers

Second, the GM should consider any potential modifiers to the training roll. The accompanying table indicates some common modifiers to Animal Handler Skill Rolls to train creatures.

Types Of Tricks

As noted above, tricks fall into three categories: Simple; Moderate; and Complex. Here are some of the tricks most commonly taught to animals, and their categories:

Attack (Complex): The animal attacks targets (or a specific target) when commanded to do so or when a specified condition occurs.

Entertain (Simple): The animal knows various cute or entertaining stunts or tricks, such as playing dead, rolling over, shaking hands, or saying something clever (if it can mimic human speech).

General obedience (Simple): The animal doesn't jump on the furniture when it's not supposed to, is housebroken, comes to the character on command, sits when told to, and so forth.

Guard (Complex): The animal knows how to guard a particular place or person, and how to respond if that place or person is imperiled (usually by attacking, which requires the Attack trick).

Herd (Moderate): The animal can herd other animals (typically sheep or cattle).

Retrieve/fetch (Moderate): The animal knows how to retrieve or fetch specific objects, such as a dead duck or a thrown ball, without hurt-

ANIMAL TRAINING TIMES

Intelligence	Type Of Trick			Maximum No. Of Tricks
	Simple	Moderate	Complex	
Near-Human	1 hour	2-4 hours	1-2 days	10
Animal	1-2 hours	1-2 days	3-5 days	5
Instinctual	1-3 days	4-10 days	11-21 days	2
Machine	.5-1 hour	2-3 hours	4-8 hours	10

ing them. If the animal only knows how to fetch thrown balls or the like, the GM may reduce this to a Simple trick.

Stay (Moderate): The animal has been trained to stand or sit still when told to (a common ability for, among others, horses in the Wild West). Unless spooked (through a Presence Attack or like phenomena) or physically attacked or moved, the animal remains where it was told to stay until hunger and thirst get the better of it.

Stop attacking (Moderate): The animal instantly stops attacking or fighting upon command.

To indicate that an animal knows a trick, write it as an 11- Professional Skill on its character sheet (e.g., PS: Retrieve/Fetch 11-). This costs the animal 2 Character Points, and it has to spend points to improve the roll.

Other Uses Of Animal Handler

A character should make an Animal Handler roll whenever he wants a trained animal to perform a trick, or otherwise do something unusual. The character's roll acts as a Complementary Skill Roll to the animal's PS roll with its trick. If the animal succeeds with its roll, it comprehends and obeys the command; if it fails, it's too confused to act, or does something wrong.

Example: *Marcus Flint has trained his dog with the Attack trick. He can order the dog to attack an enemy in combat with a normal Animal Handler roll. If he wanted the dog to attack one specific person in a crowd, he would have to succeed with an Animal Handler roll at a penalty based on the crowd's size. For every 2 points he makes the roll by, the dog gets a +1 bonus to its PS: Attack 11-roll; for every 2 points he fails the roll by, the dog suffers a -1 penalty. After Marcus rolls, the dog has to make its PS: Attack roll to perform the trick properly.*

A character can also use Animal Handler to calm down wild animals and ferocious beasts (with the penalty described above if he doesn't know how to train that category of animal). This usually requires him to succeed with a roll at a -2 to -5 penalty, depending upon the type of animal and its intent (getting a stubborn wildebeest to move out of the road is easier than preventing a charging guard dog from attacking). In this sense characters can even use Animal Handler to represent a quasi-mystic "rapport" between a character and all wild creatures.

Animal Followers

Characters do not have to use Animal Handler to calm down animals bought as Followers; those creatures are automatically friendly to the character. (The same applies to Summoned creatures if the Summon has the *Amicable Advantage*.) Typically, animal Followers are built with tricks they already know, and/or a Language allowing them to communicate easily with the character.

BREAKFALL

Few creatures have Breakfall; for most, a fall (or its consequences) can be fatal. Only animals that do a lot of climbing — such as primates, cats, or squirrels — tend to know this Skill. Some flying creatures, including mythical or fantastic ones, may know it as well.

CLIMBING

Climbing is an Everycreature Skill for many creatures, including the ones listed under Breakfall, above.

COMBAT SKILL LEVELS

Some animals, particularly predators, buy Combat Skill Levels with their favored attacks. These CSLs are almost always two-point Levels with a single attack, or 5-point CSLs with HTH Combat.

CONCEALMENT

Concealment is an Everycreature Skill for animals. As such, it represents only their ability to hide themselves, not to hide other objects (a -½ Limitation). Animals skilled at caching food for later consumption, or at hiding other objects, buy this Skill normally. Animals with camouflage buy bonuses to Concealment, but usually apply a Limitation representing the nature of their protective coloration (see the Camouflage template, page 22, for some examples).

KNOWLEDGE SKILL

All animals have an AK of their home territory or range as an Everycreature Skill. Beyond that, few have any Ks. Skilled hunters might take a KS of their favored prey animals.

LANGUAGE

Many animals have ways to communicate with other members of their species; this is represented by the Everycreature Language Skill noted above. Other animals learn to communicate in more advanced ways. For example, they may learn a 1-point Language, Hand Signs, to understand the hand signals and gestures their master uses to give them commands. More intelligent animals, including many bought as Followers, may have 1 Character Point (no more) in a human language, such as English or French. This allows them to understand spoken commands or statements from their master (or anyone else, for that matter), but not to speak back (even if they can mimic human speech).

In some *Fantasy Hero* games, animals can speak with each other, and sometimes humans, quite clearly. If this applies in your campaign, each animal may have its own language (Porcupine, Dragon, Bluebird, Rabbit), a language based on animal type (Mammalian, Avian, Draconic, Feline), and/or even normal languages spoken by sentient races. You could even create an "Animal Language Familiarity Chart" showing the relationships among various animal languages.

MARTIAL ARTS

While the name “Martial Arts” implies knowledge of a highly-developed fighting style such as Karate, in fact this Skill really represents improved hand-to-hand fighting ability. As such, the general “special effects” principle governing the *HERO System* allows you to buy Martial Maneuvers for animals, if that’s an appropriate way to represent their fighting abilities.

In most cases, animals should follow the standard rule requiring a character to spend at least ten Character Points on Martial Arts. However, at the GM’s discretion, an animal can spend less than that, if only one or two maneuvers are necessary to simulate the animal’s skill. Most animals buy only offensive maneuvers (such as Martial Strike or Offensive Strike), but a few may also learn maneuvers like Martial Dodge.

The accompanying box has a martial arts package containing some typical animal maneuvers. You can easily add it to any of the animal write-ups in this book.

RED IN TOOTH AND CLAW

Used with Natural Weapons Group; Natural Weapons Element is free

Maneuver	Phs	Pts	OCV	DCV	Damage/Effect
Avoid Harm	½	4	—	+5	Dodge, Affects All Attacks, Abort
Holding Bite	½	3	+0	-1	Grab One Limb, +10 STR
Pounce	½	5	-2	+1	STR Strike +4 DC
Smash/Claw					
Slash	½	4	+0	+2	STR Strike +2 DC
Trip	½	3	+2	-1	STR Strike +1 DC; Target Falls

MIMICRY

Characters often use this Skill to imitate animal calls and cries (some animals use it this way, too, to lure prey to them). Fooling another human this way is one thing, but fooling another animal may prove much more difficult due to animals’ heightened perceptions.

Birds such as parrots, mynahs, and crows can buy this Skill to imitate human speech. They don’t understand what they’re saying, but they can sometimes mimic people quite well, right down to accents.

PARAMEDICS

Characters trained in normal human Paramedics (or similar Skills, such as SS: Medicine) can apply their learning to animals at a standard -4 penalty. At the GM’s option, a character can redefine this Skill as Veterinary Medicine, which allows him to treat animals normally and humans at a -4 penalty.

RIDING

This Agility Skill allows a character to ride a living creature under difficult circumstances. A character with Riding knows how to stay astride his mount, how to make the mount move in the direc-

tion and way he wants it to, how to equip and care for the animal, and so forth. Riding does not allow a character to train his mount to perform tricks; that requires Animal Handling (see above).

In routine circumstances, a character can ride any mount for which he has a Transport Familiarity (see pages 73-74 of the *HERO System 5th Edition, Revised*) without making a roll. Things like a pleasant ride or gallop through the countryside, pulling a wagon full of hay, or jumping a small obstacle for fun don’t require a Skill Roll. Only when the character tries something unusual, or is in stressful conditions (such as combat or an emergency), does he have to make a roll to ride.

When a character buys Riding, he receives for free a Transport Familiarity with a 1-point group of riding animals (Camels, Dogs, Equines, Flying Beasts, Huge Beasts, Swimming Beasts, or other groups created by the GM). He may buy other TFs as usual for that Skill.

Uses For Riding

The accompanying table lists some of the more common situations requiring a character to make a Riding roll. For Riding in combat, you should also refer to the Mounted Movement section on pages 368-69 of the *HERO System 5th Edition, Revised*. Standard Combat Modifiers, such as Encumbrance, may also apply.

The size of an obstacle typically depends on the size of the mount. A “small” obstacle is no more than one-third the mount’s size. A “medium” obstacle is larger than one-third, but smaller than three-quarters of the mount’s size. A “large” obstacle is from three-quarters to 125% of the mount’s size. A “very large” obstacle is larger than 125% of the animal’s size.

Failed Rolls And Falls

The consequences of a failed Riding roll vary. Typically they mean the animal did not perform as commanded — it shied away from making the jump, won’t speed up to a gallop, or the like. In many cases, this is an ordinary failure, and the rider can try again if he wants to. But if the rider fails the roll by 3 or more, he may fall from his saddle due to the horse’s sudden movement or other factors. The rider must succeed with a STR Roll at -2, or fall off the mount.

Falling off a swimming mount may not have any dangerous consequences (other than getting left behind, perhaps). On the other hand, falling off a flying mount could result in the character’s death (see Falling on page 434 of the *HERO System 5th Edition, Revised*). Falling from a ground-based mount is roughly like performing a Move Through on the ground — the character takes the mount’s velocity divided by three (v/3) in dice of Normal Damage. He may make a Breakfall roll, at -1 per 2d6, to take only half damage (or no damage, if he makes the roll by half). If the mount was standing still, the character takes 2d6 Normal Damage from the fall.

Animals With Riding

In some cases, animals have the Riding Skill of their own. This doesn’t allow them to ride other animals, but rather functions as a Complemen-

RIDING USES AND MODIFIERS

Use/Circumstance	Modifier
In combat	
See Mounted Movement (5E 241)	
Injured Animal	
Up to 1/3 BODY	-0
1/3 to 2/3 BODY	-2
More than 2/3 BODY	-4
Injured Rider	
Up to 1/3 BODY	-0
1/3 to 2/3 BODY	-2
More than 2/3 BODY	-4
Injury to legs or arms	Additional -1 to -3
Jumping	
Small obstacle	-0
Medium obstacle	-2
Large obstacle	-4
Very large obstacle	-8, or impossible
Movement modifiers ... to stay in saddle	
Mount moves/turns violently	-2
Mount moves/turns very violently	-4
Other Movement modifiers	
Make flying mount hover	-2 (if possible)
Make swimming mount float	-2 (if possible)
Make flying/swimming mount move upside down	-4 (if possible)
Make mount Push its movement	-3

tary Skill for a rider's Riding. This represents the mount's training at helping a rider keep his seat, avoid falls, and the like. The animal should take a -1 Limitation, *Complementary To Rider's Skill Only*, for its Riding.

SEDUCTION

Since this Skill reflects a character's ability to gain the trust (and perhaps friendship) of others by offering companionship or favors, some especially cute, adorable, or friendly animals (housecats, rabbits, Monda flutter-wings) may take it as a way to simulate their ability to gain and hold favorable human attention. A COM Roll may be Complementary.

STREETWISE

Animals don't have Streetwise themselves, but characters can use Streetwise to stop, or participate in, the traffic in illegal animals and animal parts. Poaching — sometimes for food by starving peasants, sometimes by greedy mercenaries willing to despoil the environment for their own short-term gain — has existed for centuries as part of the world's underground economy, and it shows no signs of stopping. For information on the value of animal parts, see page 37.

SURVIVAL

Survival represents an animal's general ability to keep itself alive and healthy in the wild (the animal's AK of its home territory often acts as a Complementary Skill). As such, it's an Everycreature Skill, so GMs may wish to remove it from the Everycreature Skill list for animals that are so domesticated (like some breeds of cattle) that they could not survive on their own in the wild. Most animals only have one environment they know

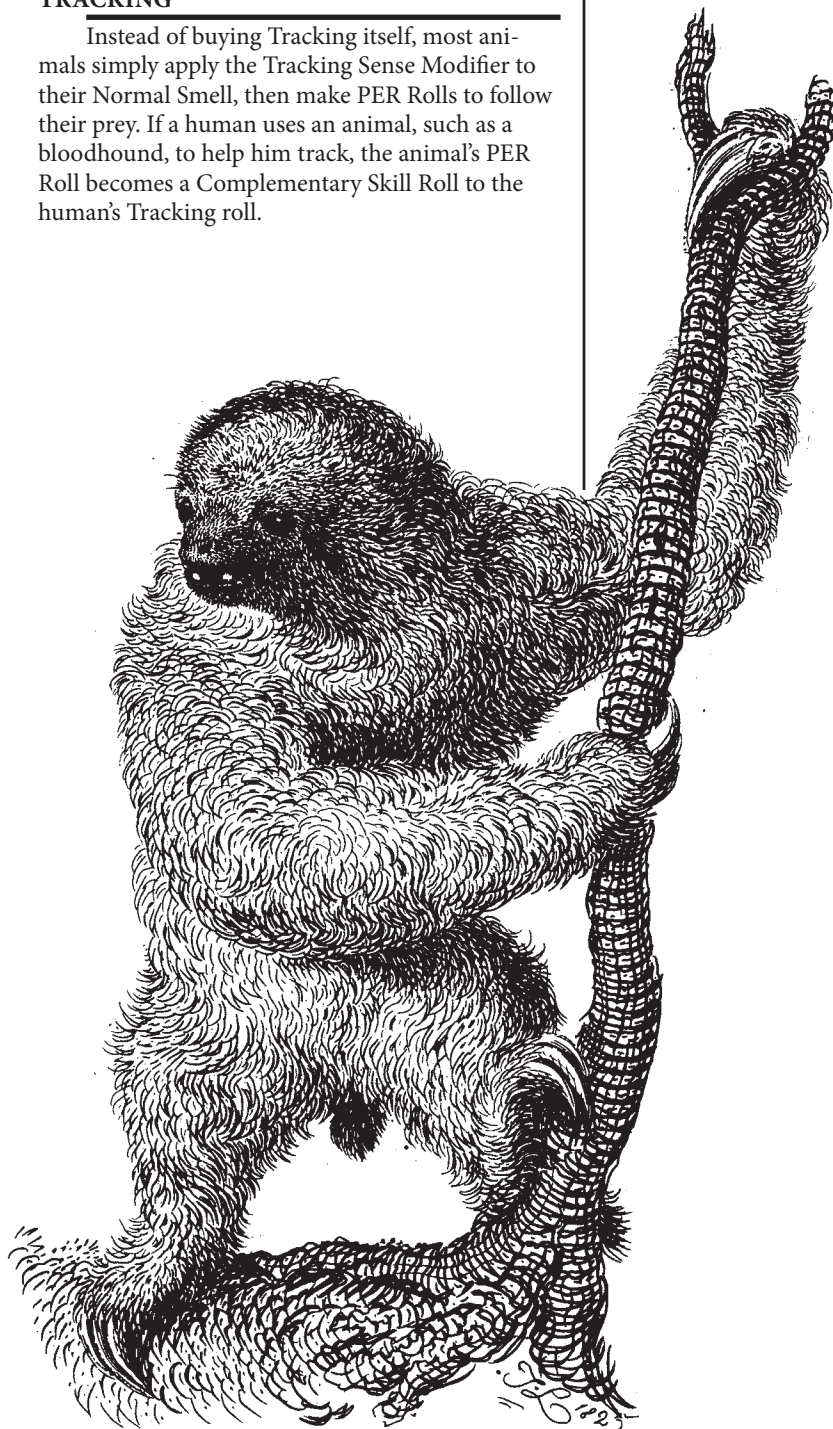
how to survive in. But some animals, such as birds, migrate over vast distances, and so must buy additional environments for their Survival.

TACTICS AND TEAMWORK: PACK TACTICS

Animals like wolves that work together in packs may buy these Skills. The animals (or the pack's leader[s]) make Tactics rolls to trail the target, separate it from its herd, drive it where they want it to go, replace tired pack members with fresh ones, and so forth. Eventually, when they bring the target to bay and engage it, they use Teamwork to make Coordinated attacks and obtain a Multiple Attacker bonus (see page 31).

TRACKING

Instead of buying Tracking itself, most animals simply apply the Tracking Sense Modifier to their Normal Smell, then make PER Rolls to follow their prey. If a human uses an animal, such as a bloodhound, to help him track, the animal's PER Roll becomes a Complementary Skill Roll to the human's Tracking roll.



SMUGGLED ANIMALS

As of 2001, the following are some examples of the prices (in United States dollars) protected, endangered, or restricted animals have on the black market:

Animal	Price
Komodo dragon	\$35,000
Plowshare tortoise	\$20,000
Palm cockatoo (pair)	\$20,000
Hyacinth macaw	\$10,000
Tamarind monkey	\$3,600
Chinese alligator	\$1,750
Galapagos tortoise	\$1,625
Scarlet macaw	\$200

PERKS

Most Perks not listed below, including all Perks related to technical matters or the trappings of human(oid) society, are generally inappropriate for animals.

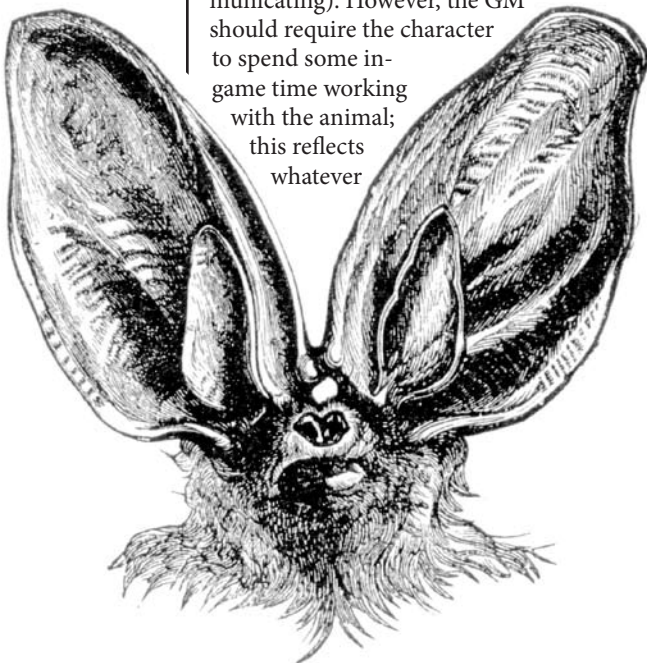
CONTACT; FAVOR

In *Fantasy Hero* campaigns and other games where animals are intelligent and can communicate with humans, a character might buy a Contact or a Favor with an animal. For example, a kindly druid might have several of the most important or powerful animals in a particular forest as his Contacts; they recognize his religious devotion to protecting them and acknowledge it by helping him (when he can find them). If he performs some special act for one of them, such as saving it from hunters, it might owe him a Favor.

FOLLOWER

Characters often buy animals as Followers. The classic example is the wizard's familiar, but many other types of characters have animals as companions, sidekicks, or pets. Typically "critter companions" have far fewer Character Points than their masters, but as always, the GM should review each proposed Follower carefully — a player who shows up with a character that has a dragon for a pet needs a mighty good explanation for why he's not unbalancing the game before the GM should let him keep it.

The main difference between an animal bought as a Follower, and one trained with Animal Handler, is that the former always obeys the character. The character doesn't have to make a roll whenever he wants his animal companion to perform a particular task (unless they don't share some common Language or other means of communicating). However, the GM should require the character to spend some in-game time working with the animal; this reflects whatever



"training" the Follower might need.

Generally, animals themselves should never have Followers.

REPUTATION

A particularly well-known animal, such as Old Slewfoot from Marjorie Kinnan Rawlings's novel *The Yearling*, might develop a Reputation — typically for ferocity or viciousness. Its Reputation would make its violent Presence Attacks against hunters and PCs more effective. The animal wouldn't receive any bonus to Interaction Skills, though.

TALENTS

Most Talents not listed below are generally inappropriate for animals.

BUMP OF DIRECTION

Animals with the instinctive ability to find their way "home," such as homing pigeons, should buy this Talent. If necessary the GM may require an occasional PER Roll to keep the animal "on course."

DANGER SENSE

Many animals possess senses so heightened, compared to humans, that they effectively function as Danger Sense. For example, flies can sense shifting air currents that tell them they're about to get swatted, so they fly out of the way; and stories abound of dogs, cats, and other animals that can sense earthquakes (or other natural disasters) coming and warn their owners. If appropriate, animals can buy this as Danger Sense, Out Of Combat, Immediate Vicinity. You should also apply an Instinctive (-5) modifier, instead of Intuitive, to reflect the fact that the roll depends on the animal's normal senses and instincts, not on some strange mystical awareness of threats (or the like).

ENVIRONMENTAL MOVEMENT

An animal does not have to buy Environmental Movement to cope with the negative modifiers for the environment it was born to live in. Instead, it automatically has the appropriate Environmental Movement for free. For example, fish do not have to buy Aquatic Movement (they automatically suffer no penalties for being underwater), and squirrels automatically have Supreme Balance. However, an animal that needs to exist in two (or more) hindering environments has to buy the Environmental Movement for all of them after the first, or suffer the standard penalties.

POWERS

Powers, being the most extensive and flexible of the *HERO System's* game elements, have many uses for animals. This section lists some of the more unusual, interesting, or noteworthy, but is by no means exhaustive. Most obvious uses, such as Flight for birds or extra Running for cheetahs, are not listed.

ARMOR

Where a creature buys Armor to represent a protective shell, thick skin, or the like, and that Armor covers only part of its body, the writeup indicates both the Activation Roll and which hit locations the Armor protects. Gamemasters can choose which rule to apply for their campaigns.

DRAIN

Drain — typically a Drain STR, DEX, or CON — is the best way to build most non-fatal animal venoms. See *Venom*, page 28, for more information and examples.

ENHANCED SENSES

Many, if not most, animals have one or more Enhanced Senses. Most predators possess keen senses of Smell, for example, and birds usually have good Sight (and even Nightvision). This usually means applying a few levels of Enhanced Perception, and Tracking is often added as a Sense Modifier to Smell. However, even animals with some extremely keen senses often have one or two that aren't so good. Elephants, for example, have better than normal Smell, but relatively weak eyesight. Poor senses are represented as Physical Limitations, if appropriate.

ENTANGLE

A creature with long arms, tendrils, tentacles, or the like might have an Entangle representing how it uses its own “limbs” to grab and capture someone. In most cases, the creature should take the Limitation *Feedback* (-1), because it takes full damage from any attack against the Entangle. If the creature has a limited number of “limbs” with which to Entangle victims, it may represent that with the Limitation *Lockout* (-¼ or -½) (meaning the animal cannot use its Entangle any more once all of its “limbs” are occupied; the -½ value applies if it has only one “limb”).

EXTRA LIMBS

Many animals have tails, which may seem like Extra Limbs. But their write-ups only include Extra Limbs if they can use them for some in-game purpose, like combat or holding on to tree branches. If they only use their tails for balance, stabilization, or brushing away flies, they don't really have an Extra Limb with any game effect, so they have not paid Character Points for it.

KILLING ATTACK

Most animals' natural weapons — horns, hooves, claws, antlers, fangs — are represented as HKAs. If an animal has more than one type of

natural weapon (say, fangs and claws, or horns and hooves), typically each one is bought individually. This is because attacks or events which incapacitate one of the weapons may not necessarily incapacitate the other, so it's important for the GM to evaluate each one individually. For example, a tiger tied up with some types of Entangles couldn't use his claws, but could still bite someone who came too close.

Killing Attacks — typically RKAs with the *No Range* Limitation — are the standard way to build most lethal animal venoms. See *Venom*, page 28, for more information and examples.

MULTIFORM

The *HERO System Bestiary* is an excellent resource for characters who use Multiform to change into animal forms. They can use the writeups in this book as basic templates, then adjust them as necessary to reflect the character's mental and personality Characteristics, special powers, and so forth.

SUMMON

One of the classic uses of Summon in many genres, particularly fantasy, is to call “the beasts of the field” to come to the character. Whether this is done through a spell, a mental power, the beauty of the character's music, or some other method, the power usually takes the Limitations *Arrives Under Own Power* and *Summoned Being Must Inhabit Locale*.

Additionally, some animals have their own Summon powers. Some species can emit cries of distress, or requests for help, that others of their kind respond to. While you can simply resolve this as a PER Roll on the part of the called animals, you could build it as a Limited form of Summon if you prefer. Similarly, some types of extradimensional beings, once Summoned to the PCs' plane of existence, have the power to “open the ways” for their kin to join them.

TELEPATHY

If characters have Telepathy which affects the Animal class of minds (see page 117 of the *HERO System 5th Edition, Revised*), the type of information they can receive and transmit using it depends on the campaign setting, the genre, and the GM.

Normally, Telepathy transcends the language barrier. Gamemasters may prefer to change this for human-animal communications, on the grounds that the two communicate so differently even Telepathy runs into difficulties.

In games stressing “realism,” animals may not have much to say. Until they reach the Near-Human level of intelligence, most animals' thoughts are dominated by basic drives and needs: food, shelter, protection, mating, and so on. A character who tries to communicate with them mentally will likely receive very little information. A question such as, “How many soldiers passed this way?” probably elicits a response like, “Many — do you have any food?” Animals can't count well, don't recognize most human symbols or artifacts, and have

REDUCED PENETRATION KILLING ATTACKS

Many of the creatures in this book have HKAs with the Reduced Penetration Limitation, representing claws, fangs, and the like. If Reduced Penetration is applied to an HKA ½d6 that gains no modification from STR, roll the damage once and then divide it in two before determining the STUN damage caused by each attack.

BASE POINTS AND DISADVANTAGES FOR CREATURES

For the sake of consistency, the creatures in this book (even the sentient humanoid ones, like demons) are all built on 75 Base Points. That's the standard for most Heroic campaigns — the types of campaigns where GMs are most likely to use creatures as opponents or obstacles. However, because animals typically have a lot of Disadvantages in one category — Physical Limitation — they don't always obey the standard Disadvantage limit of 25 points per Disadvantage type maximum for most Heroic campaigns.

This same approach is recommended for *HERO System* GMs for their own campaigns, but each GM should make his own decision based on the dynamics of his game. For example, powerful demons encountered in a *Champions* campaign might have the normal 200 Base Points common to Superheroic campaigns.

all sorts of other difficulties that impede the clear flow of precise information. Characters may soon find it's more trouble than it's worth to try to talk to them.

On the other hand, in many fantasy games and other campaigns with heavy elements of the fantastic, animals may converse normally via Telepathy. Many will be just as intelligent as humans, and easily able to handle abstract, symbolic, and logical thinking. Like Sigurd listening to the forest birds after eating Fafnir's heart, the PCs can gain a lot of useful information from "speaking with animals" in games like this.

POWER LIMITATIONS

INCREASED ENDURANCE COST

Since most animal abilities cost END, this Limitation is useful for simulating activities animals can only engage in for a short time because they're so tiring. For example, both bears and cheetahs can put on brief bursts of speed to catch prey, but can't run at that fast pace for very long without becoming tired. They buy this as extra Running with Increased Endurance Cost.

REDUCED PENETRATION

Animals' claws are often bought with this Limitation, because the creature has two (or more) paws that it uses simultaneously. If the animal attacks with only one paw, the GM can simply roll half the damage.

RESTRAINABLE

This Limitation is bought for Flight based on wings, since Grabbing, snarling, or fouling the wings prevents the creature from taking off (or continuing to fly, if it's already in the air).

DISADVANTAGES

DEPENDENT NPC

Generally speaking, animals do not have DNPCs. However, a mother animal with cubs (chicks, pups, kittens...) may temporarily have this Disadvantage, since her instincts drive her to protect her young regardless of the danger to herself.

DISTINCTIVE FEATURES

Animals should rarely have Distinctive Features; while they often have unusual appearances, this rarely hinders or impedes them, and therefore doesn't constitute a Disadvantage. However, a creature that's especially unusual for a setting — like a giant dinosaur in the modern-day world, or a unicorn in a fantasy world where they're so rare that everyone hunts them — might qualify for Distinctive Features.

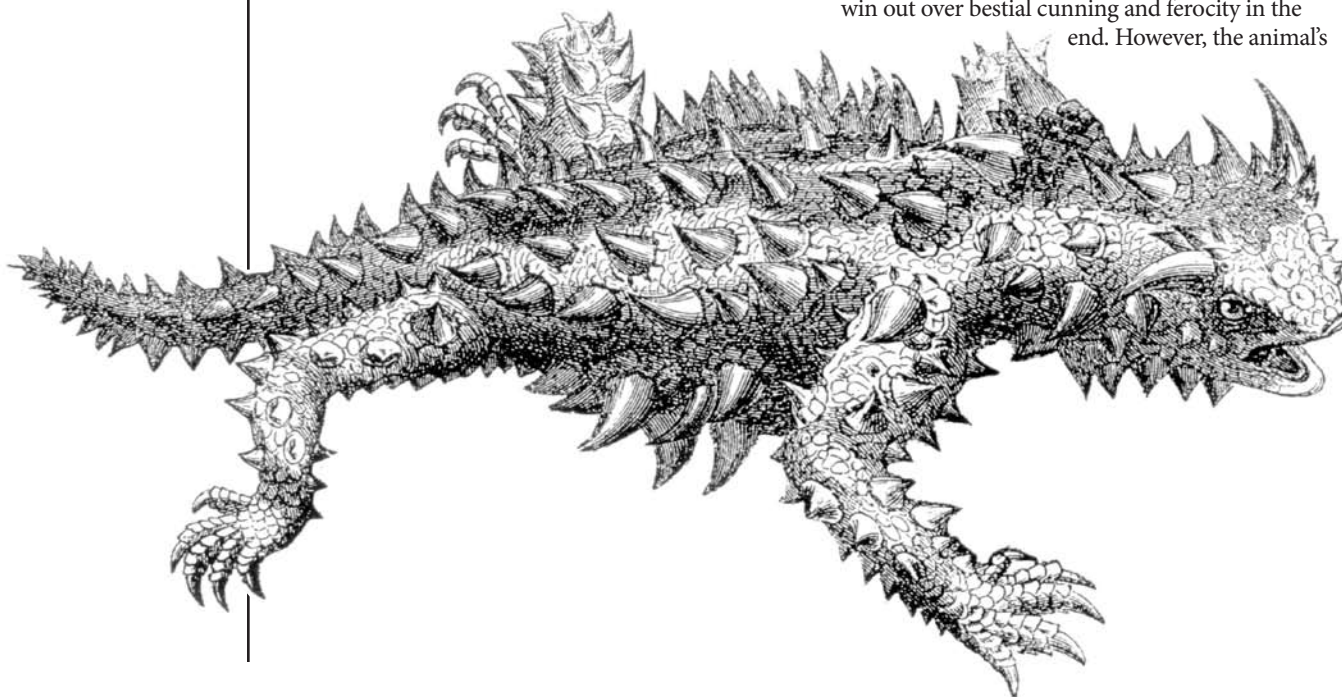
ENRAGED/BERSERK

Many animals become particularly fierce or dangerous when badly wounded, or when extremely hungry. This usually doesn't occur often enough to qualify as a true Disadvantage, but GMs can use the rules for Enraged to simulate the effects, if appropriate.

HUNTED

Many animals are, literally, hunted for food, or during a specified "hunting season." Generally this isn't sufficiently restricting or hindering to qualify as a Disadvantage. But other animals are hunted all the time, both legally and illegally, for their pelts, parts, or the like, and this is more likely to constitute a Hunted. Hunted may also apply to animals that have natural enemies in the animal world (such as cobras, who are hunted by mongooses).

A sentient species that Hunts an animal usually counts as a "More Powerful" Hunter, since intelligence, opposable thumbs, and weapons typically win out over bestial cunning and ferocity in the end. However, the animal's



nomadic nature may limit the Hunter to a specific geographic region of its much broader territory, or restrict the frequency with which the Hunter pursues it.

PHYSICAL LIMITATION

Several Physical Limitations, some of them quite restrictive, occur frequently in the animal kingdom.

Cold-Blooded

Cold-blooded animals — primarily reptiles — do not have a standard internal body temperature the way most beasts do. Instead, their body temperature depends on their surroundings. If it gets too cold, they can't move or function; thus, they tend to live in deserts, the tropics, and other warm regions. In game terms, if the Temperature Level (see page 441 of the *HERO System 5th Edition, Revised*) is above +3 or below 0, a cold-blooded creature's movement and DEX are halved. At Temperature Level -2 and below, a cold-blooded creature cannot move at all, and will likely die (or be eaten) if not safely sheltered somewhere. Giant-sized or fantastic reptiles, such as dragons, may be warm-blooded (or at least tolerant of a greater range of temperatures).

Value Physical Limitation

15 Cold-Blooded (Frequently, Greatly Impairing)

Limited Intellect

Because INT represents the ability to take in and process information quickly and properly — something many animals are quite good at — reduced INT is inappropriate for simulating animals' lack of sentience. Instead, they take a Physical Limitation, *Limited Intellect*, to represent this. (It's a Physical Limitation, not a Psychological Limitation, because it cannot be overridden with Mental Powers.)

Limited Intellect comes in four varieties. From least to most restrictive, they are: Near-Human Intelligence; Animal Intelligence; Instinctive Intelligence; and Machine Intelligence.

Near-Human Intelligence, possessed by animals such as apes and dolphins, is the highest degree of intelligence an animal can attain without becoming truly sentient. Near-Human Intelligence animals communicate with others of their kind in sophisticated ways, can learn limited tool use, develop elaborate social customs and structures, and can sometimes be taught to communicate or work with sentient races.

Animal Intelligence is the level of awareness possessed by most animals. It represents a basic bestial intellect, with a heavy degree of instinct leavened by animal cunning and insight. Creatures with Animal Intelligence can be taught tricks, and even become valuable helpmates for sentient races, but cannot communicate with sentients in any advanced way.

Instinctive Intelligence, possessed by most insects, some fish, and various other lower forms of life, barely qualifies as "intelligence" at all. The creature is ruled almost entirely by its instincts, and is difficult for sentients to train or interact with.

Machine Intelligence doesn't apply to regular animals, but is possessed by "creatures" such as robots, golems, and the like. It represents a creature that per-

ceives and reacts to things with extreme literalness. If told to batter down a wall, it will continue doing so until it receives new orders, it destroys the wall, or it is destroyed. If someone jokingly tells it, "You're pulling my leg!"; it may start trying to rip off that person's limbs. Although it can learn quickly and easily, it often cannot apply what it learns precisely the way its teacher wants it to.

Value Physical Limitation

- 10 Near-Human Intelligence (Frequently, Slightly Impairing)
- 15 Animal Intelligence (Frequently, Greatly Impairing)
- 20 Instinctive Intelligence (All The Time, Greatly Impairing)
- 15 Machine Intelligence (Frequently, Greatly Impairing)

In some *Fantasy Hero* games, this Physical Limitation may be unnecessary. Animals are fully intelligent, just like humans or elves, and suffer no restrictions from limited sentience.

Poor Sense(s)

While most animals have at least one or two keen senses, many have one or more senses that are weaker than normal. For example, elephants have excellent hearing, smell, and touch, but their eyesight is poor in most conditions. This is reflected partly by how the animal's senses are bought, but also by a Physical Limitation if appropriate. For example:

Value Physical Limitation

- 15 Poor Eyesight, suffers -2 to all Sight PER Rolls (Frequently, Greatly Impairing)
- 10 Poor Hearing, suffers -2 to all Hearing PER Rolls (Frequently, Slightly Impairing)

Many animals have a limited (or no) ability to perceive color, but this rarely qualifies as a Physical Limitation.

Reduced Leap

Many large animals cannot Leap as far as their strength would indicate, and a Physical Limitation reflects this. If the animal would get more points by selling back its Leaping, increase the value of the Limitation accordingly. Animals with STR 0 or lower cannot take this Limitation, since their STR automatically restricts their Leaping.

Value Physical Limitation

- 5 Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
- 5 Reduced Leap, can only leap 1" (Infrequently, Slightly Impairing)
- 5 Reduced Leap, cannot leap (Infrequently, Slightly Impairing)

Reduced Manipulation

Unlike humans and other sentient species, which typically have thumbs or other such digits, many animals have trouble manipulating physical objects. Some, such as elephants, do possess some limited fine manipulatory ability, but most are limited to fairly crude batting, scooping, or pushing.

A Physical Limitation reflects this. Very Limited

EXAMPLE CREATURES BY SIZE

Insectile: Spider

Minute: Bat

Minuscule: Demonling, Neuroparasite, Scorpion, Songbird

Tiny: Domestic Cat, Homing Pigeon, Homonculous, Simurgh, Squirrel

Diminutive: Falcon, Giant Rat, Jackalope, Psychovore, Rabbit, Raccoon

Small: Amphisbaena, Basilisk, Eagle, Large/Hunting Dog

Human Size: American Black Bear, Barracuda, Boar, Leopard, Lion, Deer/Antelope, Golem, Gorilla, Guardian Ape, Wolf

Large: Buffalo/Cattle, Camel, Centaur, Elemental, Giant Carnivorous Plant, Grizzly Bear, Hippopotamus, Horse, Manticore, Rhinoceros, Mako Shark

Enormous: Crocodile, Elephant, Giant Beetle, Great White Shark

Huge: Amorphous Horror, Hydra, Lesser Dragon, Sperm Whale, Treeman, Tyrannosaurus Rex

Gigantic: Apatosaurus, Giant Ape, Greater Dragon, Kraken

Gargantuan: Giant Dinosaur, Giant Worm, Sea Serpent

Colossal: Roc

Manipulation, possessed by most animals, means the creature has difficulty even picking objects up. It cannot perform any fine tasks, such as typing, open most gates or containers, and the like. Limited Manipulation represents animals who can perform some tasks, like opening gates or picking up things, but cannot finely manipulate them.

A creature with either of these Physical Limitations should not also apply the *Limited Manipulation* Limitation to any Extra Limbs they buy.

Value Physical Limitation

15	Very Limited Manipulation (Frequently, Greatly Impairing)
10	Limited Manipulation (Frequently, Slightly Impairing)

Size/Weight

Perhaps the most common Physical Limitation for animals is Size/Weight, which represents the detrimental effects of their mass or scale. Animals are not as limited in this respect as humans are — they rarely have to fit through doors, walk on upper floors, or ride in vehicles — but they do suffer some problems because of their size and/or weight. The accompanying table provides suggested parameters for this Disadvantage. As usual, the value of the Limitation depends on how frequently it restricts or hinders the animal — a creature who's four meters tall is always that tall, but his size only negatively affects him Infrequently.

Value Physical Limitation

20	Insectile, down to 1/64 human size (.032m, or .016") or smaller (All The Time, Greatly Impairing)
15	Minute, down to 1/32 human size (.064m, or .032") (Frequently, Greatly Impairing)
15	Minuscule, down to 1/16 human size (.125m, or .064") (Frequently, Greatly Impairing)
10	Tiny, down to 1/8 human size (.25m, or .125") (Frequently, Slightly Impairing)
10	Diminutive, down to one-quarter human size (.5m, or ¼") (Frequently, Slightly Impairing)
5	Small, down to half human size (1m, or ½") (Infrequently, Slightly Impairing)
0	Human size (no Limitation)
5	Large, up to twice human size (4m, or 2") (Infrequently, Slightly Impairing)
10	Enormous, up to four times human size (8m, or 2.1-4") (Frequently, Slightly Impairing)
10	Huge, up to eight times human size (16m, or 4.1-8") (Frequently, Slightly Impairing)
15	Gigantic, up to 16 times human size (32m, or 8.1-16") (Frequently, Greatly Impairing)
15	Gargantuan, up to 32 times human size (64m, or 16.1-32") (Frequently, Greatly Impairing)
20	Colossal, up to 64 times human size (128 m, or 32.1-64") or larger (All The Time, Greatly Impairing)

For every step larger than human size, an animal suffers -2 DCV, and all PER Rolls to perceive it are at +2. For example, a Gargantuan beast is at -10 DCV, and +10 PER to perceive. Additionally, large animals may have difficulty fitting into small spaces, unintentionally break things by brushing too close to

them, and so forth.

For every step smaller than human size, an animal suffers +3" Knockback from attacks. These extra inches only add to the distance traveled, not the damage taken from being Knocked Back. Additionally, small animals may have difficulty reaching things, carrying large objects, and the like.

Size does not necessarily indicate that an animal is taller than a human; it may reflect length or girth instead. The Physical Limitation reflects overall size and bulk, not just height. The specified parameters are guidelines; GMs should give each creature the Physical Limitation that fits it best, regardless of whether it's exactly the listed size.

See also the Size template, below, for more information on the effects of different sizes and altering an animal's size.

PSYCHOLOGICAL LIMITATION

Several Psychological Limitations are common to animals. They include:

Timid

Creatures with this Psychological Limitation are inherently non-aggressive and skittish. Easily frightened, they flee from anything they perceive as dangerous (typically including loud noises and fire). They can make an EGO Roll to resist running away, receiving bonuses if their young are threatened (+1 to +3) or they are cornered (+1 to +2).

Value Psychological Limitation

15	Timid (Common, Strong)
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Domesticated

Creatures with this Psychological Limitation have become so used to living with, and being taken care of by, humans (or some other sentient species) they can no longer fend for themselves. They often lack the Survival Everycreature Skill, and look to humans for food, shelter, and comfort.

Value Psychological Limitation

20	Domesticated (Very Common, Strong)
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REPUTATION

As discussed under the *Reputation* Perk, some animals become particularly well-known, and this may entail a Disadvantage as well as a benefit. For example, if Old Slewfoot is known to usually go after certain types of bait, or frequent certain parts of the swamp, his Reputation disadvantages him.

Similarly, some species of animals are known for negative traits, and a Reputation for all species members may reflect this. A seemingly beautiful fish may have a well-deserved Reputation as venomous and deadly, for example. People who don't know about its Reputation and get too close are in for a rude — and probably fatal — surprise.

RIVALRY

An animal that lives in a pack may have a rivalry with a packmate for food, mates, or the like. This rarely rises to the level of a Disadvantage, but may in some cases.

CREATURE TEMPLATES



To assist players and GMs with creating their own creatures, here are some “templates” for various abilities or conditions common to animals. They represent both normal things (like large size and strength, venom, or camouflage) and fantastic conditions (such as being mutated, having cybernetic enhancements, or becoming undead).

Of course, these templates are just guidelines. An undead animal might have the Undead template, or the GM might want to use only some of the abilities in that template to simulate a zombie critter. Feel free to mix, match, rewrite, and revise as necessary to suit your campaign or personal preferences.

ALTERED

The animal has been altered, deliberately or accidentally, by outside forces.

Cybernetic

An animal with this template has undergone surgery and other procedures to install cyberware, make improvements through bio-engineering, and so forth. Of course, the range of biological and technological modifications you could make to animals is virtually endless; the example abilities provided here represent just a few of the most common possibilities.

Being altered in this fashion may also cause the animal to acquire some Disadvantages, such as Dependence (needs fuel, maintenance, or replacement parts) or Psychological Limitations.

Cybersensors: Surgeons have installed sensory devices in the animal's body, or otherwise augmented one or more of its natural senses:

Cyberears: +2 *PER* with *Hearing Group*. Total cost: 4 points.

Cybereyes: +3 *PER* with *Sight Group*, *Infrared Perception (Sight Group)*, *Ultraviolet Perception (Sight Group)*, and *Telescopic (+4 versus Range for Sight Group)*. Total cost: 22 points.

Cyberradar: *Radar*. Total cost: 15 points.

Enhanced Olfactory Senses: +3 *PER* with *Smell/Taste Group*, *Rolls*. Total cost: 6 points. (Add *Tracking for Smell/Taste* if animal lacks it; this increases the total cost by 10 points.)

Dermal Armoring: Scientists have stimulated the growth of the animal's natural defenses to unnatural levels, or surgically implanted plastic armor into and beneath its skin.

Dermal Armoring: *Armor (+6 PD/+6 ED)*. Total cost: 18 points.

Enhanced Musculature: Surgeons have grafted extra muscles into key areas of the animal's body, and used bio-engineering to stimulate the growth of other muscles.

Enhanced Musculature: +10 *STR*. Total cost: 10 points.

Metallic Claws: Surgeons have replaced the animal's normal claws with razor-sharp metal ones.

Metallic Claws: *HKA 1d6*, *Armor Piercing (+½)* (22 Active Points); *Reduced Penetration (-¼)*. Total cost: 18 points. (If animal's natural claws are larger than *HKA 1d6*, increase damage appropriately.)

Metallic Jaws: Surgeons have replaced the animal's jawbones and teeth/fangs with much more powerful metal ones.

Metallic Jaws: *HKA 1d6*, *Armor Piercing (+½)* (total cost: 22 points) plus +10 *STR* (10 Active Points); *Only To Grab With Jaws (-1)* (total cost: 5 points). Total cost: 27 points. (If animal's natural teeth/fangs are larger than *HKA 1d6*, increase damage appropriately.)

Magic

Through deliberate or accidental exposure to magical energies, the animal has been changed for the better. Given the nature of magic, virtually any change is possible; listed below are a few examples.

Being magically altered may cause an animal to acquire some Disadvantages, such as *Enraged/Berserk*, *Susceptibility*, or *Vulnerability*.

Deadly Gaze: The animal's very gaze causes death to those who look it in the eye.

Deadly Gaze: *RKA 6d6*, *NND (defense is Power Defense or being blind; +1)*, *Does BODY (+1)*, *Reduced Endurance (0 END; +½)*, *Persistent (+½)* (360 Active Points); *Always On (-½)*, *Eye Contact Required (-½)*, *Cannot Use Targeting (-½)*, *Beam (-¼)*, *Cannot Be Bounced (-¼)*, *Limited Range (3"; -¼)*, *No KB (-¼)*. Total cost: 103 points.

Magical Protection: The animal's exposure to magic has granted it a limited ability to withstand other magical effects.

Magical Protection: *Magic Damage Reduction, 50%* (total cost: 30 points) plus *Power Defense (10 points)* (total cost: 10 points). Total cost: 40 points.

*Swift*ness: Magical energies have improved the creature's speed and reaction time.

Swiftness: *Running +6*" (total cost: 12 points) plus *+1 SPD* (total cost: 10 points). Total cost: 22 points.

Mutation

Through accidental or deliberate exposure to post-apocalypse radioactive fallout, toxic sludge, or the like, the animal has undergone mutation. Some of the possible effects are beneficial (at least in part), but the creature may also acquire some Disadvantages as a result (particularly Dependence, Enraged/Berserk, and Physical Limitation).

Berserk Strength: Its mutations cause it constant pain, making the animal crazed with fury and fear.

Berserk Strength: *+15 STR*. Total cost: 15 points. Animal also acquires a Disadvantage: *Enraged: Berserk in combat (Very Common)*, go 14-, recover 8- (45 points).

Hideousness: The mutations have made the animal horrifying to look at — its skin has bubbled up through its fur in places, it has suppurating sores all over its body, and so on.

Hideousness: *+20 PRE* (20 Active Points); *Only For Fear-Based Presence Attacks (-1)*. Total cost: 10 points. Animal also acquires *-8 COM* (+4 points).

Radioactive Aura: The animal constantly emits a small field of intense radiation which affects anyone who contacts it.

Radioactive Aura: *Drain CON 1d6, Delayed Return Rate* (points return at the rate of 5 per Hour; +1), *Continuous (+1)*, *Damage Shield (+½)*, *Persistent (+½)*, *Reduced Endurance (0 END; +½)* (45 Active Points); *Always On (-½)*. Total cost: 30 points.

Tentacles: One or more tentacles have grown from the creature's body.

Tentacles: *Extra Limbs* (5 Active Points); *Limited Manipulation (-¼)* (total cost: 4 points) plus *+10 STR* (10 Active Points); *Only With Extra Limbs (-½)* (total cost: 7 points). Total cost: 11 points.

AQUATIC

A creature with this template has adapted to, or been altered for, life underwater.

Cost Aquatic Template

5 Gills: Life Support: Expanded Breathing (Breathe Underwater)

3 Aquatic Body or Webbed Paws: Swimming +3" (possibly more)

1 Aquatic Body: Life Support (Safe Environment: High Pressure)

Total cost: 9 points

BATTLE-TRAINED

An animal with this template — typically a horse or a dog — has been trained for use in combat. It is less skittish and fearful than others of its kind, and knows how to attack on command.

Cost Battle-Trained

3 Combat-Acclimated: +3 PRE (may be more)

1 Combat-Acclimated: +3 PRE (3 Active Points); Only To Protect Against Presence Attacks (-1)

2 PS: Attack 11- (see *Animal Handler*, page 11).

2 PS: Stop Attacking 11-

Total cost: 8 points

CAMOUFLAGE

This template represents an animal that blends in with its surroundings better than normal, thus making it easier for it to escape detection. A few animals can even change their color at will.

Cost Basic Camouflage

3 Camouflage Coloration: +4 to Concealment (8 Active Points); Self Only (-½), Only In Specific Environments/Situations (-1)

1 Camouflage Coloration: +1 to Stealth (2 Active Points); Only In Specific Environments/Situations (-1)

Total cost: 4 points

Cost Color Changing

5 Camouflage Coloration: +4 to Concealment (8 Active Points); Costs END To Activate (-¼), Self Only (-½)

2 Camouflage Coloration: +1 to Stealth (2 Active Points); Costs END To Activate (-¼)

Total cost: 7 points

DISEASED

An animal with this templates has a disease it can pass on to humans. It may suffer from the disease itself, or may simply act as a "carrier."

Described below are two diseases commonly associated with animals, rabies and bubonic plague.

Rabies

Humans contract this highly contagious disease of the nervous system when bitten by an animal who has it (or, rarely, by eating infected meat). The onset of symptoms can occur as quickly as about ten days, or as slowly as about a year, after being bitten. When the disease begins to affect the victim, he suffers fever, headache, fatigue, sore throat, nausea, and coughing for about one to four days. A state of excessive agitation and motor activity follows, soon leading to hallucinations, confusion, combativeness, and muscle seizures. The victim develops an extreme sensitivity to light, noise, and even touch. Excessive salivation, combined with difficulty swallowing, creates the "foaming at the mouth" effect for which this disease is well-known. The victim's periods of lucidity become shorter and shorter, until eventually he lapses into a coma, and then dies.

The best way to treat rabies is to capture the animal and test it to determine if it has the

disease. If it does, or if testing is not possible, the wound is cleansed and antibiotics administered, and the victim then undergoes a series of painful injections over the next several days.

Rabies, First Stage: Drain CON 4d6, Delayed Return Rate (points return at the rate of 5 per Week; +1¾), NND (defense is appropriate LS: Immunity; +1) (150 Active Points); 1 Charge (-2), Extra Time (one week's onset time; -4½), Gradual Effect (4 Days, 1d6/day; -1¾), Bite Must Do BODY (-½) (total cost: 15 points) **plus** Drain END 4d6, same modifiers and cost as Drain CON, **plus** Linked (-½) (total cost: 15 points). Total cost: 30 points.

Rabies, Second Stage: Drain STR 3d6, Delayed Return Rate (points return at the rate of 5 per Week; +1¾), NND (defense is appropriate LS: Immunity; +1) (112 Active Points); 1 Charge (-2), Extra Time (onset time begins after first stage takes full effect; -4½), Gradual Effect (3 Days, 1d6/day; -1¾), Bite Must Do BODY (-½), Linked (to first stage; -½) (total cost: 11 points) **plus** Drain INT 3d6, same modifiers and cost as Drain STR, but Linked (to Drain STR; -½) (total cost: 11 points) **plus** Drain EGO 3d6, same modifiers and cost as Drain STR, but Linked (to Drain STR; -½) (total cost: 11 points). Total cost: 33 points.

Rabies, Third Stage: Drain STUN 3d6, Delayed Return Rate (points return at the rate of 5 per Week; +1¾), NND (defense is appropriate LS: Immunity; +1) (112 Active Points); 1 Charge (-2), Extra Time (onset time begins after second stage takes full effect; -4½), Gradual Effect (3 Days, 1d6/day; -1¾), Bite Must Do BODY (-½), Linked (to second stage; -½). Total cost: 11 points.

Rabies, Final Stage: Drain BODY 5d6, Delayed Return Rate (points return at the rate of 5 per Week; +1¾), NND (defense is appropriate LS: Immunity; +1) (187 Active Points); 1 Charge (-2), Extra Time (onset time begins after third stage takes full effect; -4½), Gradual Effect (5 Hours, 1d6/hour; -1¾), Bite Must Do BODY (-½), Linked (to third stage; -¼). Total cost: 20 points.

Rabies, total cost: 94 points.

Bubonic Plague (“the Black Death”)

Carried by fleas that live on rats, and passed on to humans when the fleas bite them after the rats come into close contact with people, bubonic plague is often referred to as “the black death” because of the black buboes (swellings) and black skin blotches it causes (from internal bleeding). It attacks quickly, typically killing the victim within five days after exposure. Mere hours after contracting the disease, the victim begins to feel chilled, feverish, nauseous, and eventually delirious. He also experiences severe pain, boils, and black buboes as large as an apple in the armpits and groin which ooze pus and blood. An even more virulent form, pneumonic plague,

spreads through the air and causes continuous fever and the spitting of blood instead of swelling.

Curing bubonic plague requires treatment with streptomycin or tetracycline within the first 15 hours of the onset of symptoms. Beyond that point, the disease has progressed too far to save the victim.

Bubonic Plague, First Effect: Drain CON 5d6, Delayed Return Rate (points return at the rate of 5 per Week; +1¾), NND (defense is appropriate LS: Immunity; +1) (187 Active Points); 1 Charge (-2), Extra Time (one hour's onset time [sometimes more]; -3), Gradual Effect (5 Days, 1d6/day; -1¾). Total cost: 24 points.

Bubonic Plague, Second Effect: Drain STR 5d6, Delayed Return Rate (points return at the rate of 5 per Week; +1¾), NND (defense is appropriate LS: Immunity; +1) (187 Active Points); 1 Charge (-2), Extra Time (begins to affect victim one day after first effect; -4), Gradual Effect (5 Days, 1d6/day; -1¾). Total cost: 21 points.

Bubonic Plague, Third Effect: Drain COM 3d6, Delayed Return Rate (points return at the rate of 5 per Week; +1¾), NND (defense is appropriate LS: Immunity; +1) (112 Active Points); 1 Charge (-2), Extra Time (begins to affect victim one day after first effect; -4), Gradual Effect (3 Days, 1d6/day; -1¾). Total cost: 13 points.

Bubonic Plague, Fourth Effect: Drain BODY 5d6, Delayed Return Rate (points return at the rate of 5 per Week; +1¾), NND (defense is appropriate LS: Immunity; +1) (187 Active Points); 1 Charge (-2), Extra Time (begins to affect victim one day after second effect; -4), Gradual Effect (5 Days, 1d6/day; -1¾). Total cost: 21 points.

Bubonic Plague, total cost: 79 points.

For the pneumonic variety of the plague, increase the Drain BODY to 6d6, and make all effects Sticky (representing the ease with which the disease passes from person to person).

DIVINE

The opposite of Infernal, this template represents creatures who were created by, work for, or live with the higher powers of light, justice, truth, and beauty. They occasionally come to mortal realms to assist the human servants of their masters.

Divine Awareness: Divine creatures possess senses beyond those of mortal animals.

Divine Awareness: *Infrared Perception (Sight Group), Ultrasonic Perception (Hearing Group), Ultraviolet Perception (Sight Group), Telescopic (+6 versus Range for Sight and Hearing Groups).* Total cost: 31 points.

Divine Form: The beasts of heaven are as immortal as their masters.

Divine Form: *Life Support (Longevity: Immortality).* Total cost: 5 points.

ONSET TIME

For diseases, and for the toxins listed elsewhere in this book, the Extra Time Limitation represents the onset time of the illness — how long it takes between the time of infection and when the victim first begins to suffer symptoms (or between the time of being poisoned, and when the poison takes affect). Although diseases and poisons are built using Attack Powers, animals who carry or use them should be allowed to make other attacks while the onset time runs.

Divine Shield: The creatures of the celestial realms are very hard to harm.

Divine Shield: *Physical and Energy Damage Reduction, Resistant, 50%. Total cost: 60 points.*

Holy Aura: A glowing aura of holy light surrounds the creature, causing pain to all evil beings who come near it.

Holy Aura: *Sight Group Images, 1" radius, Reduced Endurance (0 END; +½) (15 Active Points); Only To Create Light (-1), No Range (-½), Linked (-½) (total cost: 5 points) plus RKA 1d6, Continuous (+1), Damage Shield (+½), Penetrating (+½), Reduced Endurance (0 END; +½) (52 Active Points); Only Affects Evil Beings (-½) (total cost: 35 points). Total cost: 40 points.*

Total cost for Divine template: 136 points.

ELEMENTAL

A creature with one of these templates possesses powers derived from one of the four classic elements — Air, Earth, Fire, and Water.

Each template lists its powers separately. If appropriate, you may buy some or all of them through Elemental Controls, thus reducing the cost. You may wish to make some of the powers Inherent, depending on the nature of the creature.

Air

Creatures of the Air have bodies formed of wind and cloud. They fly with great speed and precision.

Body Of Air: *Desolidification (affected by magic) (40 Active Points); Cannot Pass Through Solid Objects (-½). Total cost: 27 points.*

Body Of Air: *Physical Damage Reduction, Resistant, 75% plus Energy Damage Reduction, Resistant, 25%. Total cost: 75 points.*

Windrunning: *Flight 20", x8 noncombat, Rapid Noncombat Movement (+¼), Combat Acceleration/Deceleration (+¼), Reduced Endurance (0 END; +½). Total cost: 100 points.*

Windrunning: *+6 with Flight. Total cost: 12 points.*

True Flyer: *Running -6" and Swimming -2". Total saved: 14 points.*

Total cost for Air template: 200

Earth

With their bodies of dirt, rock, and stone, animals of Earth are massive and strong, able to inflict serious harm on their foes. They often take Physical Limitations to represent their enormous weight.

Body Of Earth: *Armor (10 PD/10 ED) (or substitute Damage Resistance, if appropriate). Total cost: 30 points.*

Strength Of The Earth: *+30 STR. Total cost: 30 points.*

Passage Of Earth: *Tunneling 6" through 10 DEF material, Fill In. Total cost: 52 points.*

Stonesight: *N-Ray Perception (Sight Group) (cannot perceive through organic matter) (10 Active Points); Only To See Through Earth And Stone (-1). Total cost: 5 points.*

Total cost for Earth template: 117 points.

Fire

Creatures of Fire, with their bodies made of elemental flame, are dangerous to touch (or be touched by), though to the eyes of humans they are quite beautiful.

Beauty Of Flame: *+8 COM. Total cost: 4 points.*

Body Of Fire: *Energy Damage Reduction, Resistant, 75% (60 Active Points); Only Works Against Fire (-½). Total cost: 40 points.*

Body Of Fire: *HKA 1d6, Continuous (+1), Damage Shield (does damage in HTH Combat; +¾), Inherent (+¼), Persistent (+½), Reduced Endurance (0 END; +½) (60 Active Points); Always On (-½), No STR Bonus (-½). Total cost: 30 points.*

Wings Of Fire: *Flight 15". Total cost: 30 points.*

Total cost for Fire template: 104 points.

Water

Water creatures have bodies of wave and foam, allowing them to exist underwater without harm.

Body Of Water: *Desolidification (affected by magic or fire) (40 Active Points); Cannot Pass Through Solid Objects (-½). Total cost: 27 points.*

Body Of Water: *Physical Damage Reduction, Resistant, 75% plus Energy Damage Reduction, Resistant, 25%. Total cost: 75 points.*

Body Of Water: *Life Support (Expanded Breathing: Can Breathe Out Of Water, Safe Environment: High Pressure). Total cost: 6 points.*

Waverunning: *Swimming +15", x8 noncombat. Total cost: 25 points.*

Total cost for Water template: 133 points.

EXTRA HEADS

An animal with this template has more heads than normal members of his species. Typically this just increases its perceptiveness, but the additional noggins may also improve its ability to fight if it has fangs. On the other hand, the extra heads may handicap the creature by causing it to get into arguments with itself.

Cost Extra Heads

5 **Extra Heads:** *Extra Limbs (however many additional heads the creature has)*

3 **More Eyes Better:** *+1 PER with all Sense Groups (add another +1, at 3 Character Points each, for each extra head)*

10 **More Eyes Better: Increased Arc Of Perception (360 Degrees) for Sight Group**

Total cost: 18 points.

Optional ability: Fangs A Lot: +1 OCV with Fangs/Bite (2 points) (add another +1, at 2 Character Points each, for each extra head).

Optional Disadvantage: Psychological Limitation: Heads Tend To Argue Amongst Themselves (Common; Moderate; 10 points).

FAMILIAR

This template represents an animal who is a wizard's familiar. There are many possible abilities for familiars; the ones listed below are some of the most common.

Magical Communication: The wizard has a magical link to his familiar; he knows what it is thinking, and can communicate with it mentally over vast distances.

Magical Communication: *Mind Link, one mind (the wizard), Psychic Bond. Total cost: 10 points.*

Magic Augmentation: The presence of the familiar boosts the power of the wizard's magic, but only when the two are in proximity to each other.

Magic Augmentation: *Aid Magic 2d6, any magic power one at a time (+¼), Delayed Return Rate (points fade at the rate of 5 per Hour; +1) Invisible Power Effects (Fully Invisible; +1) (65 Active Points); Only When Within 5" Of Wizard (-1), Limited To One Power At A Time (-0), Total cost: 32 points.*

Shared Senses: The wizard and the familiar can see and hear through each other's senses, though doing so prevents them from using their own senses. With this ability, the familiar can act as the wizard's spy, creeping into areas where the wizard could not go.

Shared Senses: *Clairsentience (Sight And Hearing Groups), 4x Range (1,200"), Usable Simultaneously (familiar and wizard at once; +½), Reduced Endurance (0 END; +½) (80 Active Points); Blackout (-½), Only Through The Senses Of Others (familiar only; -1). Total cost: 32 points.*

Total cost for Familiar template: 74 points.

FEROCIOUS

This template represents a particularly fierce, vicious, or dangerous creature.

Cost Ferocious

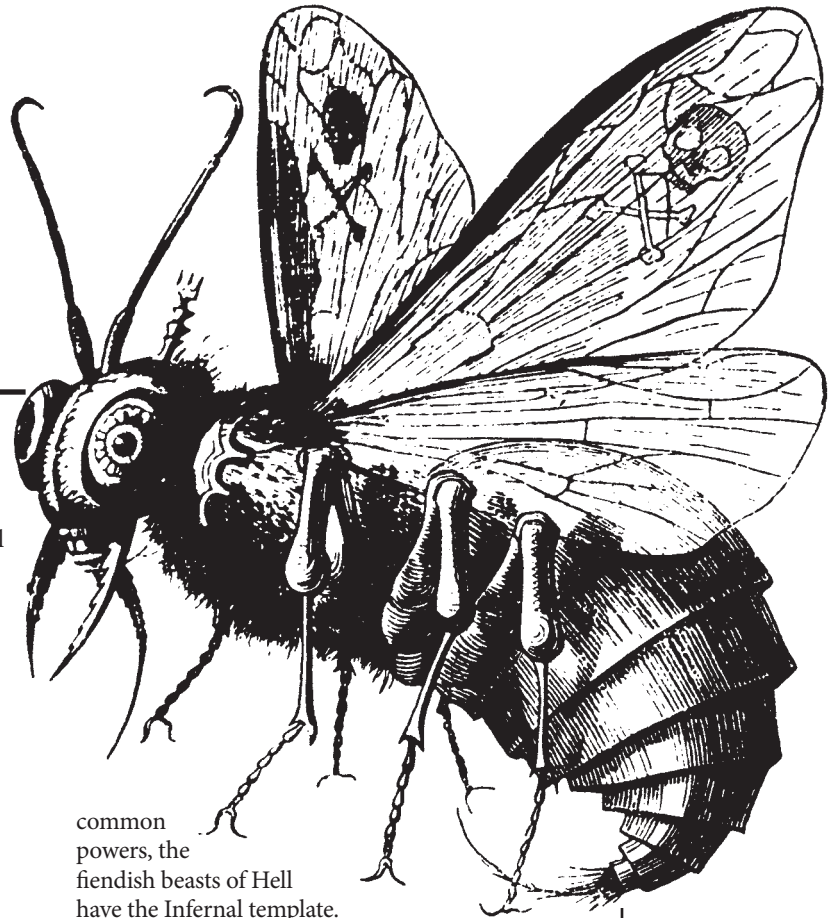
10 **Ferocious Strength: +10 STR**

4 **Terrifying Appearance: +5 PRE (5 Active Points); Only To Make Or Resist Presence Attacks (-¼)**

Total cost: 14 points.

INFERNAL

As above, so below. Where creatures of the heavens have the Divine template to represent their



common powers, the fiendish beasts of Hell have the Infernal template.

Demonic and diabolic animals are incredibly diverse, with a wide range of foul and horrifying abilities; the ones listed here represent some of the most common.

Demonic Claws: Infernal creatures have claws capable of inflicting deadly wounds. (If the creature's normal claws have more base DCs than this power, increase the power appropriately; you can also apply this power to an animal's fangs.)

Demonic Claws: *HKA 1½d6, Armor Piercing (+½). Total cost: 37 points.*

Hellfire Aura: Infernal creatures can make their bodies burst into hellflame, causing terrible burns to anyone who touches them.

Hellfire Aura: *HKA 1½d6, Continuous (+1), Damage Shield (+½), Penetrating (+½), Reduced Endurance (½ END; +¼) (81 Active Points); No STR Bonus (-½). Total cost: 54 points.*

Infernal Form: The beasts of Hell are as immortal as their masters.

Infernal Form: *Life Support (Longevity: Immortality). Total cost: 5 points.*

Infernal Shield: The creatures of the infernal realms are very hard to harm.

Infernal Shield: *Physical and Energy Damage Reduction, Resistant, 50%. Total cost: 60 points.*

Total cost for Infernal template: 156 points.

REACH FOR LARGE CREATURES

Large creatures' extra reach is simulated with inches of Stretching, bought with these Power Modifiers: Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼).

As with everything else in a Size template, reach is not required. Some creatures, particularly humanoid ones such as giant apes, need it. Others can't reach significantly far away from their bodies, so they don't need reach.

LARGE CREATURES AND DCV

As noted under Physical Limitation, for every step larger than human size, an animal suffers -2 DCV, and all PER Rolls to perceive it are at +2. The DCV penalty was included in the Physical Limitation for two reasons: first, it almost never varies from the standard (unlike the DCV bonus for being smaller than human size, which often varies); and because the rules for negative DCV Levels (*HERO System 5th Edition, Revised*, page 54) are optional. However, the value of the negative DCV Levels (using the standard cost of 5 Character Points per Level) exceeds the points the creature gets from the Physical Limitation. If you prefer, you can adopt the negative DCV Levels rule, and then instead of including the reduced DCV as part of the Physical Limitation, subtract the negative Levels' cost from the cost of the Size Template.

SIZE

This suite of Templates represents creatures that are significantly smaller or larger than normal. Larger creatures are stronger, sturdier, more impressive, and run faster than their ordinary kin, whereas smaller creatures are weaker and run more slowly, but are harder to see and can fit into small spaces. Larger animals normally do more damage with their attacks, and smaller animals less damage, but this has to be calculated separately for each animal due to the many factors influencing the cost of Attack Powers. As an approximate guideline, +/- 1 DC per Size category larger or smaller often works well.

In addition to the abilities listed for each template, the creature should take an appropriate *Size/Weight* Physical Limitation (see above). Since the names for the Size/Weight categories depend on the creature's relationship to normal human size, the proper Physical Limitation for a template often has a different name than the template itself. For example, a housecat is normally about 15 inches long, entitling it to a *Diminutive* Physical Limitation. Doubling its size involves putting the Large Size template on it, which makes it about 30 inches long. However, that doesn't mean it also gets the *Large* Physical Limitation; instead, it qualifies for the *Small* Physical Limitation, since it's now a little less than half human size.

The small Size templates work well for creating baby or juvenile animals of a given species. In addition to the template changes, you should also reduce the animal's defenses, attacks, and Skills, to represent the younger animal's inexperience and not yet fully-formed body.

As always, these templates are guidelines. Many creatures vary from them in significant ways. For example, many birds, though small, are so brightly colored that they don't have the full Concealment and Stealth bonuses for their size. Similarly, many small animals do not have the entire DCV bonus the template provides, many larger creatures aren't as fast as their templates indicate, and you should often adjust Characteristic modifications to suit specific creatures.

Cost	Size: Insectile (creature is about one-sixty-fourth normal size)
16	Easily Hidden: +12 to Concealment (24 Active Points); Self Only (-½)
60	Hard To Hit: +12 DCV
24	Hard To Perceive: +12 to Stealth
-30	Less Impressive: -30 PRE (minimum of 0; adjust cost accordingly)
-36	Shorter Legs: Running -18" (minimum of 1"; may be changed to compensate for reduced movement due to negative STR)
-30	Weaker: -30 STR (minimum of -30; adjust cost accordingly)
Total points cost: 4	

Cost	Size: Minute (creature is about one-thirty-second normal size)
13	Easily Hidden: +10 to Concealment (20 Active Points); Self Only (-½)
50	Hard To Hit: +10 DCV
20	Hard To Perceive: +10 to Stealth
-25	Less Impressive: -25 PRE (minimum of 0; adjust cost accordingly)
-30	Shorter Legs: Running -15" (minimum of 1"; may be changed to compensate for reduced movement due to negative STR)
-25	Weaker: -25 STR (minimum of -30; adjust cost accordingly)
Total points cost: 3	

Cost	Size: Minuscule (creature is about one-sixteenth normal size)
11	Easily Hidden: +8 to Concealment (16 Active Points); Self Only (-½)
40	Hard To Hit: +8 DCV
16	Hard To Perceive: +8 to Stealth
-20	Less Impressive: -20 PRE (minimum of 0; adjust cost accordingly)
-24	Shorter Legs: Running -12" (minimum of 1"; may be changed to compensate for reduced movement due to negative STR)
-20	Weaker: -20 STR (minimum of -30; adjust cost accordingly)
Total points cost: 3	

Cost	Size: Tiny (creature is about one-eighth normal size)
8	Easily Hidden: +6 to Concealment (12 Active Points); Self Only (-½)
30	Hard To Hit: +6 DCV
12	Hard To Perceive: +6 to Stealth
-15	Less Impressive: -15 PRE (minimum of 0; adjust cost accordingly)
-18	Short Legs: Running -9" (minimum of 1"; may be changed to compensate for reduced movement due to negative STR)
-15	Weak: -15 STR (minimum of -30; adjust cost accordingly)
Total points cost: 2	

Cost	Size: Diminutive (creature is about one-quarter normal size)
5	Easily Hidden: +4 to Concealment (8 Active Points); Self Only (-½)
20	Hard To Hit: +4 DCV
8	Hard To Perceive: +4 to Stealth
-10	Less Impressive: -10 PRE (minimum of 0; adjust cost accordingly)
-12	Short Legs: Running -6" (minimum of 1"; may be changed to compensate for reduced movement due to negative STR)
-10	Weak: -10 STR (minimum of -30; adjust cost accordingly)
Total points cost: 1	



Cost **Size: Small** (creature is about half normal size)
 3 Easily Hidden: +2 to Concealment (4 Active Points); Self Only (-½)
 10 Hard To Hit: +2 DCV
 4 Hard To Perceive: +2 to Stealth
 -5 Less Impressive: -5 PRE (minimum of 0; adjust cost accordingly)
 -6 Short Legs: Running -3" (minimum of 1"; may be changed to compensate for reduced movement due to negative STR)
 -5 Weak: -5 STR (minimum of -30; adjust cost accordingly)
 Total points cost: 1

Cost **Size: Large** (creature is up to twice normal size)
 15 Greater Strength: +15 STR
 6 Greater Mass: +3 BODY
 6 Heavy: Knockback Resistance -3"
 5 More Impressive: +5 PRE
 12 Long Legs: Running +6"
 3 Tougher: +3 ED
 4 Reach: Stretching 1"
 Total points cost: 51

Cost **Size: Enormous** (creature is up to four times normal size)
 30 Greater Strength: +30 STR
 12 Greater Mass: +6 BODY
 12 Heavy: Knockback Resistance -6"
 10 More Impressive: +10 PRE
 24 Long Legs: Running +12"
 6 Tougher: +6 ED
 9 Reach: Stretching 2"
 Total points cost: 103

Cost **Size: Huge** (creature is up to eight times normal size)
 45 Greater Strength: +45 STR
 18 Greater Mass: +9 BODY
 18 Heavy: Knockback Resistance -9"
 15 More Impressive: +15 PRE
 36 Long Legs: Running +18"
 9 Tougher: +9 ED
 17 Reach: Stretching 4"
 Total points cost: 158

Cost **Size: Gigantic** (creature is up to sixteen times normal size)
 60 Greater Strength: +60 STR
 24 Greater Mass: +12 BODY
 24 Heavy: Knockback Resistance -12"
 20 More Impressive: +20 PRE
 48 Long Legs: Running +24"
 12 Tougher: +12 ED
 34 Reach: Stretching 8"
 Total points cost: 222

Cost **Size: Gargantuan** (creature is up to thirty-two times normal size)
 75 Greater Strength: +75 STR
 30 Greater Mass: +15 BODY
 30 Heavy: Knockback Resistance -15"
 25 More Impressive: +25 PRE
 60 Long Legs: Running +30"
 15 Tougher: +15 ED
 69 Reach: Stretching 16"
 Total points cost: 304

Cost **Size: Colossal** (creature is up to sixty-four times normal size)
 90 Greater Strength: +90 STR
 36 Greater Mass: +18 BODY
 36 Heavy: Knockback Resistance -18"
 30 More Impressive: +30 PRE
 72 Long Legs: Running +36"
 18 Tougher: +18 ED
 137 Reach: Stretching 32"
 Total points cost: 419

SMART (CUNNING)

For creatures with an unusual degree of intelligence — animal companions like Lassie and Silver, for example — apply this template. For malicious or evil beasts, retitle it “Cunning.”

Cost **Smart (Cunning)**
 3 Brave: +3 PRE (optional, if the animal is also Battle-Trained)
 5 Insightful: +5 INT
 1 Understanding: Language: English (basic conversation) (The animal can only understand speech, not speak back, though it may find other ways to communicate: “Woof!” “What’s that, boy? Timmy’s missing?” “Woof, woof woof!” “He’s fallen down a well!?! And he needs his insulin shot? Lead the way!”)
 Total points cost: 9

SPACE

An animal with this template lives in the icy, unforgiving depths of space. To survive the rigors of hard vacuum, plasma storms, and the like, it must be tough and strong, which can make it a definite threat to starfaring craft and space stations (especially if it’s large, as many space creatures tend to be). Large space creatures often receive fewer points for their *Size/Weight* Physical Limitation, since space is so vast they’re disadvantaged much less often than terrestrial beasts.

Cost **Space**
 4 Adapted To Space: Environmental Movement: Zero-G Training
 40 Space Travel: Flight 20" (may be faster, or MegaScaled)
 10 Space Travel: FTL Travel (1 LY/year) (may be faster)
 10 Strong Body: +10 STR
 30 Tough Body: Armor (10 PD/10 ED)
 6 Vacuum Adaptation: Life Support (Safe Environments: High Radiation, Intense Cold, Low Pressure/Vacuum)
 Total points cost: 100

SPIKES

A few creatures, such as some species of dinosaurs, have spikes over most of their bodies to discourage predators. The following template simulates this, though it may require alteration based on the size of the creature (and thus its spikes or spines) and/or how many spikes/spines it has.

Cost **Spikes**
 22 Spikes: HKA 1d6, Continuous (+1), Damage Shield (+½), Inherent (+¼), Persistent (+½),

BEYOND TEMPLATES

The templates described in this section aren't the only "modular" elements of this book. Many of the animal character sheets have abilities you can "drag and drop" from one creature to another as you create your own beasts. Numerous types of claws, fangs, horns, and antlers are the best example, but just about any part of an animal could be used for some other animal.

For instance, suppose you're running a *Fantasy Hero* campaign where the PCs' major enemy is an insane wizard who likes to create new animals by mixing and matching parts. You decide to build a vult-hound, a monster with the body of a hyena, head of a gigantic vulture, and legs of a lion, to serve as the wizard's pet. For the head, you can take the beak and eyes of an eagle (page 136), using the guidelines from the Size template above to make it larger and deadlier (so it fits properly on the hyena body). For the hyena body, you use the body (*i.e.*, the main physical Characteristics and abilities) of a wolf (page 188). For the lion's legs, you buy the same amount of running, and same claws, as a lion (page 145). Thus, with just a few minutes of work, you've got a brand new monster to bedevil the PCs with!

Reduced Endurance (0 END; +½) (56 Active Points); Always On (-½), Activation Roll 14- (-½), No STR Bonus (-½)

Total points cost: 22

UNDEAD

These templates represent animals that have returned from the dead, whether due to a curse, the power of necromancy, or some other reason. One template is for typical corporeal undead (skeletal, zombified, or mummified animals), the other for incorporeal undead (ghost animals). Corporeal undead should take the *Reduced Endurance* (0 END) Advantage for their STR, and incorporeals should sell back their STR to 0, but this cost is not included in the template because it varies.

Additionally, creatures with the Corporeal Undead template should take the *Affected By Necromancy* Physical Limitation. It represents the fact that even though they're Automatons, they are susceptible to necromantic magic affecting EGO or PRE. See the character sheets for undead in this book for suggested values. Ghostly undead, being more self-willed and thus not Automatons, don't qualify for this Disadvantage. However, either type may take Disadvantages reflecting their unholy nature (such as a Susceptibility to holy places or things), if appropriate to the campaign. Other Disadvantages may also apply; see the undead write-ups in this book for some ideas.

Cost Corporeal Undead

70 Automaton Nature: Automaton, Does Not Bleed, No Hit Locations, Takes No STUN (basic version; don't forget to adjust the animal's defenses, as indicated on page 458 of the *HERO System 5th Edition, Revised*; defenses listed in this template have already been adjusted)

4 Undead Body: +2 PD; Only Protects Against Slashing Or Piercing Attacks (for skeletons) Or Crushing Or Piercing Attacks (for zombies and mummies) (-½)

3 Undead Body: +2 PD; Only Protects Against Piercing Attacks (-1)

6 Undead Senses: +4 PER with all Senses (12 Active Points); Only To Perceive Images Created By Means Other Than Necromancy (-1)

10 Undead Strength: +10 STR

50 Undead Vitality: Life Support: Total (including Immunity to all terrestrial diseases and poisons)

Total points cost: 143 (plus cost of Reduced Endurance (0 END) on STR)

Cost Incorporeal Undead

70 Chilling Touch: Drain STUN 2d6, Affects Physical World (+2), Reduced Endurance (0 END; +½)

60 Ghostly Form: Desolidification (affected by silver weapons or magic), Reduced Endurance (0 END; +½), Persistent (+½), Inherent (+¼); Always On (-½)

24 Ghostwalking: Flight 8", Reduced Endurance (0 END; +½)

52 Psychokinesis: Telekinesis (10 STR), Affects Physical World (+2), Reduced Endurance

(0 END; +½)

10 Undead Form: No Hit Locations

6 Undead Senses: +4 PER with all Senses (12 Active Points); Only To Perceive Images Created By Means Other Than Necromancy (-1)

50 Undead Vitality: Life Support: Total (including Immunity to all terrestrial diseases and poisons)

Total points cost: 272 (minus cost of selling back STR to 0)

Cost Optional Undead Ability

17 Hunger For Life: Detect Life (PER Roll), Sense, Range

Total points cost: 17

VENOM

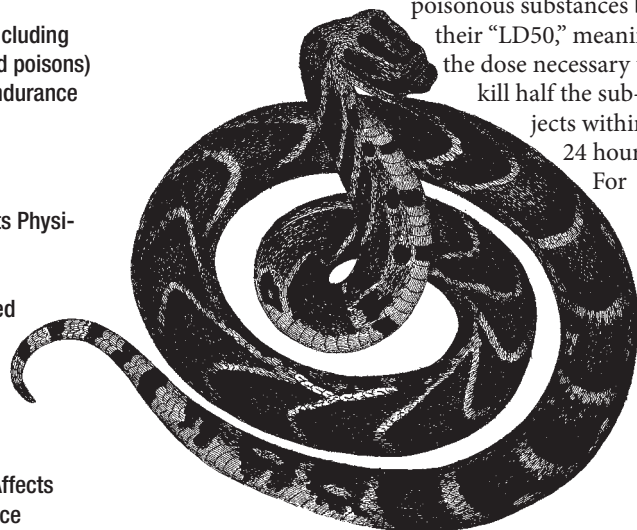
An animal with this template is venomous, meaning it can inject a poison into its victims by biting, stabbing, or stinging them. (This contrasts with "poisonous" animals, which give off a poison if touched or eaten, and usually advertise their deadly nature with bright coloration.)

Most animal venoms fall into one of two categories. The first is haemotoxins, which affect the blood and tissues, causing swelling, intense pain, internal bleeding, and thickening or thinning of the blood. American pit vipers, such as the fer-de-lance or diamondback rattlesnake, have haemotoxic venoms. The second is neurotoxins, which affect the nervous system. They may cause little or no pain, but inflict distress and, eventually, death through suffocation or heart failure. Cobras and coral snakes have neurotoxic venom. Some venoms contain both types of toxin, or are mytoxins (which dissolve tissue).

Seven venoms are presented below, in varying levels of lethality: Weak, Mild, Average, Strong, Deadly, Lethal, and Extremely Lethal. The deadliness of a venom reflects how lethal it is to humans. Many animals with weak venoms can use them quite effectively against small animals, for whom those poisons are strong enough to cause paralysis or death. (Gamemasters desiring greater realism of presentation can buy such an animal's venom in a Multipower, with one slot for humans, one for small animals, and Charges on the entire reserve.)

Gauging the lethality of a given animal's poison often proves difficult. Scientists evaluate

poisonous substances by their "LD50," meaning the dose necessary to kill half the subjects within 24 hours. For



obvious reasons, it's not possible to test LD50 ratings fully under controlled conditions. The venoms assigned to animals in this book are estimates based on available scientific and reliable anecdotal evidence; feel free to adjust them to suit your own research or preferences.

Most venomous animals are immune to the effects of their own venom (and thus that of other members of their species). However, since this is not a requirement (especially not in fantastic literature), none of these templates have the Personal Immunity Advantage. You can add it yourself if necessary, as is done with some of the animal write-ups in this book.

All of these venom write-ups assume the animal can deliver a poisonous bite four times per day. Adjust this (and recalculate the cost) if necessary.

Weak: A Weak venom is enough to make an adult human feel sick, but not enough to have a fatal effect. The effects may be more pronounced in children or the aged.

Weak Venom: HKA 1 point ($\frac{1}{2}d6$ with STR) (total cost: 5 points) plus Drain CON 2d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1) (60 Active Points); 4 Charges (-1), HKA Must Do BODY ($-\frac{1}{2}$), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), Gradual Effect (40 Minutes; 1d6/20 Minutes; -1) (total cost: 11 points). Total cost: 16 points.

Mild: A Mild venom can kill weak people, such as some senior citizens and children, and harm and sicken adults.

Mild Venom: HKA 1 point ($\frac{1}{2}d6$ with STR) (total cost: 5 points) plus Drain CON 2d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1) (60 Active Points); 4 Charges (-1), HKA Must Do BODY ($-\frac{1}{2}$), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), Gradual Effect (40 Minutes; 1d6/20 Minutes; -1) (total cost: 11 points) plus RKA 1d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1) (45 Active Points); No Range ($-\frac{1}{2}$), 4 Charges (-1), HKA Must Do BODY ($-\frac{1}{2}$), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), Gradual Effect (5+ Minutes; 1 pip/5 minutes; $-\frac{3}{4}$), Linked ($-\frac{1}{2}$) (total cost: 7 points). Total cost: 23 points.

Average: This represents a poison of average strength, one capable of killing a healthy adult human in the right circumstances.

Average Venom: HKA 1 point ($\frac{1}{2}d6$ with STR) (total cost: 5 points) plus Drain CON 3d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1) (90 Active Points); 4 Charges

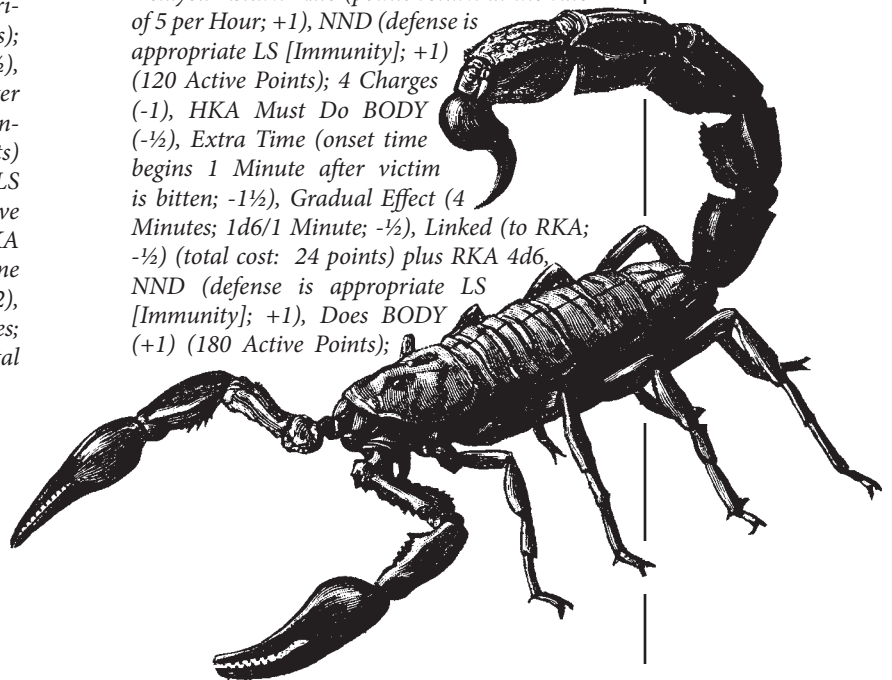
(-1), HKA Must Do BODY ($-\frac{1}{2}$), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), Gradual Effect (15 Minutes; 1d6/5 Minutes; $-\frac{3}{4}$) (total cost: 17 points) plus RKA 2d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1) (90 Active Points); No Range ($-\frac{1}{2}$), 4 Charges (-1), HKA Must Do BODY ($-\frac{1}{2}$), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), Gradual Effect (10 Minutes; 1d6/5 minutes; $-\frac{3}{4}$), Linked ($-\frac{1}{2}$) (total cost: 14 points). Total cost: 36 points.

Strong: A Strong poison is deadly enough to cause death in a healthy adult about half the time, barring rapid medical care or the like.

Strong Venom: HKA 1 point ($\frac{1}{2}d6$ with STR) (total cost: 5 points) plus Drain CON 3d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1) (90 Active Points); 4 Charges (-1), HKA Must Do BODY ($-\frac{1}{2}$), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), Gradual Effect (15 Minutes; 1d6/5 Minutes; $-\frac{3}{4}$), Linked (to RKA; $-\frac{1}{2}$) (total cost: 16 points) plus RKA 3d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1) (135 Active Points); No Range ($-\frac{1}{2}$), 4 Charges (-1), HKA Must Do BODY ($-\frac{1}{2}$), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), Gradual Effect (15 Minutes; 1d6/5 Minutes; $-\frac{3}{4}$) (total cost: 23 points). Total cost: 44 points.

Deadly: A Deadly poison works faster than a Strong poison, and results in death more often. The victim may experience intense pain before dying.

Deadly Venom: HKA 1 point ($\frac{1}{2}d6$ with STR) (total cost: 5 points) plus Drain CON 4d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1) (120 Active Points); 4 Charges (-1), HKA Must Do BODY ($-\frac{1}{2}$), Extra Time (onset time begins 1 Minute after victim is bitten; $-1\frac{1}{2}$), Gradual Effect (4 Minutes; 1d6/1 Minute; $-\frac{1}{2}$), Linked (to RKA; $-\frac{1}{2}$) (total cost: 24 points) plus RKA 4d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1) (180 Active Points);



No Range (-½), 4 Charges (-1), HKA Must Do BODY (-½), Extra Time (onset time begins 1 Minute after victim is bitten; -½), Gradual Effect (4 Minutes; 1d6/1 Minute; -½) (total cost: 36 points). Total cost: 65 points.

Lethal: As Deadly venoms are to Strong, so Lethal is to Deadly. Lethal venoms take effect more quickly than Deadly venoms, and are even more potent.

Lethal Venom: *HKA 1 point (½d6 with STR) (total cost: 5 points) plus Drain CON 4d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1) (120 Active Points); 4 Charges (-1), HKA Must Do BODY (-½), Extra Time (onset time begins 1 Turn after victim is bitten; -¼), Gradual Effect (4 Minutes; 1d6/1 Minute; -½), Linked (to RKA; -½) (total cost: 25 points) plus RKA 5d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1) (225 Active Points); No Range (-½), 4 Charges (-1), HKA Must Do BODY (-½), Extra Time (onset time begins 1 Turn after victim is bitten; -¼), Gradual Effect (4 Minutes; 1d6/1 Minute; -½) (total cost: 47 points). Total cost: 77 points.*

Extremely Lethal: The deadliest animal venoms in the world fall into this category. They can kill an adult human in minutes (or even seconds).

Extremely Lethal Venom: *HKA 1 point (½d6 with STR) (total cost: 5 points) plus Drain CON 5d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1) (150 Active Points); 4 Charges (-1), HKA Must Do BODY (-½), Extra Time (onset time begins 1 Segment after victim is bitten; -½), Gradual Effect (5 Segments; 1d6/1 Segment; -¼), Linked (to RKA; -½) (total cost: 40 points) plus RKA 6d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1) (270 Active Points); No Range (-½), 4 Charges (-1), HKA Must Do*

BODY (-½), Extra Time (onset time begins 1 Segment after victim is bitten; -½), Gradual Effect (6 Segments; 1d6/1 Segment; -¼) (total cost: 72 points). Total cost: 117 points.

You can also use these venoms for poisonous creatures — ones that poison the victim when the victim touches or ingests them. Some poisonous creatures are extraordinarily deadly; for example, some species of South American poison arrow frogs secrete a poison so lethal, only a few micrograms (about as much as the ink in the period at the end of this sentence) can kill an adult human. Simply apply the *Damage Shield* Advantage (when touched or eaten; +½) and remove the HKA and HKA Must Do BODY Limitation.

WINGED

An animal with this template has wings, even though ordinary members of his species do not. These could range from angelic feathered wings, to demonic bat-wings, to bird-like wings, to anything in between.

Wings: *Flight 10" (20 Active Points); Restrainable (-½). Total cost: 13 points.*

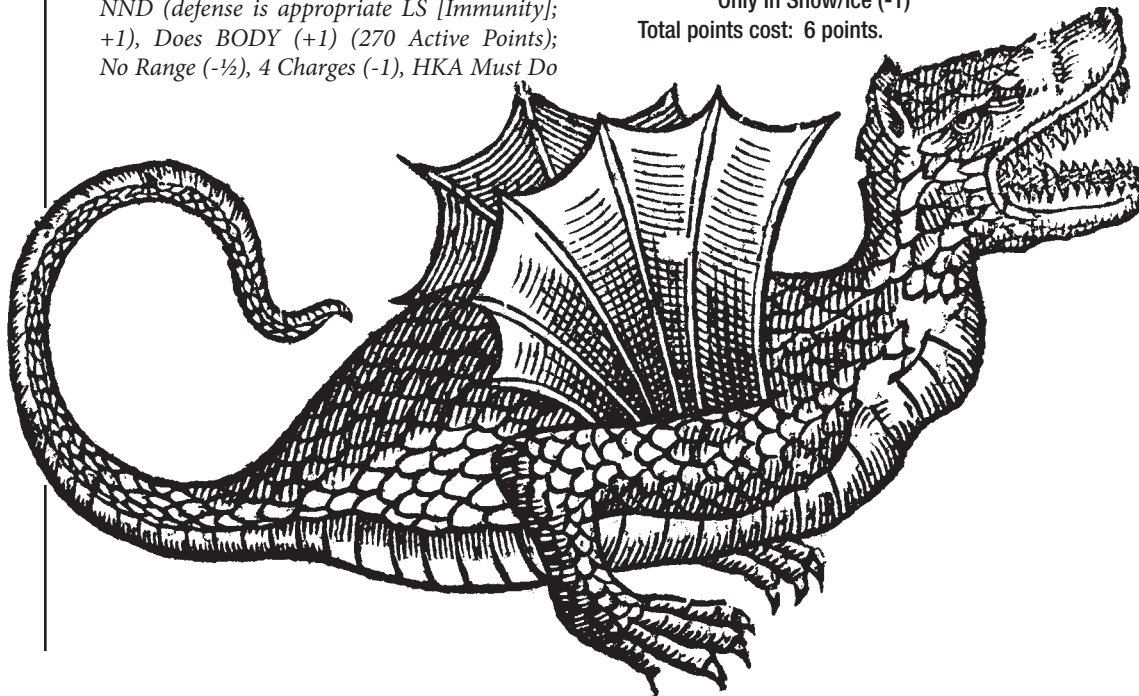
WINTER

This template represents an animal that has adapted to life in wintry or arctic environments. They range from snowshoe hares and other creatures who shed their dark summer fur (or feathers) for winter whites, to fantasy snow-serpents and ice-dragons.

Cost Winter

- | | |
|---|---|
| 1 | Used To The Cold: Life Support (Safe Environment: Intense Cold) (2 Active Points); Requires A Survival Roll (-½) |
| 3 | Winter Coat: +4 to Concealment (8 Active Points); Self Only (-½), Only In Snow/Ice (-1) |
| 2 | Winter Coat: +2 to Stealth (4 Active Points); Only In Snow/Ice (-1) |

Total points cost: 6 points.



CREATURES IN COMBAT



For the most part, the standard *HERO System* combat rules apply to animals the same way they do to humanoid species. This section contains discussion of rules with unusual applications, and provides some additional rules for combat actions (like swallowing people whole) that don't occur in battles between humanoids.

ENTERING COMBAT

MULTIPLE-POWER ATTACKS

Predators with both fangs and claws often use them in a multiple-Power attack against their prey. Typically they start by Grabbing the potential victim with their jaws (see Grab, below), and in their next Phase apply their fangs and claws as a multiple-Power attack. Since the Grab reduces the victim's DCV, the predator has an easy time bringing its prey down.

ABORTING AN ACTION

Animals rarely fight to the death if they can avoid it, instead Aborting to Dodge and then running away when seriously injured (*i.e.*, when they've lost half their positive BODY). Only starvation, being cornered, protecting young, or similar dire circumstances make an animal stay in a losing fight.

MOVEMENT

Where real-world information is available on how fast an animal can move, you can derive its movement with the accompanying sidebar.

COMBAT MODIFIERS

ENVIRONMENTAL CONDITIONS

See page 16 regarding animals and the Environmental Movement Talent.

Creatures with the *Small* Physical Limitation, or who are even smaller, may suffer reduced penalties for fighting in cramped and cluttered areas, since they can maneuver in them more easily.

MULTIPLE ATTACKERS: PACK TACTICS

Wolves and other animals who like to attack in groups to bring down large prey are using pack tactics, a form of Multiple Attackers bonus. Once surrounded, a hapless deer or elk has little chance of survival.

TARGET SIZE

Generally, the target size penalties and bonuses do not apply to animals, who reflect the ease or difficulty with which others can hit them through the size-based Physical Limitation and abilities they take (see pages 20, 26). The Target Size modifiers should normally only apply to objects, not living things which have their own DEX- and Power-based CVs. However, since DCV Levels are not Persistent, the GM may wish to substitute the target size modifier for situations when a small animal (or character) is attacked from surprise, or the like.

COMBAT MANEUVERS

Unless noted otherwise below, assume all creatures can use any Combat Maneuver in the normal fashion, if appropriate.

Creatures with the *Limited Intellect* Physical Limitation ordinarily do not use the following Combat Maneuvers, which are either too complex and sophisticated for them, or otherwise inappropriate: Disarm, Blazing Away, Cover, Dive For Cover, Hipshot, Hurry, Rapid Fire, Roll With A Punch, Snap Shot, and Suppression Fire.

BLOCK

Creatures with the *Limited Intellect* Physical Limitation generally can only use Block against attacks they're familiar with — primarily, their own. For example, a deer could use its antlers to block the antler attack of another deer, but not to block a man's attack with a club. At the GM's discretion, the deer could also Block familiar predator attacks, such as a wolf's pounce.

DODGE

As mentioned above under "Aborting An Attack," animals often use this maneuver.

GRAB

Many animals use Grab when fighting. Some, such as bears and gorillas, can Grab with their forelimbs and squeeze for STR damage, and constrictor snakes also apply their STR damage to their victims. But a more typical Grab involves the use of jaws. Predators such as lions and wolves make a Grab, and if successful, may apply the Killing Damage from their fangs instead of Normal Damage from their STR. In later Phases they sometimes add their claws as a multiple-Power attack (see above).

Unlike humanoid attackers, who typically Grab two limbs with this maneuver, most

MOVEMENT CONVERSIONS

Miles per hour x 804.5
= number of inches
moved per hour

Inches per hour ÷ 60 =
inches per minute

Inches per minute ÷ 5 =
inches per Turn

Inches per Turn ÷
animal's SPD = inches
of combat movement
per Phase



animals only Grab one. Bearhugs and the like are an exception.

Creatures with the *Limited Intellect* Physical Limitation generally do not use Grab on weapons or other objects.

GRAB BY

Creatures with the *Limited Intellect* Physical Limitation ordinarily do not use this maneuver; it's too complex and sophisticated for them. However, some animals, such as dogs or birds, might be trained to run up to someone, snatch an object from them, and run away, and this maneuver simulates that "trick" well.

HAYMAKER

Animals rarely Haymaker any of their attacks, except when Enraged or in similar straits (see page 18).

MOVE BY: TRAMPLING

Creatures with the *Limited Intellect* Physical Limitation occasionally perform Move Bys on their foes; for example, some predatory fish are adept at swimming past a target, taking a bite out of it, and moving on. But its most appropriate use is to represent trampling, such as by stampeding herds of cattle or buffalo in a *Western Hero* game.

To determine the damage a character suffers from being trampled, you need to know two things: the type of animal; and how many are involved in the attack. The type of animal tells you what STR to use for the attack, and the animal's velocity. For targets which are twice the size (or larger) than the trampling animal, "being trampled" typically causes no damage, and may be little more than an inconvenience (few, if any, PCs get hurt when run over by a "herd" of rampaging squirrels or housecats).

The number tells you how many might actually run over the character. If it's just one animal, resolve the Move By normally. If there are two or more, you must determine how many might trample the character. This depends on the herd size and density (see accompanying table).

Animals deliberately performing a Move By use Combat Movement. Stampeding animals typically move at Noncombat velocities, and so have

HERD SIZE AND DENSITY

Size	Number Of Attackers*
Tiny	½d6
Small	1d6
Average	1½d6
Large	2d6
Very Large	3d6

Density	Bonus To Roll
Light	+0
Moderate	+1
Average	+1
Heavy	+2
Very Heavy	+3

*Number of attackers is limited to the maximum number of animals in the herd.

OCV 0 for purposes of the trample. Animals with the *Timid* Psychological Limitation will do their best to avoid the character, and thus suffer a -3 OCV penalty.

Once he determines the number of trampling animals, the GM should roll a Move By attack for each one, and then roll damage separately for each hit. To save time, the GM may prefer to make one attack, using the animal's standard OCV, +1 for each additional animal that might run over the character. If the attack succeeds, add +1d6 to the damage rolled for every two animals (or fraction thereof) involved in the trample.

Characters facing an onrushing stampede can try several things to save themselves. First, they can make a Presence Attack against the herd. They make one attack, suffering a -1d6 penalty for being at a disadvantage (outnumbered in the face of terrified beasts). If the character achieves a PRE or EGO +20 result, all animals suffer a -3 OCV penalty as if Timid (if they are already Timid, the penalties add together).

Second, the character can try to kill (or Knock Out) the lead animal, causing the rest of the herd to part around it (and, hopefully, run around the character as well). To do this, he has to kill the lead animal so that its body lands 1" in front of him. For dramatic purposes, this is most likely to happen if he waits until the lead animal is only 2" away and then kills it with a single attack. However, the GM may allow the character to start attacking earlier in an effort to whittle the leader down, if appropriate.

PULLING A PUNCH

Animals sometimes use this maneuver when fighting among themselves, such as to prove superiority over others so they can attract mates, or to establish rank within a pack.

MARTIAL MANEUVERS

As discussed on page 14, some animals buy and use Martial Maneuvers. As a general rule, they should not buy maneuvers which improve upon normal maneuvers that they cannot use (such as Block or Disarm).

Other Animal Attacks

FIGHTING MULTIPLE TARGETS

Animals with many limbs or heads, such as hydras or kraken, can attack multiple characters at once. There are several ways to resolve this situation.

First, as with the hydra, you can buy each head or limb as a "separate character" using Duplication. Then each one attacks in the normal fashion.

Second, you can simulate the attack as a form of Sweep (typically a Sweep Grab). Creatures with long tentacles, such as the kraken, should have little trouble reaching any nearby character. Even better, this gives the trapped characters' comrades a better chance to free them, due to the reduced DCV that comes from using Sweep. Unless the animal's description indicates otherwise, use the standard

rules for breaking limbs (*HERO System 5th Edition, Revised*, page 412) to determine what it takes to cut through a tentacle.

Third, you can buy a special Autofire attack for the animal, representing its ability to affect multiple targets at once.

SWALLOWING TARGETS WHOLE

Sufficiently large creatures can swallow their prey whole. In a Fantasy Hero game, there might even be monsters large enough to devour humanoid PCs with a single gulp!

To swallow a target, a creature must be at least four size categories larger than the potential meal. Look at the Physical Limitation table on page 20 and count down from the target's size to determine if the attacker is big enough. For example, a creature must be at least Gigantic to swallow a human; a Small animal can swallow a Minute critter whole. The GM may rule that, based on the size and shape of a creature's mouth and throat, it cannot swallow targets of a particular size whole, regardless of the overall size difference between the two (or, likewise, that an animal can swallow creatures the standard rule says it can't).

Swallowing a target requires an Attack Roll using Grab, at an additional -2 OCV penalty. If the attack succeeds, the target has been ingested. He takes the attacker's STR damage that Segment. On each of the animal's Phases thereafter, the victim (and everything he has with him) takes damage (just as if he were suffering a Constant attack; see page 98 of the *HERO System 5th Edition, Revised*). The damage comes partly from muscle contractions, but mostly from stomach acids and the like. See the accompanying table for damage guidelines, based on the strength of the stomach acids and related factors.

SWALLOWING DAMAGE

Category	Damage
Weak	½d6 Killing
Moderate	1d6 Killing
Average	1½d6 Killing
Strong	2d6 Killing
Very Strong	3d6 Killing

A swallowed character can try to cut himself free if he has the means to do so. Typically this requires a Killing Attack of some sort, but enough dice of Normal Damage may do the trick. If the character had the attack ready or weapon drawn when he was swallowed, he can keep using it regardless of its size, though the GM may impose penalties for "cluttered and cramped" conditions (see the *HERO System 5th Edition, Revised*, page 379). If the character has to draw a weapon, it must be a relatively small one, such as a dagger or short sword, unless the GM rules the creature's stomach provides enough room to draw larger weapons. (Alternately, you can use the *Weapon Lengths And Enclosed Space* rules on pages 164-65 of *The Ultimate Martial Artist* for greater realism and detail.)

The interior of a creature typically has half of the creature's ordinary defenses and a DCV of 0. If

a swallowed character does BODY damage equal to half the creature's positive BODY, he cuts a hole wide enough for him fit through. For some creatures, such as giant worms, that may be enough to free him completely. For others, it may simply lead to another section of the animal's body, forcing the character to keep cutting his way out.

HIT LOCATIONS

While the Hit Location Table (*HERO System 5th Edition, Revised*, page 414) and related rules work fine for humans and roughly humanoid creatures, such as apes or minotaurs, most animals have unusual body configurations requiring different tables. Creating a hit location table takes a little bit of effort and thought, but improves the verisimilitude of your game. Most animal forms fit into one of several broad categories, for which suggested Hit Location Tables are provided below. But in case you want to create tables of your own, here are some guidelines.

To create a Hit Location table, you need to consider two factors. The first is realism. If a Hit Location table doesn't bear some relation to reality, it spoils the game and causes other problems. For example, in most Hit Location tables, the rolls most likely to occur on 3d6 should be assigned to the largest and/or most central mass of the body (the torso on humans, or the main body on quadrupeds). Otherwise, the results become skewed, making the game more difficult to enjoy.

But realism can only take you so far — you also have to consider drama and game effects. To put it another way, think about how the structure of your Hit Location table will affect the game. You want the results to contribute to the excitement of the battles (and thus of the stories your group tells). If the results are undramatic or unbalanced (even if they're "realistic"), the game isn't as much fun. For example, in *HERO System* terms, hits to the Head and Vitals do more damage, since they strike more sensitive and important areas of the body. If your Hit Location table makes it too likely characters will achieve (or be affected by!) hits to those areas, enemies (and PCs!) will suffer defeat far too quickly, ruining everyone's enjoyment.

For most games, a middle of the road approach, blending elements of both realism and drama, works best. You, as GM, simply have to decide whether you want to draw the line closer to realism or to drama, and that depends on your personal style and your group's gaming preferences.

DETERMINING AN ANIMAL'S PHYSICAL CONFIGURATION

Usually, it's not too difficult to figure out what the major parts of an animal's body are for combat purposes — just look at a picture and you can pick them out easily. But there are some considerations to keep in mind.

First, tails. Many animals have tails, but the tail should only have an entry on the Hit Location table for one or both of two reasons. One, the animal may use its tail extensively. For many animals, the

THE 3D6 BELL CURVE

Roll	Percentage
3	.5%
4	1%
5	3%
6	5%
7	7%
8	10%
9	11.5%
10	12.5%
11	12.5%
12	11.5%
13	10%
14	7%
15	5%
16	3%
17	1%
18	.5%

tail helps them to maintain balance, or even (for creatures like monkeys) hold on to things. If the tail is lost or damaged, they may suffer penalties to DEX Rolls and the like. Other animals, like crocodiles and fish, use their tails for locomotion; losing the tail is a severe blow to such a creature. Two, even if not used for any significant purpose, the tail may form a significant part of a creature's mass. Unless one of these two conditions, or some other valid consideration, applies, don't bother to put the tail on an animal's Hit Location Table. Bears and deer, for example, won't suffer any particular harm if they lose their tails, so they shouldn't have them listed on their Hit Location Tables.

Second, wings. An animal's wings usually count as limbs (often replacing the forelimbs altogether), and should have similar Hit Location ranges and modifiers. If the wings are so vestigial they serve no purpose whatsoever, you can ignore them or assign them poor ranges and modifiers.

ASSIGNING HIT LOCATION RANGES

Hit Location tables use a 3d6 roll to determine random results, and thus feature a bell curve. That means numbers toward the center of the range (8, 9, 10, 11, 12, 13) come up on the dice more frequently than numbers at the ends (3, 4, 17, 18). The accompanying sidebar lists the approximate percentage of occurrence of each number in the 3-18 range.

When you create a Hit Location table, use the bell curve to structure the table to get the results you want. For example, realistically, most attacks against a creature are likely to strike the largest and/or most central mass of its body (which may include the stomach and vitals). Therefore, you should assign those regions to the 8-13 range in most Hit Location tables. Fortunately, this works perfectly from a dramatic standpoint as well — hits to most of those parts of the body do average damage. Thus, the average hit tends to do average damage, which is appropriate from a gaming perspective.

Similarly, on most animals, the head is relatively small compared to the rest of the body. That means, realistically, that it shouldn't have a wide range of numbers assigned to it (no more than two or three), and those numbers shouldn't be among the most common ones rolled. Again, that fits perfectly with drama and game balance, since head hits do extra damage, and you don't want that to occur too often. The same goes for the "vitals," however defined.

Legs and other limbs (including wings and tails on some animals) occupy most of the remaining positions on most Hit Location tables. How you assign them depends on the animal's physical configuration (it's usually more elegant to put the forelimbs on the table near the head, for example) and other factors. For example, with an animal like a tyrannosaurus, where one set of limbs is much larger than the other, the larger limbs should occupy more (and more frequently rolled) positions on the Hit Location table.

ASSIGNING HIT LOCATION MODIFIERS

A Hit Location table requires more than just matching body parts to numbers on a 3d6 range. You also need to consider how damage affects the areas of an animal's body. Here, too, considerations of realism and drama apply. You want more important areas (the head, the vitals, the stomach) to take more damage from attacks (that's realistic), so you have to make sure they're not too easy to hit with Called Shots (that's dramatic and balanced).

You have to assign four modifiers: STUNx, the STUN Multiplier for Killing Damage; N STUN, the multiplier for Normal STUN damage; BODYx, the multiplier for BODY damage from any attack; and the Attack Roll modifier. Some areas take more damage, based on their importance to the body; others take less damage, based on their size or lack of importance. Game balance factors may also have an effect on this decision. See the accompanying table for suggested ranges (based on whether the area should take average, greater than normal, or less than normal damage).

SUGGESTED HIT LOCATION MODIFIER RANGES

	STUNx	N STUN	BODYx	Location Modifier
Above Average	x5, x4	x2, x1½	x2, x1½	-8, -7
Average	x4, x3	x1½, x1	x1	-7 to -3
Below Average	x2, x1	x1, x½	x½	-6 to -4

Sample Hit Location Tables

The following Hit Location Tables provide ranges and modifiers for most common animal forms. If you want to create your own tables, you can use these as guidelines and inspiration.

AVIAN

Use this Hit Location Table for birds and similar flying creatures, such as bats and pteranodons.

AVIAN HIT LOCATION TABLE

Roll	Location	STUNx	N STUN	BODYx	To Hit
3-5	Head	x5	x2	x2	-8 OCV
6-8	Wings	x2	x½	x½	-5 OCV
9-11	Body	x3	x1	x1	-3 OCV
12	Stomach	x4	x1½	x1	-7 OCV
13	Vitals	x4	x1½	x2	-8 OCV
14-15	Legs	x2	x½	x½	-5 OCV
16-18	Tail	x1	x1	x1	-3 OCV

CHIMERIC

Use this Hit Location table for "constructed" quadrupedal creatures, such as chimerae, griffins, manticores, and hippogriffs. Minor adaptations may be needed for each species. For example, when using the chart for the three-headed chimera, a 3 would indicate a hit on the first head, a 4 on the second head, and a 5 on the third head.

CHIMERIC HIT LOCATION TABLE

Roll	Location	STUNx	N STUN	BODYx	To Hit
3-5	Head	x5	x2	x2	-8 OCV
6-7	Forelimbs	x2	x½	x½	-5 OCV
8-9	Wings	x2	x½	x½	-4 OCV
10-11	Body	x3	x1	x1	-3 OCV
12	Stomach	x4	x1½	x1	-7 OCV
13	Vitals	x4	x1½	x2	-8 OCV
14-16	Hindlimbs	x2	x½	x½	-5 OCV
17-18	Tail	x2	x½	x½	-5 OCV

DRACONIC

Use this Hit Location Table for dragons. The “Vitals” entry differs in nature and range compared to most tables, reflecting the fact that dragons traditionally have one vulnerable, unarmored spot, but heroes almost always have to target it specifically to hit it (if they even know where it is).

DRACONIC HIT LOCATION TABLE

Roll	Location	STUNx	N STUN	BODYx	To Hit
3-4	Head	x5	x2	x2	-8 OCV
5-6	Neck	x4	x1½	x1½	-7 OCV
7-8	Forelimbs	x2	x½	x½	-5 OCV
9-11	Body	x3	x1	x1	-3 OCV
12-13	Hindlimbs	x2	x½	x½	-5 OCV
14-16	Wings	x2	x½	x½	-4 OCV
17	Tail	x2	x½	x½	-5 OCV
18	Vital Spot	x6	x3	x3	-12 OCV

If dragon does not have wings, count “Wings” result as “Body”.

EQUINE

Use this Hit Location Table for horses, mules, and other animals with roughly the same shape — camels, elk, deer, cattle, antelopes, and the like.

EQUINE HIT LOCATION TABLE

Roll	Location	STUNx	N STUN	BODYx	To Hit
3-4	Head	x5	x2	x2	-8 OCV
5-6	Neck	x4	x1½	x1½	-7 OCV
7-8	Forelimbs	x2	x½	x½	-5 OCV
9-11	Body	x3	x1	x1	-3 OCV
12	Stomach	x4	x1½	x1	-7 OCV
13	Vitals	x4	x1½	x2	-8 OCV
14-18	Hindlimbs	x2	x½	x½	-5 OCV

ICHTHYOID (FISH-SHAPED)

Use this Hit Location Table for fish (including sharks and barracudas) and similar swimming creatures, such as dolphins and whales.

ICHTHYOID HIT LOCATION TABLE

Roll	Location	STUNx	N STUN	BODYx	To Hit
3-5	Head	x5	x2	x2	-8 OCV
6-11	Body	x3	x1	x1	-3 OCV
12	Stomach	x4	x1½	x1	-7 OCV
13	Vitals	x4	x1½	x2	-8 OCV
14-18	Tail	x2	x½	x½	-5 OCV

INSECTOID

Use this Hit Location Table for insects, arthropods, and arachnids — everything from ants and flies to spiders, scorpions, and wasps.

INSECTOID HIT LOCATION TABLE

Roll	Location	STUNx	N STUN	BODYx	To Hit
3-5	Head	x5	x2	x2	-8 OCV
6-7	Forelegs	x2	x½	x½	-5 OCV
8-9	Wings	x2	x½	x½	-5 OCV
10-12	Thorax	x3	x1	x1	-4 OCV
13-14	Abdomen	x3	x1	x1	-3 OCV
15-17	Hindlegs	x2	x½	x½	-5 OCV
18	Antennae	x1	x1	x1	-3 OCV

If the insect doesn't have Wings or Antennae, count those results as Forelegs or Hindlegs.

OCTOPOID

Use this Hit Location table for creatures consisting of numerous tentacles or arms descending from a central body, such as octopi, squid, kraken, and jellyfish.

OCTOPOID HIT LOCATION TABLE

Roll	Location	STUNx	N STUN	BODYx	To Hit
3-5	Head	x5	x2	x2	-8 OCV
6-10	Body	x3	x1	x1	-3 OCV
11-18	Arms	x2	x½	x½	-5 OCV

QUADRUPED

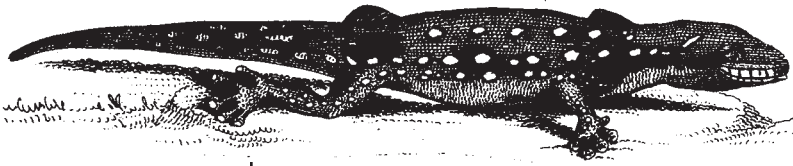
Use this Hit Location Table for most four-legged animals (except those covered by the Equine Hit Location Table, above). This includes cats, dogs, bears, rodents, and the like.

QUADRUPED HIT LOCATION TABLE

Roll	Location	STUNx	N STUN	BODYx	To Hit
3-5	Head	x5	x2	x2	-8 OCV
6-8	Forelimbs	x2	x½	x½	-5 OCV
9-11	Body	x3	x1	x1	-3 OCV
12	Stomach	x4	x1½	x1	-7 OCV
13	Vitals	x4	x1½	x2	-8 OCV
14-17	Hindlimbs	x2	x½	x½	-5 OCV
18	Tail	x1	x1	x1	-3 OCV

If the tail would be unimportant (as for bears), consider an 18 a Hindlimb instead.





REPTILIAN/AMPHIBIAN

Use this Hit Location Table for most reptiles and amphibians, including lizards, crocodiles, salamanders, and newts. Snakes have their own table (see below). You can also use it for frogs and toads by counting a “Tail” result as a “Body” result.

REPTILIAN/AMPHIBIAN HIT LOCATION TABLE

Roll	Location	STUNx	N STUN	BODYx	To Hit
3-5	Head	x5	x2	x2	-8 OCV
6-8	Forelimbs	x2	x½	x½	-5 OCV
9-11	Body	x3	x1	x1	-3 OCV
12	Stomach	x4	x1½	x1	-7 OCV
13-16	Hindlimbs	x2	x½	x½	-5 OCV
17-18	Tail	x1	x1	x1	-3 OCV

If the tail would be unimportant, consider a hit on it a Hindlimb hit instead.

SERPENTINE

Use this Hit Location Table for snakes, worms, eels, lampreys, and the like.

SERPENTINE HIT LOCATION TABLE

Roll	Location	STUNx	N STUN	BODYx	To Hit
3-5	Head	x5	x2	x2	-8 OCV
6-11	Body	x3	x1	x1	-3 OCV
12	Stomach	x4	x1½	x1	-7 OCV
13	Vitals	x4	x1½	x2	-8 OCV
14-18	Tail	x1	x1	x1	-3 OCV

WINGED HUMANOID

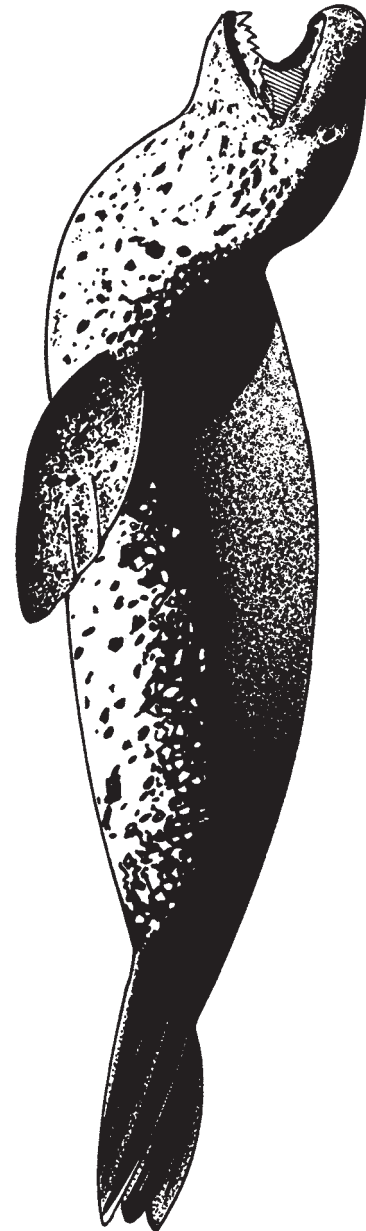
Use this Hit Location table for angels, gargoyles, winged demons, bird-men, flying monkeys, and other humanoids with wings sprouting from their shoulderblades.

WINGED HUMANOID HIT LOCATION TABLE

Roll	Location	STUNx	N STUN	BODYx	To Hit
3-5	Head	x5	x2	x2	-8 OCV
6-7	Arms/Hands	x2	x½	x½	-5 OCV
8-9	Wings	x2	x½	x½	-5 OCV
10-11	Chest	x3	x1	x1	-3 OCV
12	Stomach	x4	x1½	x1	-7 OCV
13	Vitals	x4	x1½	x2	-8 OCV
14	Thighs	x2	x1	x1	-4 OCV
15-16	Legs	x2	x½	x½	-6 OCV
17-18	Feet	x1	x½	x½	-8 OCV

SPECIAL HIT LOCATIONS

If characters want to target a larger area of a particular animal, use the accompanying table to determine the OCV modifier and the dice to roll.



ANIMAL SPECIAL HIT LOCATIONS

	Head Shot (-4 OCV)	High Shot (-2 OCV)	Body Shot (-1 OCV)	Low Shot (-2 OCV)	Leg Shot (-4 OCV)
Avian	1d6+3	2d6+1	2d6+4	2d6+6	1d6+12
Chimeric	1d6+2	2d6+1	2d6+4	2d6+6	1d6+11
Draconic	1d6+3	2d6+1	2d6+4	2d6+5	1d6+10
Equine	1d6+3	2d6+1	2d6+4	2d6+5	1d6+12
Ichthyoid	1d6+3	2d6+1	2d6+4	2d6+6	1d6+12
Insectoid	1d6+3	2d6+1	2d6+4	2d6+5	1d6+11
Octopoid	1d6+3	2d6+1	2d6+4	2d6+6	1d6+12
Quadruped	1d6+3	2d6+1	2d6+4	2d6+6	1d6+11
Reptilian	1d6+3	2d6	2d6+5	2d6+6	1d6+12
Serpentine	1d6+3	2d6+1	2d6+4	2d6+6	1d6+12
Winged Humanoid	1d6+3	2d6+1	2d6+4	2d6+6	1d6+12

OTHER CONSIDERATIONS



Animal Populations

Occasionally, a GM or character may need to know how many of a particular sort of animal lives in a given area: “The king’s hired us to hunt down and kill all the wolves in these mountains — how many should there be?”; “I need some griffins to attack the PCs with — how many griffins could live in this forest?”

The basic answer, at least from a GMing perspective, is: however many you need for the purposes of your story. If it takes five griffins to create a significant threat to the PCs, the forest can support five. If you need to fill three hours’ worth of game time with the wolf hunt, then there are however many wolves the PCs can kill in that time (or maybe more, if you want to challenge them).

Gamemasters desiring more “realism” or verisimilitude may prefer a more scientific approach to determining animal populations. Unfortunately, there are no hard and fast formulae for establishing any animal population anywhere, because there are too many variables to take into account. But you can establish approximations for given areas, if you know two things.

First, you need to know the resource base of the area. Animals must eat, and the more food that’s available, the more animals a particular area can support. Predators need prey, and prey needs vegetation. Thus, the density of animals in a desert, where there’s relatively little food or water, is much less than in a subtropical forest, where there’s lots of food.

Second, you need to know what type and amount of food the creature you’re interested in eats. If you want to find out how many griffins live in a forest, you need to know how many medium-to large-sized mammals (the griffin’s primary food) live in that forest. There have to be enough to maintain a population, plus enough for the griffins to eat.

The accompanying table, based on animals’ *Size/Weight* Physical Limitations and the environment categories used for the Survival Skill, provides approximate formulae for calculating animal populations. The numbers represent the total number of animals in each *Size/Weight* category for the specified environment, not the number per species. As always, GMs should adjust or ignore these numbers if necessary.

ANIMAL POPULATION

	Arctic/ Subarctic	Temperate/ Mountains	Subtropical	Tropical	Desert	Marine
Insectile	5d6 x 2,000	6d6 x 2,000	8d6 x 4,000	12d6 x 8,000	5d6 x 2,000	10d6 x 6,000
Minute	5d6 x 200	6d6 x 300	7d6 x 500	10d6 x 2,000	5d6 x 200	8d6 x 1,000
Minuscule	4d6 x 150	5d6 x 100	6d6 x 200	9d6 x 500	4d6 x 150	8d6 x 300
Tiny	3d6 x 100	4d6 x 100	5d6 x 150	8d6 x 200	3d6 x 100	7d6 x 200
Diminutive	2d6 x 50	3d6 x 100	4d6 x 50	7d6 x 150	2d6 x 50	6d6 x 100
Small	2d6 x 10	3d6 x 20	4d6 x 30	6d6 x 100	2d6 x 10	5d6 x 50
Human-size	1d6+1	2d6	3d6+1	5d6 x 3	1d6+1	4d6
Large	1d6	1d6+1	2½d6	3½d6	1d6	3d6
Enormous	1d6-1	1d6	2d6+1	2½d6	1d6-1	2½d6
Huge	1d6-2	1d6-1	2d6	2d6+1	1d6-2	2d6+1
Gigantic	½d6	1d6-2	1½d6	1½d6	½d6	1½d6
Gargantuan	½d6	1d6-2	1½d6	1½d6	½d6	1½d6
Colossal	1-2	½d6	1d6-1	1d6	1-2	1d6

Size Of Area	Dice Roll Modifier
One acre or less	-14
2-10 acres	-10
11-100 acres	-8
101-640 acres (1 square mile)	-6
1.1-5 square miles	-4
5.1-10 square miles	-2
10.1-100 square miles	+0
100.1-500 square miles	+2
500.1-1,000 square miles	+4
1,000.1-10,000 square miles	+6

The Value Of Animals And Their Parts

Many animals, or their parts, have value to humans. A player character might need to buy a horse, sell a few square feet of dragon’s skin to an alchemist, go into the cattle-raising business, or pay the animal shelter for a stray dog that caught his eye. Here are some formulae for quick and easy calculations of animals’ value. As always, GMs should adjust or ignore these numbers if necessary; they are approximations, not necessarily suited to every campaign’s economy. Values are expressed in dollars; substitute silver pieces, Terran credits, gold talents, or the other primary form of exchange in the campaign. (Note that the primary form may not be the most used form; it depends on the setting and the GM’s judgment.) Of course, skilled bargaining (via the Trading Skill) may affect the price as well.

Whole Animals

To determine the cost of a whole animal, take the animal’s Total Cost in Character Points from its character sheet. Multiply that number by the economic factors modifier (see below). Reduce the animal’s Total Cost by any Disadvantages which are

both (a) obvious to a potential buyer, and (b) not characteristic of the species as a whole. For example, if a horse had the Physical Limitation *Lame In One Leg*, and the buyer discovered this before making the purchase, that would reduce the animal's Total Cost for valuation purposes. But if the breed of horse the buyer wants all have the *Timid Psychological Limitation*, don't use it to reduce the cost; that's just part and parcel of what the buyer's getting, and he should know it.

Animal Parts

Animal parts, such as pelts, bones, horns, teeth, and meat, have value on their own.

For pelts, furs, feathers, and the like, assign the pelt a Comeliness rating based on its general quality, wholeness, luxuriousness, and other such factors. This rating may or may not equal the animal's own COM. Then multiply that rating (not the Character Points it would take to buy the rating, but the rating itself) by the economic factor to obtain the price.

For edible meat and other parts, determine how many man-days' worth of food they provide, then multiply that total by the economic factor. For example, if a haunch of meat could feed five men for two days, that's ten man-days' worth of food.

For parts that have an associated Character Point cost, such as horns, multiply the Active Point cost of the part by the economic factor. In some cases, characters may get a better price by dividing the part up into portions and selling the portions. For example, selling an entire rhino horn may bring less money than grinding the horn up and selling the powder by the ounce (though that also requires extra work on the characters' part).

For parts without a specific Character Point cost, but which the GM feels should have some value, such as dragon skin or bones, the GM can assign them a "point cost" based on their intrinsic magic, their general value, or some other factor. Then apply the economic factor to that to obtain a price.

Economic Factors

The scarcity and quality of an animal or animal part can affect its price significantly. The accompanying table provides modifiers reflecting economic conditions and related factors that can change an animal's or item's price. Apply these modifiers to the animal's or item's Character Point cost just like Advantages and Limitations.

Examples

Hemdring the Bold, Arkelos, and their companions have slain a mighty dragon. They recover enough whole dragon's skin for a spellcaster to make a human-sized suit of plate armor. Rather than incur the expense of making the armor themselves, the adventurers decide to sell the skin to a wizard. To determine the skin's value, the GM assigns it a Character Point cost. Since a suit of dragon-skin armor would provide armor with DEF 16 (half from the skin itself, half from the necessary enchantments), the GM values it at 24 Character Points (equal

ECONOMIC FACTORS

Supply And Demand	Modifier
Supply greatly exceeds demand	-2
Supply exceeds demand	-1
Supply barely exceeds demand	-½
Supply equals demand	+0
Demand barely exceeds supply	+½
Demand exceeds supply	+1
Demand greatly exceeds supply	+2

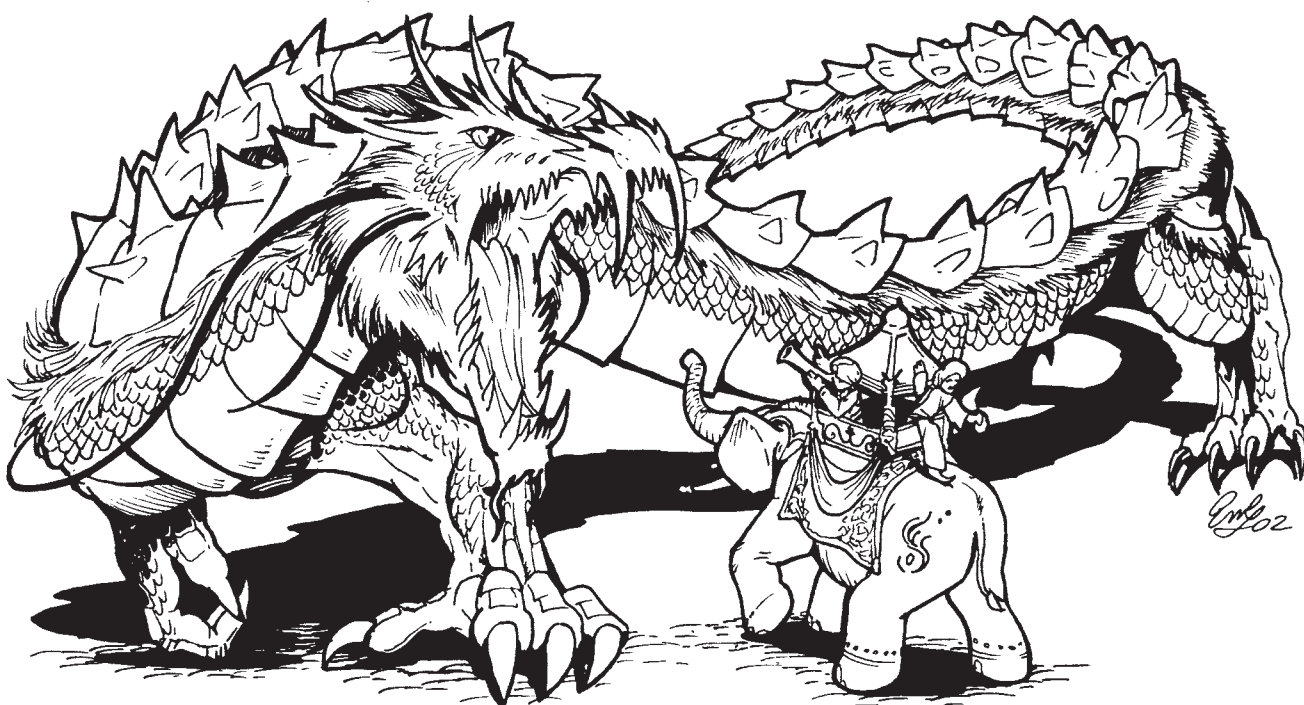
Item Quality	Modifier
Very poor quality	-1
Poor quality	-½
Average quality	+0
High quality	+½
Very high quality	+1

Additional Modifiers	Modifier
Item is in vogue/is faddish	+½ to +1
Item is illegal	+½ to +1
Item has received much publicity	+½
Item is associated with sex	+½

to 8 PD/8 ED Armor). The demand for dragon's skin is high, greatly exceeding the supply (+2), and the skin the heroes have salvaged is of high quality (+½). The story of the slaying of the dragon has spread far and wide (+½). Thus, the final value of the skin is $(24 \times 1 + 2 + \frac{1}{2} + \frac{1}{2} = 120)$ 120 gold pieces (the main form of currency in the campaign). Since most prices for goods are calculated in silver pieces (100 silver = 1 gold), the adventurers have earned enough money to live on for a year or more!

Some poachers kill a rhino and cut off its horn to sell for use as an aphrodisiac. The horn has an Active Point value of 25. The horn is of average quality (+0). Demand greatly exceeds supply (+2), rhino horn is a highly illegal commodity (+1), and it's a commodity associated with sex to boot (+½). So, the final value of the rhino horn is $(25 \times 1 + 2 + 1 + \frac{1}{2})$ \$112.50 dollars. The poachers were hoping for more, so they decide to split the horn up into portions to increase their take.

Randall Irons is stuck in the Middle East without a gun, and decides to sell his horse (145 Total Points) to raise money to purchase a firearm. Unfortunately, he's in a region where there are lots of horses (supply exceeds demand, -1), and his horse isn't a very good one because he was tricked by the merchant who sold it to him (poor quality, -½). So, the final value of the horse is $(145 \div 1 + 1 + \frac{1}{2})$ 58 dinars — not enough to buy a gun. Randall must find another way to earn the rest of the money.



CHAPTER TWO: FANTASTIC BEASTS

This chapter includes writeups for dozens of fantastic beasts and “monsters” — creatures that could never exist in the “real world,” but which are a staple of many fantasy adventures and other games. The “animals” depicted here are either true, non-intelligent, animals of a fantastic nature (such as giant worms or guardian apes), intelligent beings of beast-like nature or form (such as lycanthropes or centaurs), or intelligent beings that play a creature-

like role in many stories (such as demons). Unless otherwise noted, these creatures should be considered to have the usual suite of Everycreature Skills.

Some creatures end up with more points from Disadvantages than they spend on abilities and Characteristics. In this case, either ignore the surplus points, or spend them on additional abilities suitable for individual members of the species who appear in your game.

Ape, Guardian

GUARDIAN APE

VAL	CHAR	COST	ROLL	NOTES
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]
18	DEX	24	13-	OCV: 6/DCV: 6
23	CON	26	14-	
16	BODY	12	12-	
10	INT	0	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
18	PRE	8	13-	PRE Attack: 3½d6
8	COM	-1	11-	
8	PD	2		Total: 10 PD (2 rPD)
6	ED	1		Total: 8 ED (2 rED)
3	SPD	2		Phases: 4, 8, 12
11	REC	0		
46	END	0		
43	STUN	0		
Total Characteristics Cost: 84 (+16 with NCM)				

Movement: Running: 7"/14"
Leaping: 6"/12"

Cost	Powers	END
7	<i>Arm Swing:</i> HA +2d6; Hand-To-Hand Attack (-½)	1
12	<i>Bite:</i> HKA 1d6 (2d6 with STR); Reduced Penetration (-¼)	1
15	<i>Claws:</i> HKA 1d6 (2d6 with STR)	1
4	<i>Roar:</i> +10 PRE; Only For Fear-Based Presence Attacks (-1), Incantations (must roar; -¼)	0
6	<i>Thick, Leathery Skin:</i> Armor (2 PD/2 ED)	0
2	<i>Long Legs:</i> Running +1" (7" total)	1
6	<i>Ape Senses:</i> +2 PER with all Sense Groups	0

Skills

10	+2 Hand-To-Hand
3	Acrobatics 13-
3	Climbing 13-
3	Tactics 11-
3	Teamwork 13-

Total Powers & Skills Cost: 74

Total Cost: 158

75+ Disadvantages

0	Physical Limitation: Human Size (up to about 3m tall and 650 kg)
10	Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
10	Physical Limitation: Near-Human Intelligence (Frequently, Slightly Impairing)
15	Psychological Limitation: Hunger For Human Flesh (Common, Strong)
48	Experience Points

Total Disadvantage Points: 158

Ecology: Guardian, or carnivorous, apes are like ordinary gorillas, with one important exception: they are meat-eaters. They live in smaller groups, and often fight fiercely with other groups when not

hunting. They particularly like the taste of human flesh.

Sometimes humans capture these creatures and use them to guard buildings or treasures (hence the creature's name). If their "master" does not feed them man's-flesh at least once per week, they are likely to become uncontrollable, and to turn on him if given the slightest opportunity.

It is said that some wizards have gifted these beasts with a touch of wits and armed them with swords and shields, making them even more dangerous.

Personality/Motivation: Normal animal motivations, but they also have an overwhelming hunger for flesh (especially human flesh) which makes them go out of their way to seek prey.

Powers/Tactics: Guardian apes attack aggressively, leaping on their prey and attempting to overwhelm it with their size and strength. They often Grab and then bite, or one ape will hold the prey while his troop-mates claw it to death.

Campaign Use: Guardian apes are useful both as random encounters and sentries in fantasy games, or as the creations of supervillains who specialize in genetic manipulation. They can also serve as a template for various other wild humanoid beings.

Appearance: Guardian apes resemble ordinary gorillas, but are much larger (seven to nine feet tall) and muscular. Their fangs are larger and more pronounced, and they have claws on the tips of their fingers. At night, their eyes seem to glow with an evil red light.



Basilisk

BASILISK

Val	Char	Cost	Roll	Notes
5	STR	-5	10-	Lift 50 kg; 1d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
15	CON	10	12-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
15	PRE	5	12-	PRE Attack: 3d6
6	COM	-2	10-	
4	PD	3		Total: 4 PD (2 rPD)
6	ED	3		Total: 6 ED (2 rED)
3	SPD	6		Phases: 4, 8, 12
4	REC	0		
30	END	0		
30	STUN	9		Total Characteristics Cost: 31

Movement: Running: 4"/8"
Leaping: 1"/2"

Cost Powers END

- 131 *Deadly Gaze:* RKA 6d6, NND (defense is Power Defense, or blocking its gaze; +1), Does BODY (+1), Persistent (+½), Reduced Endurance (0 END; +½); Always On (-½), Eye Contact Required (-½), Limited Range (30"; -¼), All Or Nothing (-½) 0
- 252 *Deadly Breath:* RKA 6d6, NND (defense is appropriate LS: Immunity; +1), Does BODY (+1), Reduced Endurance (0 END; +½); Limited Range (1"; -¼) 0
- 252 *Deadly Hiss:* RKA 6d6, NND (defense is Hearing Group Flash Defense or being deaf; +1), Does BODY (+1), Reduced Endurance (0 END; +½); Limited Range (5"; -¼) 0
- 206 *Deadly Smell:* RKA 6d6, NND (defense is LS: Self-Contained Breathing or no sense of smell; +1), Does BODY (+1), Persistent (+½), Reduced Endurance (0 END; +½); Always On (-½), Limited Range (10"; -¼) 0
- 12 *Bite:* HKA 1d6 (1d6+1 with STR); Reduced Penetration (-¼) 1
- 2 *Scaly Skin:* Damage Resistance (2 PD/2 ED) 0
- 6 *Many Legs And A Tail:* Extra Limbs, Inherent (+¼) 0
- 3 *Sharp Senses:* +1 PER with all Sense Groups 0
- 4 *Short Legs:* Running -2" (4" total) 0

Skills

- 10 *Hard To Hit:* +2 DCV
- 5 Concealment 13-; Self Only (-½)
- 7 Stealth 14-

Total Powers & Skills Cost: 882

Total Cost: 913

75+ Disadvantages

- 15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
- 5 Physical Limitation: Small (up to 1m long; +3" KB) (Infrequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 803 Experience Points

Total Disadvantage Points: 913

Ecology: Created by the unnatural mating or mingling of a toad and a hen (and perhaps related to the cockatrice, a creature of similar origin), the basilisk is a strange beast indeed. It prefers to live in deserts and dry regions, but sometimes makes its way into subtropical or temperate climes during the warmer seasons. It lives off the bodies of the creatures killed by its lethal gaze, breath, hiss, and smell.

Personality/Motivation: Normal animal motivations. Some basilisks are said to find shiny objects attractive, and thus to gather hoards of treasure from their victims.

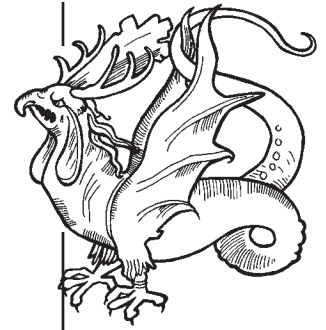
Powers/Tactics: A basilisk is one of the deadliest beasts known. First and foremost, its very gaze is lethal (though some legends claim the basilisk must see its victim first, or else this power will not work). The gaze has an "all or nothing" effect (either it kills the victim, or it has no effect at all; the latter result means the victim somehow avoided the gaze). Fortunately, the creature is not immune to its own gaze; the proper use of a mirror or other shiny surface can kill it. (To do this, a character must have a sufficiently reflective object at the ready, know he's about to encounter a basilisk, and obtain initiative over the creature. Then he must succeed with an attack pitting his base OCV against the basilisk's OCV, as if he were Blocking. If the attack succeeds, the basilisk suffers the effect of its own gaze. By that point, though, the character may be well within range of the basilisk's deadly smell....)

If the gaze does not work for some reason, the basilisk has other, equally deadly weapons. First, just smelling it can cause instant death. Next, it can breathe its noxious breath onto a victim and kill him that way. Lastly, at short ranges the sound of its hiss causes death.

Campaign Use: The basilisk is a fearsome creature able to decimate entire parties of heroes, especially if it takes them unawares. Use it only with the greatest caution.

Legend says the ashes of a basilisk, if spread over an area, keep away all venomous creatures (including all spiders). Moreover, silver smelted in the burning body of a dead basilisk takes on the qualities and value of gold. Thus, basilisk corpses and ashes have great value.

Appearance: The basilisk is a fabulous blending of serpent and rooster. It has a broad, snake-like body, with six or eight rooster-like legs. Its head has a distinctive, crown-like crest.



Bat, Giant Vampire

GIANT VAMPIRE BAT

Val	Char	Cost	Roll	Notes
5	STR	-5	10-	Lift 50 kg; 1d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
13	CON	6	12-	
10	BODY	0	11-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
10	PRE	0	11-	PRE Attack: 2d6
4	COM	-3	10-	
				Total: 4 PD (0 rPD)
				Total: 4 ED (0 rED)
				Phases: 4, 8, 12
4	PD	3		
4	ED	1		
3	SPD	0		
6	REC	4		
26	END	0		
20	STUN	0		
				Total Characteristics Cost: 24

Movement:	Running:	1"/2"
	Flight:	10"/20"

Cost	Powers	END
15	<i>Bite:</i> HKA 1d6 (1d6+1 with STR)	1
28	<i>Suck Blood:</i> Drain BODY 1d6, Delayed Return Rate (points return at the rate of 5 per Week; +1¾), Continuous (+1), Reduced Endurance (0 END; +½); Bite Must Do BODY (-½)	0
10	<i>Terrifying Appearance:</i> +20 PRE; Only For Fear-Based Presence Attacks (-1)	0
17	<i>Bat's Wings:</i> Flight 10"; Reduced Endurance (½ END; +¼); Restrainable (-½)	1
-10	<i>Tiny, Awkward Legs:</i> Running -5" (1" total)	0
15	<i>Sonar:</i> Active Sonar	0

Skills

10	<i>Hard To Hit:</i> +2 DCV	
5	<i>Agile Flyer:</i> +2 DCV; Only While Using Flight (-½), Costs END (-½)	1
5	Concealment 13-; Self Only (-½)	
7	Stealth 15-	

Total Powers & Skills Cost: 102

Total Cost: 126

75+ Disadvantages

15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
15	Physical Limitation: Poor Eyesight, suffers -4 to all Sight PER Rolls (Frequently, Greatly Impairing)
5	Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
5	Physical Limitation: Small (up to 1m long; +3" KB) (Infrequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
20	Psychological Limitation: Aversion To Sunlight (Common, Total)
20	Vulnerability: 2 x Effect from light-based Sight Group Flash Attacks (Common)

Total Disadvantage Points: 170

Ecology: Giant vampire bats live in the subtropical and tropical regions of fantasy worlds. Due to their intense aversion to sunlight, they are nocturnal creatures, living in caves, ruined buildings, or dense jungle canopies during the day. They prefer to live in colonies of 3-18, if the food supply can support a population that large.

At night, the bats leave their nest and fly in search of large animals — deer, men, or creatures even larger — to feed from. They live on blood, which they must drain from living victims. It finds victims by echolocation (its Active Sonar) and/or its sense of smell.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: A giant vampire bat begins its attack by swooping in, making a Presence Attack as it approaches. It lands on and grapples (Grabs) the victim, attempting as it does so to bite with its fangs. If the bite penetrates the victim's skin, the creature starts sucking blood on its next Phase. It continues to suck blood until it has drunk 2d6 BODY's worth of blood, it suffers more than 3 BODY of damage, or it is somehow removed from the victim's body (which may cause 1 pip of BODY damage to the victim).

Campaign Use: Giant vampire bats make an excellent "nuisance encounter" for parties of heroes crossing the wilderness. Although not likely to prove truly deadly (except in large numbers), they can inflict significant harm on a group of PCs. Don't forget that many characters suffer negative OCV penalties in darkness, making it even harder to hit these creatures.

Stories whispered in darkened taverns tell of a special type of giant vampire bat bred as a servitor species by evil wizards... one with the strength to carry a full-grown man back to its master, and the intelligence to follow orders. (To create this type of bat, increase the creature's STR to 20, and its intellect to Near-Human.)

Appearance: The giant vampire bat has the physical characteristics of other bats — brown-furred body, two large, leathery wings in place of forelimbs,

short legs, and a head with enlarged ears, tiny eyes, and a distinctive, partly upturned nose — but is of much larger size (up to half the size of a man). It also has prominent fangs.



Centaur

CENTAUR

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
14	DEX	12	12-	OCV: 5/DCV: 5
18	CON	16	13-	
18	BODY	16	13-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
8	PD	3		Total: 8 PD (0 rPD)
6	ED	2		Total: 6 ED (0 rED)
3	SPD	6		Phases: 4, 8, 12
9	REC	0		
40	END	2		
40	STUN	0		
Total Characteristics Cost: 77 (+7 with NCM)				

Movement: Running: 11"/22"
Leaping: 5"/10"

Cost	Powers	END
7	Kick/Rear: HA +2d6; Hand-To-Hand Attack (-½)	1
10	Horse's Legs: Running +5" (11" total)	2
6	Heavy: Knockback Resistance -3"	0

	Skills
2	Survival (Temperate) 11-
4	WF: Common Melee Weapons, Bows, Lances

Total Powers & Skills Cost: 29
Total Cost: 106

- 75+ Disadvantages**
- 5 Physical Limitation: Large (4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
 - 5 Physical Limitation: Prone To Intoxication (-3 on CON Rolls to resist drunkenness) (Infrequently, Slightly Impairing)
 - 5 Physical Limitation: Unusual Form (makes some tasks difficult or impossible) (Infrequently, Slightly Impairing)
 - 10 Psychological Limitation: Temperamental (Common, Moderate)
 - 6 Experience Points

Total Disadvantage Points: 106

Ecology: Centaurs, a strange mingling of man and horse, prefer to live in temperate fields and light woods. In some places they form families, and even clans or kingdoms; in others they are wilder, even barbarous, with no formal social structure.

Personality/Motivation: Centaurs have personalities as varied as humans. Some are wise and kind, gifted in the healing arts and possessing much wisdom (which you can represent by giving them more points' worth of Skills). Others are coarse and crude, prone to fighting, carousing, and kidnapping

human maidens.

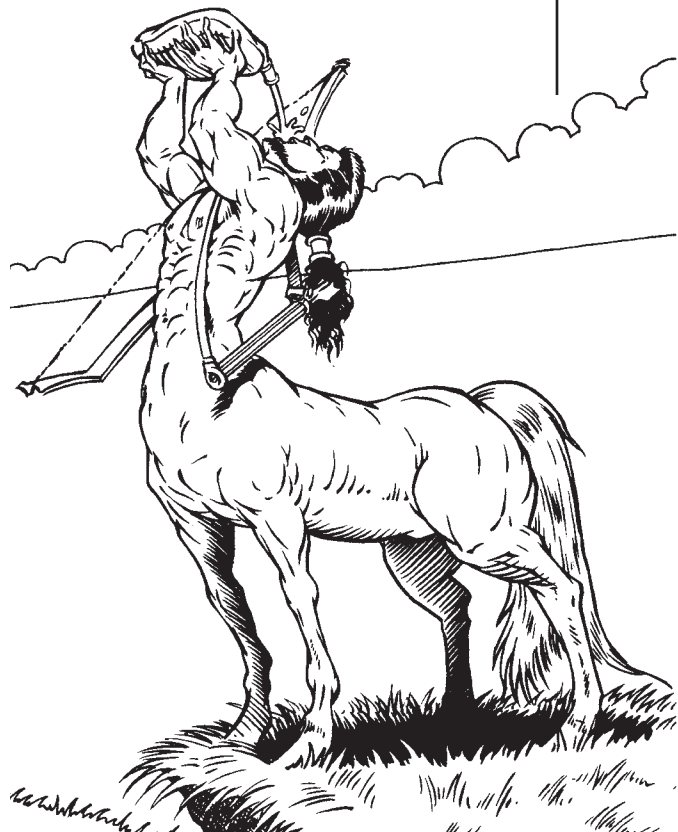
Powers/Tactics: Centaurs have many options in combat. Their human arms and hands allow them to use many different types of weapons (and their enormous strength makes them effective warriors). They can also kick with their hind legs, or rear up and come crashing down on a foe with their front hooves (they often Haymaker either attack).

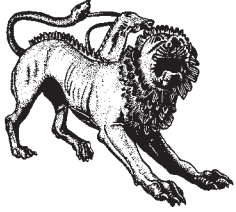
Campaign Use: You can use centaurs as a template for other human-animal crosses. For example, to create a being with the torso of a human and the body of a lion, simply reduce the centaur's Running to the lion's level, and add the lion's claws.

Appearance: A centaur has the head and torso of a man, and the body and legs of a horse. Although this combination makes centaurs fast and strong, it occasionally causes problems (they can't climb trees, or navigate narrow stairways).

CENTAUR HIT LOCATION TABLE

Roll	Location	STUNx	N STUN	BODYx	To Hit
3-5	Head	x5	x2	x2	-8 OCV
6-7	Arms/Hands	x2	x½	x½	-5 OCV
8	Shoulders	x3	x1	x1	-3 OCV
9-10	Human Torso	x3	x1	x1	-3 OCV
11-12	Horse Body	x3	x1	x1	-3 OCV
13	Vitals	x4	x1½	x2	-8 OCV
14-18	Legs	x2	x½	x½	-5 OCV
Head Shot (-4 OCV):		1d6+3			
High Shot (-2 OCV):		2d6+1			
Body Shot (-1 OCV):		2d6+4			
Low Shot (-2 OCV):		1d6+9			
Leg Shot (-4 OCV):		1d6+12			





Chimera

CHIMERA

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
14	DEX	12	12-	OCV: 5/DCV: 5
22	CON	24	13-	
23	BODY	26	14-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
6	COM	-2	10-	
				Total: 10 PD (2 rPD)
10	PD	5		Total: 10 ED (2 rED)
4	SPD	16		Phases: 3, 6, 9, 12
12	REC	6		
44	END	0		
50	STUN	3		
				Total Characteristics Cost: 119 (+23 with NCM)

Movement:	Running:	9"/18"
	Leaping:	5"/10"
	Flight:	12"/24"

Cost	Powers	END
20	<i>Lion's Fangs:</i> HKA 1½d6 (3d6+1 with STR); Reduced Penetration (-¼)	2
16	<i>Lion's Claws:</i> HKA 1d6+1 (2½d6 with STR); Reduced Penetration (-¼)	2
10	<i>Goat's Horns:</i> HKA ½d6 (1d6+1 with STR)	1
10	<i>Dragon's Bite:</i> HKA ½d6 (1d6+1 with STR)	1
33	<i>Dragon's Venom:</i> Drain CON 3d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1), Personal Immunity (+¼); 4 Charges (-1), Dragon's Bite Must Do BODY (-½), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), Gradual Effect (15 Minutes; 1d6/5 Minutes; -¾) plus RKA 2d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1), Personal Immunity (+¼); No Range (-½), 4 Charges (-1), Dragon's Bite Must Do BODY (-½), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), Gradual Effect (10 Minutes; 1d6/5 minutes; -¾), Linked (-½)	4
20	<i>Dragon's Breath:</i> RKA 2d6, Armor Piercing (+½); Increased Endurance Cost (x3 END; -1), Limited Range (10"; -¼)	12
7	<i>Roar:</i> +15 PRE; Only For Fear-Based Presence Attacks (-1), Incantations (must roar; -¼)	0
2	<i>Tough Skin:</i> Damage Resistance (2 PD/2 ED)	0
6	<i>Heavy:</i> Knockback Resistance -3"	0
6	<i>Long Legs:</i> Running +3" (9" total)	1
16	<i>Dragon's Wings:</i> Flight 12"; Restrained (-½)	2
6	<i>Animal Senses:</i> +2 PER with all Sense Groups	0
5	<i>Lion's Eyes:</i> Nightvision	0
5	<i>Lion's Nose:</i> Tracking for Normal Smell	0

Skills

10 +2 Hand-To-Hand

Total Powers & Skills Cost: 172

Total Cost: 291

75+ Disadvantages

- 20 Enraged: if takes BODY damage (Common), go 11-, recover 11-
- 15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
- 5 Physical Limitation: Large (4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 10 Psychological Limitation: Aggressive And Temperamental (Common, Moderate)
- 151 Experience Points

Total Disadvantage Points: 291

Ecology: The chimera is an unnatural creature, created either by perverse gods or by wizards' experiments gone horribly awry (or, even more horribly, exactly as planned). Some say they cannot breed — that only magic can create more chimerae — but a few adventurers claim to have encountered prides of chimerae, complete with cubs.

Chimerae prefer to live in mountainous or hilly regions. They lair in caves. They often migrate from one territory to another, since they quickly clear a region of potential prey because of their prodigious appetites.

Personality/Motivation: Normal animal motivations, though chimerae have a notably aggressive and temperamental disposition, often attacking when other animals would refrain or retreat. If wounded, they become extremely dangerous.

Powers/Tactics: Thanks to its many heads, the chimera has more than just claws and fangs available to it. It can butt with its goat-head (sometimes performing a Move Through with its Flight), breathe fire from its dragon-head, or even inflict a venomous bite with the dragon's fangs. Its ability to fly allows it to escape many attackers, or pursue victims who might otherwise escape. Its also likes to fly past prey, making a Move By with its claws.

Campaign Use: A tough and capable foe, the chimera is a good opponent for most groups of adventurers. The GM can also use it as a template for other chimeric creatures (such as a gigantic serpent with lion's legs and a bat's wings).

Appearance: The chimera is a monstrous amalgam with the body and head of a lion, plus the head of a goat and the head of a dragon (some forms have a venomous serpent for a tail instead of a dragon's head). It also has dragon's wings, allowing it to pursue its prey through the air or lair in otherwise inaccessible mountains.

Cockatrice

COCKATRICE

Val	Char	Cost	Roll	Notes
0	STR	-10	9-	Lift 25 kg; 0d6 [1]
16	DEX	18	12-	OCV: 5/DCV: 5
14	CON	8	12-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
15	PRE	5	12-	PRE Attack: 3d6
6	COM	-2	10-	
5	PD	5		Total: 5 PD (2 rPD)
6	ED	3		Total: 6 ED (2 rED)
3	SPD	4		Phases: 4, 8, 12
5	REC	4		
28	END	0		
25	STUN	8		Total Characteristics Cost: 33

Movement: Running: 3"/6"
 Leaping: 1"/2"
 Flight: 5"/10"

Cost Powers END

131	<i>Deadly Gaze:</i> RKA 6d6, NND (defense is Power Defense, or blocking its gaze; +1), Does BODY (+1), Persistent (+½), Reduced Endurance (0 END; +½); Always On (-½), Eye Contact Required (-½), Limited Range (30"; -¼), All Or Nothing (-½)	0
8	<i>Bite:</i> HKA ½d6 (½d6 with STR); Reduced Penetration (-¼)	1
2	<i>Scaly Skin:</i> Damage Resistance (2 PD/2 ED)	0
7	<i>Wings:</i> Flight 5"; Restrainable (-½)	1
1	<i>Leaping:</i> Leaping +1" (1" forward, ½" upward)	1
-6	<i>Short Legs:</i> Running -3"	0
3	<i>Sharp Senses:</i> +1 PER with all Sense Groups	0

Skills

10	<i>Hard To Hit:</i> +2 DCV	
2	Concealment 11- (13-); Self Only (-½)	
3	<i>Easily Hidden:</i> +2 to Concealment (4 Active Points); Self Only (-½)	
7	Stealth 14-	

Total Powers & Skills Cost: 168

Total Cost: 201

75+ Disadvantages

5	Hunted: weasels 8- (Less Pow, Kill)
15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
5	Physical Limitation: Small (up to 1m long; +3" KB) (Infrequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
86	Experience Points

Total Disadvantage Points: 201



Ecology: The result of an unnatural mating or mingling of a toad and a hen, or perhaps created when a serpent hatches a hen's egg, the cockatrice lives in temperate regions, preferring to lair in dense, dark forests. A carnivore, it consumes the bodies of creatures it kills with its deadly gaze.

The cockatrice's only real enemy is the weasel, which for unknown reasons possesses an immunity to the cockatrice's gaze. Weasels enjoy the taste of cockatrice meat and actively seek out the creatures to prey upon them.

Personality/Motivation: Normal animal motivations. Some scholars believe the cockatrice is too stupid to know its very gaze can kill; other people claim it not only knows this, but maliciously uses its powers to its own advantage.

Powers/Tactics: The cockatrice, perhaps a relative of the basilisk, has a similar "deadly gaze" power (see page 41). That is its only real weapon, though it can bite with its beak if necessary. The cockatrice's wings give it tactical options the basilisk lacks; some cockatrices like to fly up into trees, caw or cluck loudly when they see prey approaching, then use their deadly gaze when the prey looks up to see what all the noise is about.

Campaign Use: As with the basilisk, be careful how you use the cockatrice. Its gaze weapon can kill multiple player characters and bring a campaign to a screeching halt, if you're unlucky.

Appearance: The cockatrice is a bizarre mixture of rooster and reptile, with the head and front parts of a rooster (including wings and two rooster legs), and the back and tail of a lizard or serpent. It is often striped lengthwise with white marks six inches in size.

Crab, Giant

GIANT CRAB

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
15	DEX	15	12-	OCV: 5/DCV: 5
20	CON	20	13-	
20	BODY	20	13-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
20	PRE	10	13-	PRE Attack: 4d6
4	COM	-3	10-	
15	PD	10		Total: 15 PD (10 rPD)
10	ED	6		Total: 10 ED (6 rED)
3	SPD	5		Phases: 4, 8, 12
9	REC	0		
40	END	0		
43	STUN	0		
Total Characteristics Cost: 86 (+14 with NCM)				

Movement:	Running:	9"/18"
	Leaping:	3"/6"
	Swimming:	3"/6"

Cost	Powers	END
24	<i>Pincers:</i> HKA 2d6 (3½d6 with STR); Reduced Penetration (-¼)	3
7	<i>Pincers:</i> +10 STR; Only With Grab (-½)	1
6	<i>Shell:</i> Damage Resistance (10 PD/6 ED); Does Not Protect Hit Locations 4 Or 14-18 (-¼)	0
5	<i>Aquatic:</i> Life Support (Expanded Breathing: Breathe Underwater)	0
6	<i>Crab's Legs:</i> Running +3" (9" total)	1
1	<i>Aquatic:</i> Swimming +1" (3" total)	1
6	<i>Crab's Legs:</i> Extra Limbs, Inherent (+¼)	0

Skills

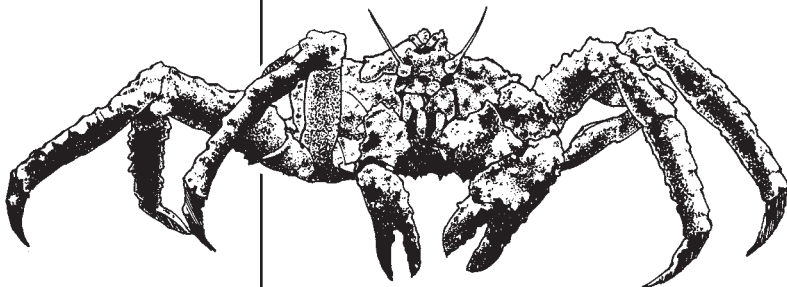
5	+1 Hand-To-Hand
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Total Powers & Skills Cost: 60

Total Cost: 146

75+ Disadvantages

15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
5	Physical Limitation: Can Only Run Sideways (Infrequently, Slightly Impairing)
0	Physical Limitation: Human Size



15	Physical Limitation: Poor Eyesight, suffers -2 to all Sight PER Rolls (Frequently, Greatly Impairing)
5	Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
16	Experience Points

Total Disadvantage Points: 146

Ecology: Giant crabs live on the bottom of the ocean, usually preferring the shallower parts of the sea near to shore or around coral reefs. They occasionally venture onto beaches, especially during mating season. They live partly by scavenging, and partly by killing fish and other prey with their enormous pincers (which are strong enough to snip a man in two with little effort).

Giant crabs are normally solitary, but gather together on beaches or in shallows during their mating season. At this time they become unusually touchy and aggressive.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Giant crabs approach foes warily, but once engaged attack vigorously. Although the positioning and shape of their legs only allow them to move sideways (forcing them to turn if they want to charge someone in front of them), they're large enough and fast enough to knock an enemy down (Move Through) and then attack with their pincers. If possible, they prefer to Grab with one pincer, and use the other to inflict injury.

Campaign Use: You can use this character sheet for giant versions of other crustaceans, such as crayfish or lobsters. Apply an appropriate *Size* template to make the creature even larger.

Many peoples consider crab meat a delicacy, so adventurers who kill a giant crab may be in for a scrumptious feast (or be able to sell the meat to someone).

Appearance: A crab — roughly oval shell, six legs, two forward “arms” ending in pincers, and a small face and eyestalks — of human proportions.

CRUSTACEAN HIT LOCATION TABLE

Roll	Location	STUNx	N STUN	BODYx	To Hit
3-5	Head	x5	x2	x2	-8 OCV
6-8	Pincers	x2	x½	x½	-5 OCV
9-12	Body	x3	x1	x1	-3 OCV
13	Vitals	x4	x1½	x2	-8 OCV
14-18	Legs/Tail	x2	x½	x½	-5 OCV

Head Shot (-4 OCV):	1d6+3
High Shot (-2 OCV):	2d6+1
Body Shot (-1 OCV):	2d6+4
Low Shot (-2 OCV):	1d6+9
Leg Shot (-4 OCV):	1d6+12

Deadly Ooze

DEADLY OOZE

Val	Char	Cost	Roll	Notes
0	STR	-10	9-	Lift 25 kg; 0d6 [1]
10	DEX	0	11-	OCV: 3/DCV: 3
20	CON	20	13-	
15	BODY	10	12-	
5	INT	-5	10-	PER Roll 10-
5	EGO	-10	10-	ECV: 2
10	PRE	0	11-	PRE Attack: 2d6
2	COM	-4	9-	
4	PD	4		Total: 4 PD (0 rPD)
4	ED	0		Total: 4 ED (0 rED)
3	SPD	10		Phases: 4, 8, 12
6	REC	4		
40	END	0		
30	STUN	5		Total Characteristics Cost: 24

Movement: Running: 2"/4"

Cost Powers END

40	<i>Acidic Secretions:</i> HKA 1d6, Continuous (+1), Damage Shield (+½), Penetrating (+½), Persistent (+½), Reduced Endurance (0 END; +½); Always On (-½), No STR Bonus (-0)	0
30	<i>Semisolid Body:</i> Physical Damage Reduction, Resistant, 50%	0
22	<i>Rapid Healing:</i> Healing 3d6 (Regeneration; 3 BODY per Turn), Reduced Endurance (0 END; +½), Persistent (+½); Extra Time (1 Turn; -1¼), Self Only (-½)	0
15	<i>Unresponsive:</i> +30 PRE; Only To Protect Against Presence Attacks (-1)	0
31	<i>Semisolid Body:</i> Life Support (Self-Contained Breathing; Diminished Eating: once per week; Immunity: all diseases and poisons)	0
10	<i>Semisolid Body:</i> No Hit Locations (see text)	0
24	<i>Semisolid Body:</i> Desolidification (affected by any attack), Reduced Endurance (0 END; +½); Does Not Protect Against Damage (-1), Cannot Pass Through Solid Objects (-½)	0
17	<i>Semisolid Body:</i> Clinging (21 STR)	0
-8	<i>Slow:</i> Running -4" (2" total)	0
38	<i>Sense Vibrations:</i> Detect Physical Vibrations 13- (Touch Group), Discriminatory, Analyze, Range, Targeting 0	0
18	<i>Sense Heat:</i> Detect Heat 13- (Touch Group), Discriminatory, Range	0

Skills

6	+3 OCV with Grab
9	Stealth 14-

Total Powers & Skills Cost: 252

Total Cost: 276



75+ Disadvantages

15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
20	Physical Limitation: Blind (All The Time, Greatly Impairing)
20	Physical Limitation: Deaf (All The Time, Greatly Impairing)
0	Physical Limitation: Human Size
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
131	Experience Points

Total Disadvantage Points: 276

OPTIONAL ABILITIES

Cost Larger Ooze

+40	<i>Acidic Secretions:</i> HKA 2d6, otherwise the same as above	
12	<i>Engulf:</i> Entangle 3d6, 4 DEF; Lockout (can only have one Entangle in use at a time; -½), No Range (-½), Feedback (ooze takes all damage done to Entangle; -1)	3
+2	<i>Semisolid Body:</i> Clinging (27 STR)	0
2	<i>Slow:</i> Running +1" (3" total)	0
Total cost: +56 points		

Cost Much Larger Ooze

+80	<i>Acidic Secretions:</i> HKA 3d6, otherwise the same as above	
20	<i>Engulf:</i> Entangle 5d6, 7 DEF; Lockout (can only have one Entangle in use at a time; -½), No Range (-½), Feedback (ooze takes all damage done to Entangle; -1)	6
+3	<i>Semisolid Body:</i> Clinging (30 STR)	0

+30	<i>Semisolid Body</i> : increase Physical Damage Reduction to 75%	
4	<i>Slow</i> : Running +2" (4" total)	0
Total cost: +137 points		

Cost Black Ooze

Replace *Acidic Secretions* with:

105	<i>Secretions</i> : Multipower, 105-point reserve	
10u	1) <i>Acidic Secretions</i> : HKA 2d6, Continuous (+1), Damage Shield (+½), Penetrating (+½), Reduced Endurance (0 END; +½); No STR Bonus (-0)	0
10u	2) <i>Paralytic Secretions</i> : Entangle 3d6, 3 DEF, Takes No Damage From Attacks (+½), Continuous (+1), Damage Shield (+½), Reduced Endurance (0 END; +½)	0
Total cost: +95 points		

Cost Red Ooze

20	Increase STR to 20	
7	<i>Pseudopod Bash</i> : HA +2d6; Hand-To-Hand Attack (-½)	1
-7	<i>Semisolid Body</i> : Clinging (normal STR)	0
Total cost: +20 points		

Cost Green Ooze

+5	<i>Potent Acidic Secretions</i> : make Acidic Secretions Penetrating (x2; +1)	
Total cost: +5 points		

Ecology: Deadly oozes live in underground caverns and grottoes, and sometimes in deep, dark forests and jungles in moist climates. They cannot tolerate dry climates. Solitary carnivores, they reproduce through a fission-like process.

Oozes come in many different species, distinguished by color. The most common is the grey-green ooze, represented by the basic character sheet. The black ooze has the ability to secrete a paralytic substance, allowing it to dissolve its victims at leisure. The red ooze possesses greater solidity and strength than other oozes, and can also attack by lashing out with a tentacle-like

pseudopod. The green ooze, cousin to the grey-green, has the most potent acidic secretions of any species.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Deadly oozes have acidic secretions which they use to kill and consume prey. Since they lack the speed to chase down their prey, they typically lurk on the ceilings of caverns, using their Clinging and Stealth to remain unseen. When unsuspecting prey passes beneath them, they drop down, using their Clinging to stick to the hapless victim (larger oozes can literally engulf their prey, preventing it from moving while they kill it). Their acidic secretions dissolve the victim, allowing the ooze to ingest the remains.

Oozes are extremely hard to injure with weapons, and in fact heal any injuries they suffer with amazing speed. On the other hand, fire and other forms of energy have greater effect on them. Most try to flee, using their semisolid bodies to escape into crevices and cracks where enemies cannot follow, if they take more than 5 BODY worth of fire damage.

The deadly ooze uses the optional "no need to buy *Affects Physical World*" rule described on page 148 of the *HERO System 5th Edition, Revised*, since its Desolidification offers it no protection against attacks. It also has the *No Hit Locations* Automaton ability, even though it's not an Automaton, to reflect the unusual nature of its body.

Campaign Use: Gamemasters can use the deadly ooze as a template for other slimes, molds, and jellies, adding or re-arranging abilities to suit. You can also create other color oozes.

Appearance: A deadly ooze is a grey-green semi-liquid mass of protoplasm and tissue, approximately man-sized. It travels by slithering along floors, walls, and ceilings, often leaving a trail of scarring and pitting due to its acidic secretions.

DEMONS AND DEVILS

Ful beings who inhabit the infernal planes, demons and devils embody evil, chaos, destruction, torment, and wicked emotions.

They exist only to further the causes of evil and mayhem, and revel in the terror and havoc they cause. There are few differences between the two, except perhaps that devils often prefer subtlety over sheer power. They often try to trick or persuade mortals to sell their souls in exchange for power or other gifts, whereas demons normally content themselves with more blatant acts of cruelty and spite.

The inhabitants of the lower planes have a strict hierarchy based on power. Those who are weak serve those who are stronger, with the terrible demon princes ruling over all. The many princes connive and war with each other continuously, as each seeks to extend his sway over a greater and greater portion of the Hosts of Hell. Sometimes these wars spill over into the World of Men, but more often demons and devils come to the normal planes of existence only when called. Some calls are subconscious or unwitting — a desire for cruel vengeance in an aching heart, a curse inflicted out of malice. But most are deliberate, the work of sorcerers who summon demons and devils to serve them or grant them power, and who all too often end up losing control of them, or finding themselves the ones controlled....

Ecology: Demons and devils are native to the infernal planes, but can exist on other planes. Beyond that, they have little in common — some prefer fire and heat, others revel in cold and frost; some feed on human blood, others souls, others living flesh; some mate in “traditional” ways, others spawn their broods through magic or diabolic alchemy.

Personality/Motivation: As discussed above, all demons and devils are thoroughly evil. Even if they seem to act out of kindness or charity, they ultimately intend only malice and woe.

Powers/Tactics: Most demons and devils share several common abilities. Some are physical (unusual strength, claws, bat-wings, resilience, immortality) and others mental or spiritual. But they also share some weaknesses. Pentagrams render them trapped and helpless (a fact most often taken advantage of by conjurers). Holy places and things can hurt or slay them. Someone who knows a demon's or devil's true name can command it effortlessly. And, oftentimes, their unwavering desire to do only evil things makes them easy to

trick or elude.

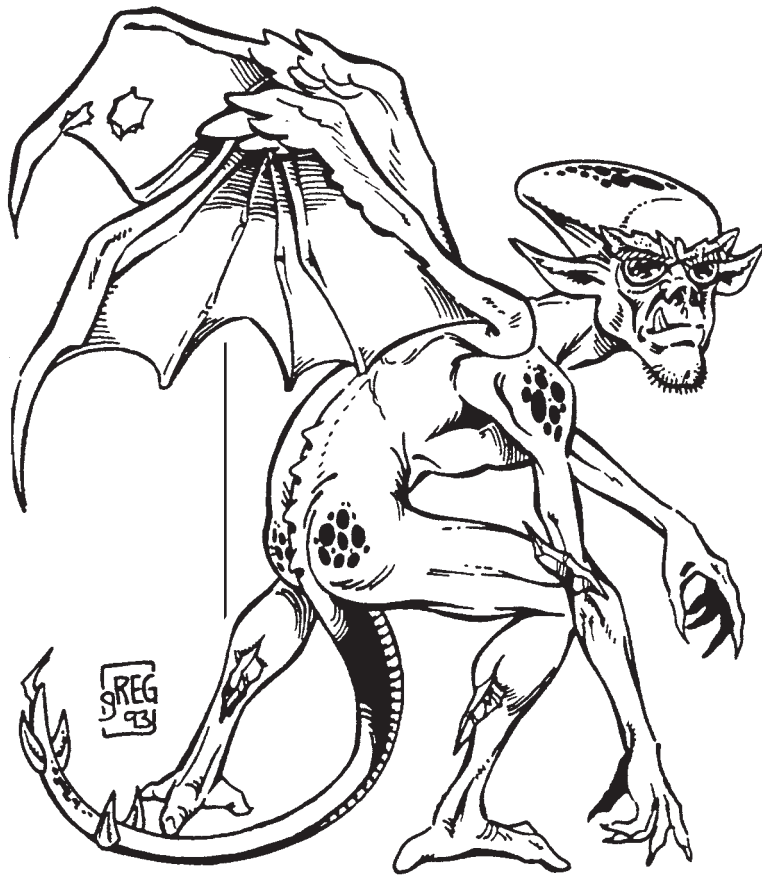
Demons and devils have Everyman Skills, not Everycreature Skill.

Campaign Use: In many campaigns, infernal beings represent the ultimate evil — the one foe the PCs fear and can never hope to fully triumph over. As such, they should strike terror into adventurers; if the demons and devils presented here don't seem likely to do so in your game, improve them until they can.

Each GM should tailor the demon and devil character sheets to suit their own campaigns. For example, in a campaign where Hell is a place of fire and brimstone, most infernal beings should have Life Support (Safe Environment: Intense Heat).

Appearance: Demons' and devils' appearance varies tremendously. Some are of the typical red-skinned, horned-head, barbed-tail, bat-winged form, others look far stranger indeed. Some people believe that a demon's or devil's appearance changes depending on the viewer's own personality and desires.



**IMP**

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
13	CON	6	12-	
10	BODY	0	11-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
6	COM	-2	10-	
<hr/>				
6	PD	4		Total: 6 PD (0 rPD)
6	ED	3		Total: 6 ED (0 rED)
3	SPD	6		Phases: 4, 8, 12
6	REC	2		
26	END	0		
25	STUN	3		
				Total Characteristics Cost: 37

Movement:	Running:	6"/12"
	Leaping:	2"/4"
	Flight:	8"/16"

Cost	Powers	END
7	<i>Demonic Claws:</i> HKA 1 point (½d6 with STR), Armor Piercing (+½)	1
21	<i>Hellfire Aura:</i> HKA ½d6, Continuous (+1), Damage Shield (+½), Penetrating (+½), Reduced Endurance (½ END; +¼); No STR Bonus (-½)	1

60	<i>Infernal Shield:</i> Physical and Energy Damage Reduction, Resistant, 50%	0
5	<i>Infernal Form:</i> Life Support (Longevity: Immortality)	0
11	<i>Demon Wings:</i> Flight 8"; Restrainable (-½)	2
5	<i>Demon's Eyes:</i> Infrared Perception (Sight Group)	0

Skills

40	<i>Hard To Hit:</i> +8 DCV
13	Concealment 19-; Self Only (-½)
3	Persuasion 12-
21	Stealth 21-

Total Powers & Skills Cost: 186**Total Cost: 223****75+ Disadvantages**

20	<i>Distinctive Features:</i> Aura Of Infernal Evil (Concealable With Effort; Causes Fear)
15	<i>Physical Limitation:</i> Minuscule (.125m; +12" KB) (Frequently, Greatly Impairing)
15	<i>Physical Limitation:</i> Must Obey Anyone Who Knows Its True Name (Infrequently, Fully Impairing)
15	<i>Physical Limitation:</i> Restricted By Pentagrams, if confined within a pentagram cannot leave or affect anyone or anything outside the pentagram (Infrequently, Fully Impairing)
25	<i>Psychological Limitation:</i> Utterly Evil (Very Common, Total)
25	<i>Susceptibility:</i> to holy places and objects, takes 2d6 damage per Phase demon is on holy ground, in a holy place, or within 1" of a holy object (Common)
33	Experience Points

Total Disadvantage Points: 223

Description: This demon, small enough to sit comfortably on a human's shoulder, is the lowest free-willed being in the infernal hierarchy. Demon princes often send imps to the World of Man to serve as familiars to evil sorcerers, servants to wicked people, and petty tormentors of the righteous.

DEMONLING

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
16	DEX	18	12-	OCV: 5/DCV: 5
18	CON	16	13-	
15	BODY	10	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
18	PRE	8	13-	PRE Attack: 3½d6
4	COM	-3	10-	
8	PD	5		Total: 8 PD (2 rPD)
8	ED	4		Total: 8 ED (2 rED)
3	SPD	4		Phases: 4, 8, 12
9	REC	4		
36	END	0		
32	STUN	0		
				Total Characteristics Cost: 71

Movement: Running: 6"/12"
 Leaping: 3"/6"
 Flight: 10"/20"

Cost	Powers	END
22	<i>Demonic Claws:</i> HKA 1d6 (1½d6 with STR), Armor Piercing (+½)	2
33	<i>Hellfire Aura:</i> HKA 1d6, Continuous (+1), Damage Shield (+½), Penetrating (+½), Reduced Endurance (½ END; +¼); No STR Bonus (-½)	3
60	<i>Infernal Shield:</i> Physical and Energy Damage Reduction, Resistant, 50%	0
2	<i>Demon's Skin:</i> Damage Resistance (2 PD/2 ED)	0
5	<i>Infernal Form:</i> Life Support (Longevity: Immortality)	0
13	<i>Demon Wings:</i> Flight 10"; Restrainable (-½)	2
5	<i>Demon's Eyes:</i> Infrared Perception (Sight Group)	0

Skills

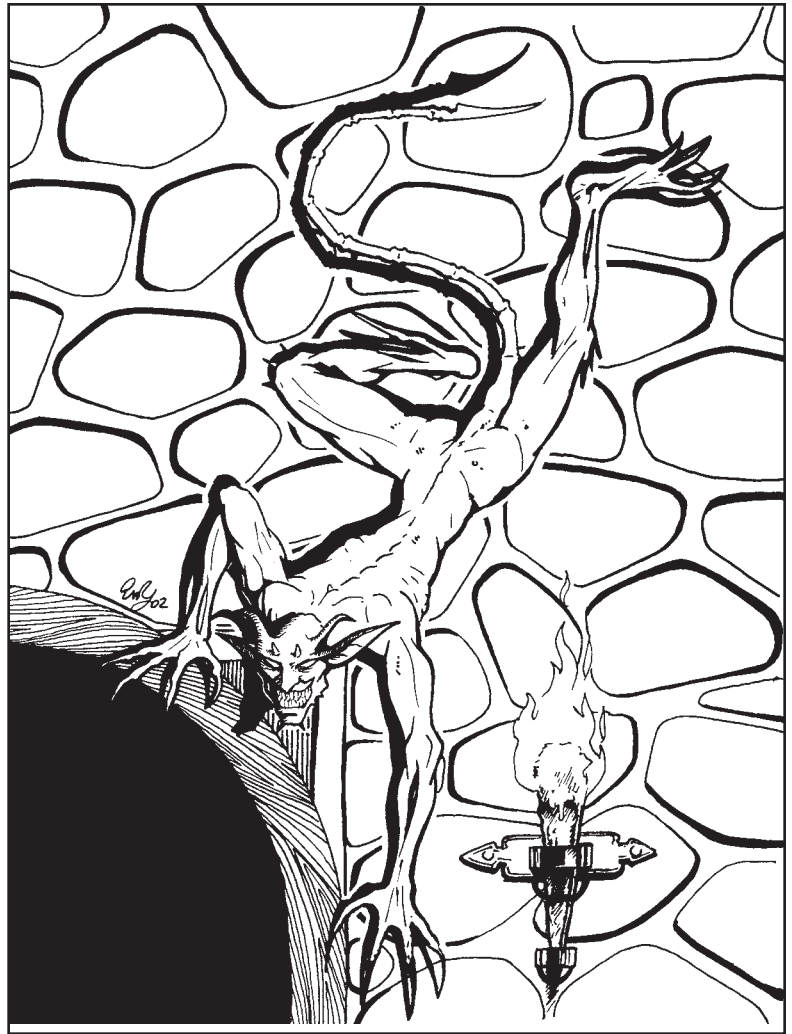
10	<i>Hard To Hit:</i> +2 DCV
5	Concealment 13-; Self Only (-½)
7	Stealth 14-

Total Powers & Skills Cost: 162

Total Cost: 233

75+ Disadvantages

20	Distinctive Features: Aura Of Infernal Evil (Concealable With Effort; Causes Fear)
15	Physical Limitation: Must Obey Anyone Who Knows Its True Name (Infrequently, Fully Impairing)
15	Physical Limitation: Restricted By Pentagrams, if confined within a pentagram cannot leave or affect anyone or anything outside the pentagram (Infrequently, Fully Impairing)
5	Physical Limitation: Small (1m; +3" KB) (Infrequently, Slightly Impairing)
25	Psychological Limitation: Utterly Evil (Very Common, Total)
25	Susceptibility: to holy places and objects, takes 2d6 damage per Phase demon is on



53 holy ground, in a holy place, or within 1" of a holy object (Common) Experience Points

Total Disadvantage Points: 233

Description: Similar to imps in many ways, demonlings can become as large as about half human size. They serve the demon princes, and other infernal beings of greater power than they, as servants, foot-soldiers, and snacks.



SHADOW

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
18	BODY	16	13-	
15	INT	5	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
8	PD	6		Total: 8 PD (2 rPD)
8	ED	4		Total: 8 ED (2 rED)
4	SPD	10		Phases: 3, 6, 9, 12
6	REC	0		
40	END	0		
35	STUN	2		Total Characteristics Cost: 103

Movement:	Running:	6"/12"
	Leaping:	2"/4"
	Flight:	10"/20"

Cost	Powers	END
60	<i>Shadow Powers:</i> Multipower, 60-point reserve	
6u	1) <i>Weave Shadow:</i> Darkness to Sight Group 4" radius, Reduced Endurance (0 END; +½)	0
6u	2) <i>Shadow Touch:</i> Drain BODY 6d6	6
6u	3) <i>Meld Into Shadow:</i> Desolidification (affected by magic or light-based attacks), Reduced Endurance (0 END; +½)	0
4u	4) <i>Shadowwalking:</i> Teleportation 30"; Only From Shadow To Shadow (-½)	6

2u	5) <i>Shadow Portal:</i> Extradimensional Movement (the shadow's lair in Hell)	2
37	<i>Demonic Claws:</i> HKA 1½d6 (2d6 with STR), Armor Piercing (+½)	4
10	<i>Terrifying Mien:</i> +20 PRE; Only For Fear-Based Presence Attacks (-1)	0
60	<i>Shadow Form:</i> Physical and Energy Damage Reduction, Resistant, 50%	0
2	<i>Shadow Form:</i> Damage Resistance (2 PD/2 ED)	0
5	<i>Infernal Form:</i> Life Support (Longevity: Immortality)	0
13	<i>Shadow Wings:</i> Flight 10"; Restrainable (-½)	2
5	<i>Demon's Eyes:</i> Infrared Perception (Sight Group)	0
5	<i>Shadow Eyes:</i> Nightvision	0

Talents

24	Combat Sense 21-
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Skills

9	Concealment 15-
9	Stealth 16-

Total Powers & Skills Cost: 263

Total Cost: 366

75+ Disadvantages

20	Distinctive Features: Aura Of Infernal Evil (Concealable With Effort; Causes Fear)
0	Physical Limitation: Human Size
15	Physical Limitation: Must Obey Anyone Who Knows Its True Name (Infrequently, Fully Impairing)
15	Physical Limitation: Restricted By Pentagrams, if confined within a pentagram cannot leave or affect anyone or anything outside the pentagram (Infrequently, Fully Impairing)
25	Psychological Limitation: Utterly Evil (Very Common, Total)
25	Susceptibility: to holy places and objects, takes 2d6 damage per Phase demon is on holy ground, in a holy place, or within 1" of a holy object (Common)
15	Susceptibility: to light attacks, automatically takes 2d6 when hit with a light-based attack (including Sight Group Flashes based on light) (Common)
30	Susceptibility: to sunlight, takes 2d6 per Phase when exposed to sunlight (Very Common)
20	Vulnerability: 2 x STUN from Light Attacks (Common)
20	Vulnerability: 2 x BODY from Light Attacks (Common)
106	Experience Points

Total Disadvantage Points: 366

Description: Shadows, horrible demons of gloom, resemble demons made out of night-thick darkness. Although they have corporeal bodies, they can meld into shadow (becoming intangible) and spend most of their time in this shadowy form unless they have

to attack. A few of the most powerful can even attack living beings while intangible! (For these shadows, add a Multipower slot with a Drain BODY 2d6, Affects Solid World.)

Shadows feed off life energy drained from mortals. Their Shadow Touch affects the very soul of the victim, and can kill him if administered too long (if not, he quickly recovers). Once they have fed, shadows may linger to cause further harm, or use their Shadow Portal power to return to their homes in Hell.

In combat, shadows usually use one of two tactics. If hungry, or in an aggressive mood, they rely on their Shadow Touch, ceasing to apply it only if badly injured and forced to flee. If it needs to be more cautious, a shadow uses its Weave Shadow ability to protect itself, confuse its foes, and get close enough (with its Combat Sense) to attack with its claws.

SUCCUBUS

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
15	CON	10	12-	
13	BODY	6	12-	
20	INT	10	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
20	PRE	10	13-	PRE Attack: 4d6
24	COM	7	14-	
6	PD	4		Total: 6 PD (0 rPD)
6	ED	3		Total: 6 ED (0 rED)
4	SPD	10		Phases: 3, 6, 9, 12
6	REC	2		
30	END	0		
30	STUN	4		Total Characteristics Cost: 116 (+2 with NCM)

Movement: Running: 6"/12"
Leaping: 2"/4"

Cost	Powers	END
30	<i>Irresistible Embrace:</i> Mind Control 12d6, Reduced Endurance (0 END; +½); Only To Inspire Lust For The Succubus (-1), Skin Contact Required (-1)	0
93	<i>Slavery Of Lust:</i> Major Transform 6d6 (male into succubus's willing slave, heals back through sincere repentance and a priest's blessing), BOECV (+1), Works Against EGO, Not BODY (+¼), Reduced Endurance (0 END; +½); Limited Target (human males; -¼), All Or Nothing (-½), No Range (-½), Skin Contact Required (-1), Only On Male With Whom She Is Engaged In Sexual Congress (-1) plus Major Transform 4d6 (male into male with corrupted soul, heals back through sincere repentance and a priest's blessing), BOECV (+1), Works Against EGO, Not BODY (+¼), Reduced Endurance (0 END; +½); Limited Target (human males; -¼), All Or Nothing (-½), No Range (-½), Skin Contact Required (-1), Only On Male With Whom She Is Engaged In Sexual Congress (-1), Linked (-½)	0



49	<i>Seductive Form:</i> Shape Shift (Sight and Touch Groups; any humanoid form), Imitation, Reduced Endurance (0 END; +½)	0
22	<i>Succubus Claws:</i> HKA 1d6 (1d6+1 with STR), Armor Piercing (+½)	2
10	<i>Seductive Mien:</i> +20 PRE; Only For Friendly Presence Attacks (-1)	0
60	<i>Infernal Shield:</i> Physical and Energy Damage Reduction, Resistant, 50%	0
5	<i>Infernal Form:</i> Life Support (Longevity: Immortality)	0
5	<i>Demon's Eyes:</i> Infrared Perception (Sight Group)	0
Skills		
3	Concealment 13-	
3	Conversation 13-	
3	High Society 13-	
3	Persuasion 13-	
7	Seduction 15-	

3 Stealth 13-

Total Powers & Skills Cost: 296**Total Cost: 412****75+ Disadvantages**

- 0 Physical Limitation: Human Size
- 15 Physical Limitation: Must Obey Anyone Who Knows Its True Name (Infrequently, Fully Impairing)
- 15 Physical Limitation: Restricted By Pentagrams, if confined within a pentagram cannot leave or affect anyone or anything outside the pentagram (Infrequently, Fully Impairing)
- 25 Psychological Limitation: Utterly Evil (Very Common, Total)
- 20 Psychological Limitation: Coward (Common, Total)
- 25 Susceptibility: to holy places and objects, takes 2d6 damage per Phase demon is on holy ground, in a holy place, or within 1" of a holy object (Common)
- 237 Experience Points

Total Disadvantage Points: 412

Description: Resembling a human female of incredible beauty (sometimes with one or two minor, easily concealed, diabolic features, like fangs or small horns), the succubus is a manifestation of the sin of lust. When she first appears, she relies on her *Seduction* Skill and *Seductive Form* power to get close to the victim. Once within touching distance, she can employ her *Irresistible Embrace* to make her victim desire her completely (if he doesn't already). While engaged in sexual congress with him, she transforms him, not only making him

her slave but actually corrupting his very soul (a *Psychological Limitation*). Only one who sincerely repents of the sins committed with the succubus, and who receives a priest's blessing, can dispel this taint.

If her victim shows strong character and rejects her, a succubus may become vicious, growing claws from her fingers and attempting to destroy by violence what she could not through her perverted sexuality. However, she is no combatant, and quickly flees if confronted with force or other danger.

The male counterpart of the succubus is the *incubus*, who seduces women in like manner.

LESSER DEMON

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
20	DEX	30	13-	OCV: 7/DCV: 7
23	CON	26	14-	
20	BODY	20	13-	
20	INT	10	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
25	PRE	15	14-	PRE Attack: 5d6
8	COM	-1	11-	
				Total: 15 PD (8 rPD)
				Total: 15 ED (8 rED)
				Phases: 3, 6, 9, 12
				Total Characteristics Cost: 169
				(+34 with NCM)

Movement: Running: 9"/18"
Leaping: 5"/10"
Flight: 12"/24"

Cost	Powers	END
31	<i>Demon Powers:</i> Elemental Control, 62-point powers	
31	1) <i>Demonic Blast:</i> Energy Blast 10d6, Reduced Endurance (½ END; +¼)	2
33	2) <i>Hellfire Aura:</i> HKA 1½d6, Continuous (+1), Damage Shield (+½), Penetrating (+½), Reduced Endurance (½ END; +¼); No STR Bonus (-½)	3
37	<i>Demonic Claws:</i> HKA 1½d6 (2½d6 with STR), Armor Piercing (+½)	4
8	<i>Demon's Skin:</i> Damage Resistance (8 PD/8 ED)	0
60	<i>Infernal Shield:</i> Physical and Energy Damage Reduction, Resistant, 50%	0
5	<i>Demonic Mind:</i> Mental Defense (9 points total)	0
5	<i>Demonic Shield:</i> Power Defense (5 points)	0
50	<i>Infernal Form:</i> Life Support: Total (including Longevity: Immortality)	0
16	<i>Demon Wings:</i> Flight 12"; Restrained (-½)	2
6	<i>Demon's Legs:</i> Running +3" (9" total)	1
5	<i>Demon's Eyes:</i> Infrared Perception (Sight Group)	0



Skills

- 10 +1 Overall
- 3 Concealment 13-
- 3 Stealth 13-
- 5 WF: Common Melee Weapons, Common Missile Weapons, Whip

Total Powers & Skills Cost: 308

Total Cost: 477

75+ Disadvantages

- 20 Distinctive Features: Aura Of Infernal Evil (Concealable With Effort; Causes Fear)
- 15 Enraged: if thwarted or tricked (Uncommon), go 11-, recover 11-
- 0 Physical Limitation: Human Size
- 15 Physical Limitation: Must Obey Anyone Who Knows Its True Name (Infrequently, Fully Impairing)
- 15 Physical Limitation: Restricted By Pentagrams, if confined within a pentagram cannot leave or affect anyone or anything outside the pentagram (Infrequently, Fully Impairing)
- 25 Psychological Limitation: Utterly Evil (Very Common, Total)
- 20 Psychological Limitation: Overconfidence (Very Common, Strong)
- 5 Rivalry: Professional (with other Lesser Demons, for power and influence)
- 25 Susceptibility: to holy places and objects, takes 2d6 damage per Phase demon is on holy ground, in a holy place, or within 1" of a holy object (Common)
- 262 Experience Points

Total Disadvantage Points: 477

OPTIONS

You can apply any of the following templates to a Lesser Demon to alter its nature and/or increase its power. You can also apply them to Greater Demons, but may want to increase the power of the various abilities.

Cost Fire Demon Powers

- 20 *Fiery Weapon*: HKA 2d6 (3½d6 with STR); OIF (demonic weapon; -½) 3
- +60 *Enhanced Hellfire Aura*: HKA 2½d6, Continuous (+1), Damage Shield (+½), Penetrating (+½), Reduced Endurance (0 END; +½); No STR Bonus (-½) 0
- 20 *Protection From Fire*: increase Energy Damage Reduction to 75%; Only Versus Fire (-½) 0
- 13 *Ignite*: RKA 1 point, Continuous (+1), Penetrating (+½), Reduced Endurance (0 END; +½), Sticky (only affects flammables; +¼), Uncontrolled (lasts until extinguished or flammables burn themselves out; +½); Only Works On Flammable Objects (-½) 0
- 2 *Heat Resistance*: Life Support (Safe Environment: Intense Heat) 0

Total cost: +115 points

Cost Foulness Demon Powers

- 31 *Disgusting Stench*: Drain CON 1d6, NND (defense is LS [Self-Contained Breathing]; +1), Continuous (+1), Area Of Effect (2" Radius; +¾), Persistent (+½), Reduced Endurance (0 END; +½); Always On (-½) 0
- 10 *Acidic Vomit*: RKA 1 point, Continuous (+1), Penetrating (+½); 8 Charges lasting 1 Turn each (-0), Limited Range (2"; -¼) 0
- 8 *Bloated Body*: Knockback Resistance -4" 0

Total cost: +49 points

Cost Frost Demon Powers

- 0 Convert *Hellfire Aura* to *Deathfrost Aura*
- 30 *Icy Weapon*: HKA 2d6 (3d6 with STR), Penetrating (+½); OIF (demonic weapon; -½) 4
- 20 *Protection From Frost*: increase Energy Damage Reduction to 75%; Only Versus Ice/Cold (-½) 0
- 29 *Ice Sheet*: Change Environment (create ice sheet) 8" radius, -4 to DEX Rolls to move on, Personal Immunity (+¼); Only Affects Characters Who Are Moving On The Ground (-¼) 3
- 2 *Frost Resistance*: Life Support (Safe Environment: Intense Cold) 0

Total cost: +81 points

Cost Guile Demon Powers

- 40 *Diabolic Treachery*: Multipower, 40-point reserve
- 4u 1) *Diabolic Domination*: Mind Control 8d6 4
- 4u 2) *Diabolic Glamour*: Mental Illusions 8d6 4
- 3 Conversation 14-
- 3 High Society 14-
- 3 Persuasion 14-
- 3 Seduction 14-

Total cost: +60 points

Cost Power Demon Powers

- 100 *Demonic Powers*: Variable Power Pool, 40 base + 20 control cost, Powers Can Be Changed As A Zero-Phase Action (+1), No Skill Roll Required (+1) var

Total cost: +100 points

Cost Quickness Demon Powers

- 30 +10 DEX
- 10 +1 SPD (total of +2, taking +10 DEX into account)

Total cost: +40 points

Cost Strength Demon Powers

- 20 *Demonic Weapon*: HKA 2d6 (4d6 with STR); OIF (demonic weapon; -½) 3
- 10 +10 STR
- 10 +5 PD (total +7, taking +10 STR into account), +5 ED (double cost for NCM)
- +12 *Demon's Skin*: Damage Resistance (20 PD/20 ED) 0

Total cost: +52 points

Cost Torment Demon Powers

60	<i>Agony Powers:</i> Multipower, 60-point reserve	
6u	1) <i>Touch Of Torture:</i> Drain STUN 3d6, Continuous (+1)	6
6u	2) <i>Agony Infliction:</i> Ego Attack 6d6	6
6u	3) <i>Crippling Pain:</i> Drain DEX 4d6, Ranged (+½)	6
3	Interrogation 14-	

Total cost: +81 points

Description: Lesser Demons are the lieutenants of Hell — the chief servants of Greater Demons, the commanders of detachments of weaker demons, and the operatives often first sent to the World of Man to investigate strange goings-on or rumors of activity by the Divine Host.

**GREATER DEMON**

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]
25	DEX	45	14-	OCV: 8/DCV: 8
30	CON	40	15-	
25	BODY	30	14-	
25	INT	15	14-	PER Roll 14-
26	EGO	32	14-	ECV: 9
35	PRE	25	16-	PRE Attack: 7d6
8	COM	-1	11-	
22	PD	16		Total: 22 PD (14 rPD)
22	ED	16		Total: 22 ED (14 rED)
5	SPD	15		Phases: 3, 5, 8, 10, 12
15	REC	6		
60	END	0		
60	STUN	5		Total Characteristics Cost: 264 (+140 with NCM)

Movement:	Running:	12"/24"
	Leaping:	6"/12"
	Flight:	20"/40"
	Teleportation:	30"/60"

Cost	Powers	END
100	<i>Demonic Powers:</i> Variable Power Pool, 40 base + 20 control cost, Powers Can Be Changed As A Zero-Phase Action (+1), No Skill Roll Required (+1)	var
30	<i>Demonic Weapon:</i> HKA 3d6 (5d6 with STR); OIF (demonic weapon; -½)	4
45	<i>Demonic Claws:</i> HKA 2d6 (3d6+1 with STR), Armor Piercing (+½)	4
45	<i>Demon Powers:</i> Elemental Control, 90-point powers	
49	1) <i>Demonic Blast:</i> Energy Blast 15d6, Reduced Endurance (½ END; +¼)	3
63	2) <i>Hellfire Aura:</i> HKA 2½d6, Continuous (+1), Damage Shield (+½), Penetrating (+½), Reduced Endurance (0 END; +½); No STR Bonus (-½)	0
45	3) <i>Demon Gate:</i> Teleportation 30", Reduced Endurance (0 END; +½)	0
14	<i>Demon's Skin:</i> Damage Resistance (14 PD/14 ED)	0
90	<i>Infernal Shield:</i> Physical Damage Reduction, Resistant, 50% plus Energy Damage Reduction, Resistant, 75%	0
10	<i>Demonic Mind:</i> Mental Defense (15 points total)	0
10	<i>Demonic Shield:</i> Power Defense (10 points)	0
50	<i>Infernal Form:</i> Life Support: Total (including Longevity: Immortality)	0
27	<i>Demon Wings:</i> Flight 20"; Restrainable (-½)	4
12	<i>Demon's Legs:</i> Running +6" (12" total)	1
10	<i>Demon's Eyes:</i> Infrared Perception and Ultraviolet Perception (Sight Group)	0
42	<i>Sense Souls:</i> Detect Life Force 14-, Discriminatory, Analyze, Range, Sense, Targeting, Tracking	0

Skills

20	+2 Overall
10	+2 Hand-To-Hand
3	Concealment 14-
3	Persuasion 16-
3	Stealth 14-
5	WF: Common Melee Weapons, Common Missile Weapons, Whip

Total Powers & Skills Cost: 686**Total Cost: 950****75+ Disadvantages**

20	Distinctive Features: Aura Of Infernal Evil (Concealable With Effort; Causes Fear)
15	Enraged: if thwarted or tricked (Uncommon), go 11-, recover 11-
0	Physical Limitation: Human Size
15	Physical Limitation: Must Obey Anyone Who Knows Its True Name (Infrequently, Fully Impairing)
15	Physical Limitation: Restricted By Penta-

- grams, if confined within a pentagram cannot leave or affect anyone or anything outside the pentagram (Infrequently, Fully Impairing)
- 25 Psychological Limitation: Utterly Evil (Very Common, Total)
- 20 Psychological Limitation: Overconfidence (Very Common, Strong)
- 5 Rivalry: Professional (with other Greater Demons, for power and influence)
- 25 Susceptibility: to holy places and objects, takes 2d6 damage per Phase demon is on holy ground, in a holy place, or within 1" of a holy object (Common)
- 735 Experience Points

Total Disadvantage Points: 950

Description: Captains and commanders of the Host of Hell, greater demons directly serve the demon princes themselves. Immensely powerful in their own right, greater demons fight among themselves for power, influence, and prestige within their masters' ranks. A few of great ambition conspire to overthrow their masters, and take their places... and sometimes, actually succeed.

Demon Princes

Even the mightiest greater demon is as nothing compared to the awesome power and evil of a demon prince. The four princes described here represent four common types — foulness, guile, power, and strength — common among the ranks of the infernal. Since each diabolic sovereign is unique, GMs should give them names, and perhaps alter the basic character sheet a little to reflect the abilities, temperament, weapons, and predilections of each prince.

DEMON PRINCE OF FOULNESS

Val	Char	Cost	Roll	Notes
35	STR	25	16-	Lift 3,200 kg; 7d6 [3]
27	DEX	51	14-	OCV: 9/DCV: 9
32	CON	44	15-	
35	BODY	50	16-	
30	INT	20	15-	PER Roll 15-
30	EGO	40	15-	ECV: 10
40	PRE	30	17-	PRE Attack: 8d6
2	COM	-4	9-	
				Total: 25 PD (20 rPD)
				Total: 25 ED (20 rED)
				Phases: 3, 5, 8, 10, 12
18	REC	10		
64	END	0		
70	STUN	1		
				Total Characteristics Cost: 317 (+195 with NCM)

Movement: Running: 6"/12"
Leaping: 0"/0"
Teleportation: 40"/80"



Cost	Powers	END
150	<i>Demonic Powers:</i> Variable Power Pool, 60 base + 30 control cost, Powers Can Be Changed As A Zero-Phase Action (+1), No Skill Roll Required (+1)	var
45	<i>Demonic Claws:</i> HKA 2d6 (3d6+1 with STR), Armor Piercing (+½)	4
60	<i>Foulness Demon Powers:</i> Elemental Control, 120-point powers	
60	1) <i>Demonic Blast:</i> Energy Blast 16d6, Reduced Endurance (0 END; +½)	0
60	2) <i>Disgusting Stench:</i> Drain CON 3d6, NND (defense is LS [Self-Contained Breathing]; +1), Continuous (+1), Area Of Effect (12" Radius; +1), Persistent (+½), Reduced Endurance (0 END; +½); Always On (-½)	0
60	3) <i>Demon Gate:</i> Teleportation 40", Reduced Endurance (0 END; +½)	0
81	<i>Demon's Grip:</i> Telekinesis (36 STR), Reduced Endurance (0 END; +½)	0
30	<i>Acidic Vomit:</i> RKA 1d6, Continuous (+1), Penetrating (+½); 8 Charges lasting 1 Turn each (-0), Limited Range (4"; -¼)	0
30	<i>Acidic Secretions:</i> HKA 1d6, Continuous (+1), Damage Shield (+½), Penetrating (+½), Persistent (+½), Reduced Endurance (0 END; +½); Always On (-½), No STR Bonus (-½)	0
20	<i>Demon's Skin:</i> Damage Resistance (20 PD/20 ED)	0

- 120 *Infernal Shield*: Physical and Energy Damage Reduction, Resistant, 75% 0
 20 *Demonic Mind*: Mental Defense (26 points total) 0
 20 *Demonic Shield*: Power Defense (20 points) 0
 12 *Heavy*: Knockback Resistance -6" 0
 50 *Infernal Form*: Life Support: Total (including Longevity: Immortality) 0
 10 *Demon's Eyes*: Infrared Perception and Ultraviolet Perception (Sight Group) 0
 42 *Sense Souls*: Detect Life Force 15-, Discriminatory, Analyze, Range, Sense, Targeting, Tracking 0

Skills

- 40 +4 Overall
 3 Concealment 15-
 5 WF: Common Melee Weapons, Common Missile Weapons, Whip

Total Powers & Skills Cost: 918**Total Cost: 1,235****75+ Disadvantages**

- 20 Distinctive Features: Aura Of Infernal Evil (Concealable With Effort; Causes Fear)
 15 Enraged: if thwarted or tricked (Uncommon), go 11-, recover 11-
 10 Physical Limitation: Enormous (Frequently, Slightly Impairing)



- 15 Physical Limitation: Must Obey Anyone Who Knows Its True Name (Infrequently, Fully Impairing)
 7 Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
 15 Physical Limitation: Restricted By Pentagrams, if confined within a pentagram cannot leave or affect anyone or anything outside the pentagram (Infrequently, Fully Impairing)
 25 Psychological Limitation: Utterly Evil (Very Common, Total)
 20 Psychological Limitation: Overconfidence (Very Common, Strong)
 5 Rivalry: Professional (with other Demon Princes, for power and influence)
 25 Susceptibility: to holy places and objects, takes 2d6 damage per Phase demon is on holy ground, in a holy place, or within 1" of a holy object (Common)
 1,003 Experience Points

Total Disadvantage Points: 1,235

Description: So bloated and foul it can barely walk, so malodorous even other demons become sick from the stench, so full of bile its very vomit causes death, the Demon Prince of Foulness embodies utter uncleanness. There is nothing so pure, so beautiful, or so beloved he cannot corrupt, taint, and ruin it.

DEMON PRINCE OF GUILE

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]
30	DEX	60	15-	OCV: 10/DCV: 10
30	CON	40	15-	
30	BODY	40	15-	
35	INT	25	16-	PER Roll 16-
30	EGO	40	15-	ECV: 10
40	PRE	30	17-	PRE Attack: 8d6
20	COM	5	13-	
25	PD	19		Total: 25 PD (20 rPD)
25	ED	19		Total: 25 ED (20 rED)
6	SPD	20		Phases: 2, 4, 6, 8, 10, 12
15	REC	6		
60	END	0		
60	STUN	0		
				Total Characteristics Cost: 324 (+199 with NCM)

Movement: Running: 12"/24"
 Leaping: 6"/12"
 Flight: 20"/40"
 Teleportation: 40"/80"

Cost Powers **END**

- 225 *Demonic Powers*: Variable Power Pool, 90 base + 45 control cost, Powers Can Be Changed As A Zero-Phase Action (+1), No Skill Roll Required (+1) var
 60 *Guile Demon Powers*: Elemental Control, 120-point powers
 60 1) *Demonic Blast*: Energy Blast 16d6,

	Reduced Endurance (0 END; +½)	0
65	2) <i>Hellfire Aura</i> : HKA 3d6, Continuous (+1), Damage Shield (+½), Penetrating (+½), Reduced Endurance (0 END; +½); No STR Bonus (-½)	0
60	3) <i>Diabolic Domination</i> : Mind Control 16d6, Reduced Endurance (0 END; +½)	0
60	4) <i>Diabolic Guile</i> : Mental Illusions 16d6, Reduced Endurance (0 END; +½)	0
60	5) <i>Demon Gate</i> : Teleportation 40", Reduced Endurance (0 END; +½)	0
45	<i>Demonic Claws</i> : HKA 2d6 (3d6+1 with STR), Armor Piercing (+½)	4
49	<i>Seductive Form</i> : Shape Shift (Sight and Touch Groups; any humanoid form), Imitation, Reduced Endurance (0 END; +½)	0
10	<i>Seductive Mien</i> : +20 PRE; Only For Friendly Presence Attacks (-1)	0
20	<i>Demon's Skin</i> : Damage Resistance (20 PD/20 ED)	0
120	<i>Infernal Shield</i> : Physical and Energy Damage Reduction, Resistant, 75%	0
20	<i>Demonic Mind</i> : Mental Defense (26 points total)	0
20	<i>Demonic Shield</i> : Power Defense (20 points)	0
50	<i>Infernal Form</i> : Life Support: Total (including Longevity: Immortality)	0
27	<i>Demon Wings</i> : Flight 20"; Restrainable (-½)	4
12	<i>Demon's Legs</i> : Running +6" (12" total)	1
10	<i>Demon's Eyes</i> : Infrared Perception and Ultraviolet Perception (Sight Group)	0
42	<i>Sense Souls</i> : Detect Life Force 16-, Discriminatory, Analyze, Range, Sense, Targeting, Tracking	0

Skills

40	+4 Overall	
3	Concealment 16-	
3	Conversation 17-	
3	High Society 17-	
3	Interrogation 17-	
3	Oratory 17-	
3	Persuasion 17-	
3	Seduction 17-	
3	Stealth 15-	
5	WF: Common Melee Weapons, Common Missile Weapons, Whip	

Total Powers & Skills Cost: 1,084

Total Cost: 1,408

75+ Disadvantages

20	Distinctive Features: Aura Of Infernal Evil (Concealable With Effort; Causes Fear)	
15	Enraged: if thwarted or tricked (Uncommon), go 11-, recover 11-	
0	Physical Limitation: Human Size	
15	Physical Limitation: Must Obey Anyone Who Knows Its True Name (Infrequently, Fully Impairing)	
15	Physical Limitation: Restricted By Pentagrams, if confined within a pentagram	

	cannot leave or affect anyone or anything outside the pentagram (Infrequently, Fully Impairing)	
25	Psychological Limitation: Utterly Evil (Very Common, Total)	
20	Psychological Limitation: Overconfidence (Very Common, Strong)	
5	Rivalry: Professional (with other Demon Princes, for power and influence)	
25	Susceptibility: to holy places and objects, takes 2d6 damage per Phase demon is on holy ground, in a holy place, or within 1" of a holy object (Common)	
1,193	Experience Points	

Total Disadvantage Points: 1,408

Description: Unlike its cousin the Prince of Foulness, the Prince of Guile resembles a beautiful human (albeit one with obvious demonic features, such as horns and wings, unless it uses its Seductive Form power to hide them completely). It uses its wiles and powers to corrupt mortals, turning them to evil and stealing their souls. In the eternal internecine conflicts of Hell, it relies on negotiation, diplomacy, conspiracy, sabotage, and treachery to accomplish what the other diabolic sovereigns do through sheer power.

DEMON PRINCE OF POWER

Val	Char	Cost	Roll	Notes
35	STR	25	16-	Lift 3,200 kg; 7d6 [3]
30	DEX	60	15-	OCV: 10/DCV: 10
30	CON	40	15-	
30	BODY	40	15-	
30	INT	20	15-	PER Roll 15-
33	EGO	46	15-	ECV: 10
40	PRE	30	17-	PRE Attack: 8d6
10	COM	0	11-	
25	PD	18		Total: 25 PD (20 rPD)
25	ED	19		Total: 25 ED (20 rED)
6	SPD	20		Phases: 2, 4, 6, 8, 10, 12
16	REC	6		
60	END	0		
63	STUN	0		Total Characteristics Cost: 324 (+205 with NCM)

Movement:	Running:	12"/24"
	Leaping:	7"/14"
	Flight:	20"/40"
	Teleportation:	40"/80"

Cost Powers

300	<i>Demonic Powers</i> : Variable Power Pool, 120 base + 60 control cost, Powers Can Be Changed As A Zero-Phase Action (+1), No Skill Roll Required (+1)	var
60	<i>Power Demon Powers</i> : Elemental Control, 120-point powers	
60	1) <i>Demonic Blast</i> : Energy Blast 16d6, Reduced Endurance (0 END; +½)	0
65	2) <i>Hellfire Aura</i> : HKA 3d6, Continuous (+1), Damage Shield (+½),	

END



	Penetrating (+½), Reduced Endurance (0 END; +½); No STR Bonus (-½)	0
60	3) <i>Manifestation Of Power</i> : Aid Characteristics 4d6, Variable Effect (all demonic Characteristics simultaneously; +2)	0
60	4) <i>Demon Gate</i> : Teleportation 40", Reduced Endurance (0 END; +½)	0
45	<i>Demonic Claws</i> : HKA 2d6 (3d6+1 with STR), Armor Piercing (+½)	4
20	<i>Demon's Skin</i> : Damage Resistance (20 PD/20 ED)	0
120	<i>Infernal Shield</i> : Physical and Energy Damage Reduction, Resistant, 75%	0
20	<i>Demonic Mind</i> : Mental Defense (27 points total)	0
25	<i>Demonic Shield</i> : Power Defense (25 points)	0
50	<i>Infernal Form</i> : Life Support: Total (including Longevity: Immortality)	0
27	<i>Demon Wings</i> : Flight 20"; Restrainable (-½)	4
12	<i>Demon's Legs</i> : Running +6" (12" total)	1
10	<i>Demon's Eyes</i> : Infrared Perception and Ultraviolet Perception (Sight Group)	0
42	<i>Sense Souls</i> : Detect Life Force 16-, Discriminatory, Analyze, Range, Sense, Targeting, Tracking	0

Skills

40	+4 Overall
3	Concealment 15-
3	Conversation 17-
3	High Society 17-
13	KS: Arcane & Occult Lore 25-
8	KS: True Names 20-
3	Persuasion 17-
3	Stealth 15-
5	WF: Common Melee Weapons, Common Missile Weapons, Whip

Total Powers & Skills Cost: 1,057

Total Cost: 1,381

75+ Disadvantages

20	<i>Distinctive Features</i> : Aura Of Infernal Evil (Concealable With Effort; Causes Fear)	0
15	<i>Enraged</i> : if thwarted or tricked (Uncommon), go 11-, recover 11-	0
0	<i>Physical Limitation</i> : Human Size	0
15	<i>Physical Limitation</i> : Must Obey Anyone Who Knows Its True Name (Infrequently, Fully Impairing)	0
15	<i>Physical Limitation</i> : Restricted By Pentagrams, if confined within a pentagram cannot leave or affect anyone or anything outside the pentagram (Infrequently, Fully Impairing)	0
25	<i>Psychological Limitation</i> : Utterly Evil (Very Common, Total)	0
20	<i>Psychological Limitation</i> : Overconfidence (Very Common, Strong)	0
5	<i>Rivalry</i> : Professional (with other Demon Princes, for power and influence)	0
25	<i>Susceptibility</i> : to holy places and objects, takes 2d6 damage per Phase demon is on holy ground, in a holy place, or within 1" of a holy object (Common)	0
	1,166 Experience Points	

Total Disadvantage Points: 1,381

Description: This prince embodies pure, demonic power at its most potent. His power dwarfs that of even the most skilled human wizards, and his knowledge of arcane lore (and even true names — though sadly not those of the other princes) is unparalleled. He rarely soils his hands with physical combat, preferring to disable and defeat his foes with magic.

DEMON PRINCE OF STRENGTH

Val	Char	Cost	Roll	Notes
60	STR	50	21-	Lift 100 tons; 12d6 [6]
33	DEX	69	16-	OCV: 11/DCV: 11
40	CON	60	17-	
40	BODY	60	17-	
25	INT	15	14-	PER Roll 14-
25	EGO	30	14-	ECV: 8
45	PRE	35	18-	PRE Attack: 9d6
10	COM	0	11-	
30	PD	18		Total: 30 PD (30 rPD)
30	ED	22		Total: 30 ED (30 rED)
6	SPD	17		Phases: 2, 4, 6, 8, 10, 12
20	REC	0		
80	END	0		
90	STUN	0		
Total Characteristics Cost: 376				
(+272 with NCM)				

Movement: Running: 18"/36"
 Leaping: 12"/24"
 Flight: 20"/40"
 Teleportation: 40"/80"

Cost	Powers	END
150	<i>Demonic Powers:</i> Variable Power Pool, 60 base + 30 control cost, Powers Can Be Changed As A Zero-Phase Action (+1), No Skill Roll Required (+1)	var
40	<i>Demonic Weapon:</i> HKA 4d6 (8d6 with STR); OIF (demonic weapon; -½)	6
60	<i>Strength Demon Powers:</i> Elemental Control, 120-point powers	
60	1) <i>Demonic Blast:</i> Energy Blast 16d6, Reduced Endurance (0 END; +½)	0
65	2) <i>Hellfire Aura:</i> HKA 3d6, Continuous (+1), Damage Shield (+½), Penetrating (+½), Reduced Endurance (0 END; +½); No STR Bonus (-½)	0
60	3) <i>Demon Gate:</i> Teleportation 40", Reduced Endurance (0 END; +½)	0
45	<i>Demonic Claws:</i> HKA 2d6 (3d6+1 with STR), Armor Piercing (+½)	4
30	<i>Demon's Skin:</i> Damage Resistance (30 PD/30 ED)	0
120	<i>Infernal Shield:</i> Physical and Energy Damage Reduction, Resistant, 75%	0
15	<i>Demonic Mind:</i> Mental Defense (20 points total)	0
20	<i>Demonic Shield:</i> Power Defense (20 points)	0
12	<i>Heavy:</i> Knockback Resistance -6"	0
50	<i>Infernal Form:</i> Life Support: Total (including Longevity: Immortality)	0
27	<i>Demon Wings:</i> Flight 20"; Restrainable (-½)	4
24	<i>Enormous Demon's Legs:</i> Running +12" (18" total)	2
10	<i>Demon's Eyes:</i> Infrared Perception and Ultraviolet Perception (Sight Group)	0
42	<i>Sense Souls:</i> Detect Life Force 14-, Discriminatory, Analyze, Range, Sense, Targeting, Tracking	0



9	<i>Reach:</i> Stretching 2", Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)	0
Skills		
40	+4 Overall	
32	+4 with All Combat	
3	Concealment 14-	
14	KS: Military History 25-	
3	Riding 16-	
3	Stealth 16-	
3	Tactics 14-	
10	WF: Common Melee Weapons, Common Missile Weapons, Siege Engines, Small Arms, Staffs, Whip	
Total Powers & Skills Cost: 947		
Total Cost: 1,323		
75+ Disadvantages		
20	<i>Distinctive Features:</i> Aura Of Infernal Evil (Concealable With Effort; Causes Fear)	
15	<i>Enraged:</i> if thwarted or tricked (Uncommon), go 11-, recover 11-	
10	<i>Physical Limitation:</i> Enormous (Frequently, Slightly Impairing)	
15	<i>Physical Limitation:</i> Must Obey Anyone Who Knows Its True Name (Infrequently,	

- Fully Impairing)
- 15 Physical Limitation: Restricted By Pentagrams, if confined within a pentagram cannot leave or affect anyone or anything outside the pentagram (Infrequently, Fully Impairing)
- 25 Psychological Limitation: Utterly Evil (Very Common, Total)
- 20 Psychological Limitation: Overconfidence (Very Common, Strong)
- 5 Rivalry: Professional (with other Demon Princes, for power and influence)
- 25 Susceptibility: to holy places and objects, takes 2d6 damage per Phase demon is on holy ground, in a holy place, or within 1" of a holy object (Common)
- 1,098 Experience Points

Total Disadvantage Points: 1,323

Description: Also known as the Prince of Conflict or the Prince of War, the Prince of Strength embodies destruction, death, warfare, violence, and the exaltation of the physical over the intellectual. Where he goes, chaos and ruin follow; few have even the power to stand against him, much less defeat him.

The Prince of Strength often rides into battle on an enormous demon steed, and carries more weapons than just the one listed on his character sheet. He may also wield a demonic shield with various powers.

DEMON HOUND

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
17	DEX	21	12-	OCV: 6/DCV: 6
17	CON	14	12-	
18	BODY	16	13-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
6	COM	-2	10-	
				Total: 10 PD (4 rPD)
10	PD	6		Total: 10 ED (4 rED)
10	ED	7		
4	SPD	13		Phases: 3, 6, 9, 12
7	REC	0		
34	END	0		
37	STUN	0		
				Total Characteristics Cost: 93 (+6 with NCM)



Movement: Running: 11"/22"
Leaping: 4"/8"

Cost Powers END

36	<i>Fiery Breath:</i> RKA 2d6, Armor Piercing (+½); Limited Range (9"; -¼)	4
22	<i>Demonhound's Fangs:</i> HKA 1d6 (1½d6 with STR), Penetrating (+½)	2
15	<i>Demonhound Claws:</i> HKA 1d6 (2d6 with STR)	1
30	<i>Infernal Shield:</i> Physical and Energy Damage Reduction, Resistant, 25%	0
4	<i>Demon's Skin:</i> Damage Resistance (4 PD/4 ED)	0
5	<i>Infernal Form:</i> Life Support (Longevity: Immortality)	0
10	<i>Demon Leg:</i> Running +5" (11" total)	2
5	<i>Demon's Eyes:</i> Infrared Perception (Sight Group)	0
5	<i>Demonhound's Nose:</i> Tracking for Normal Scent	0
6	<i>Demonhound's Senses:</i> +2 PER with all Sense Groups	0

Skills

9 Tracking 14-

Total Powers & Skills Cost: 147

Total Cost: 240

75+ Disadvantages

- 20 Distinctive Features: Aura Of Infernal Evil (Concealable With Effort; Causes Fear)
- 15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
- 0 Physical Limitation: Human Size
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 25 Psychological Limitation: Utterly Evil (Very Common, Total)
- 25 Susceptibility: to holy places and objects, takes 2d6 damage per Phase demon is on holy ground, in a holy place, or within 1" of a holy object (Common)
- 65 Experience Points

Total Disadvantage Points: 240

Ecology: The demon hound resides in the fiery parts of the infernal realms, except when its masters wittingly or unwittingly release it into the World of Man. There it sometimes serves evil wizards, wicked giants or trolls, and other such folk.

Personality/Motivation: Normal animal motivations, as tainted by demonic evil.

Powers/Tactics: Demon hounds prefer to weaken their foes with a blast of Fiery Breath, and then follow up by leaping on them for a fang and claw attack. If overcome by hunger, they may leap before using their fire breath.

A demon hound is a tenacious tracker, able to use its nose (supplemented by its *Tracking* Skill) to follow prey or escaping foes. Few who try to flee from a demon hound manage to elude it for long.

Campaign Use: The demon hound can serve as a template for other demonic creatures.

Appearance: Demon hounds (also called hell-hounds or devil-dogs) are enormous, dark-fanged, coal-black hounds with eyes of flame and mouths filled with fire.

DEMON STEED

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]
20	DEX	30	13-	OCV: 7/DCV: 7
22	CON	24	13-	
18	BODY	16	13-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
				Total Characteristics Cost: 124
				(+30 with NCM)
12	PD	6		Total: 12 PD (4 rPD)
12	ED	8		Total: 12 ED (4 rED)
4	SPD	10		Phases: 3, 6, 9, 12
10	REC	0		
44	END	0		
44	STUN	0		

Movement: Running: 13"/26"
Leaping: 8"/16"

Cost	Powers	END
12	<i>Bite:</i> HKA 1d6 (2d6 with STR); Reduced Penetration (-¼)	1
22	<i>Fiery Snort:</i> RKA 1d6, Penetrating (+½)	2
17	<i>Flaming Hooves:</i> HA +5d6; Hand-To-Hand Attack (-½)	2
4	<i>Tough Skin:</i> Damage Resistance (4 PD/4 ED)	0

30	<i>Infernal Shield:</i> Physical and Energy Damage Reduction, Resistant, 25%	0
5	<i>Infernal Form:</i> Life Support (Longevity: Immortality)	0
8	<i>Heavy:</i> Knockback Resistance -4"	0
14	<i>Horse's Legs:</i> Running +7" (13" total)	1
2	<i>Horse's Legs:</i> Leaping +2" (8" forward, 4" upward)	1
6	<i>Sharp-Eared And Keen-Nosed:</i> +2 PER with all Sense Groups	0

Skills

5	+1 Hand-To-Hand
1	Riding 13-; Complementary To Rider's Skill Only (-1)

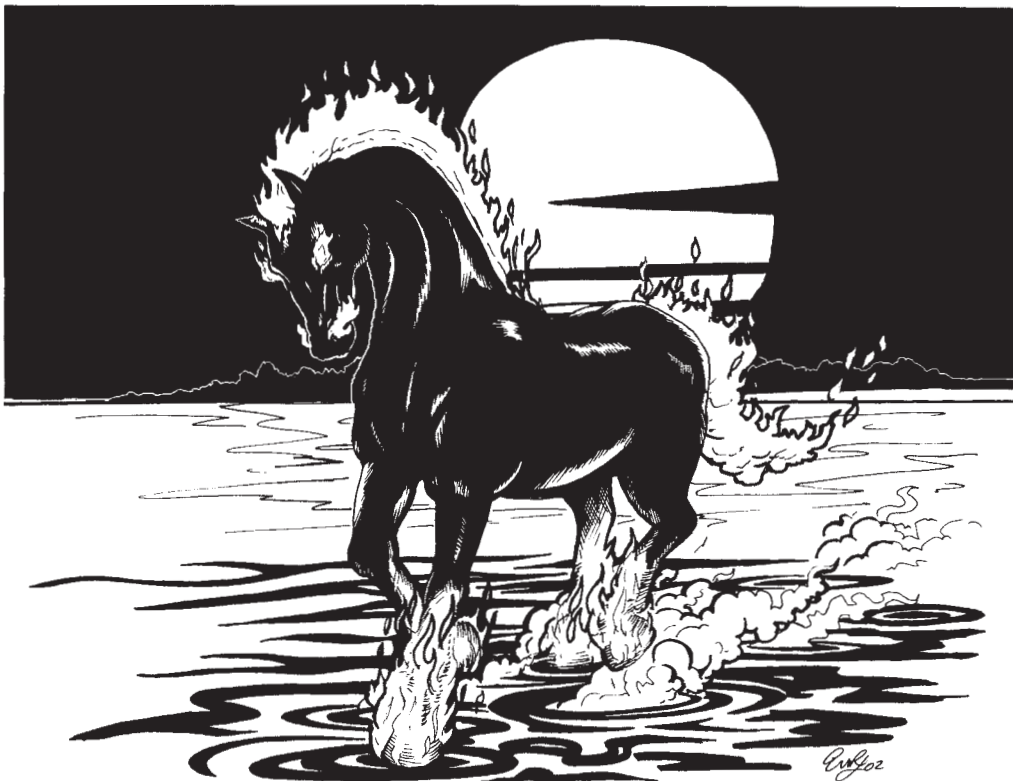
Total Powers & Skills Cost: 126

Total Cost: 250

75+ Disadvantages

5	Physical Limitation: Large (4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
10	Physical Limitation: Near-Human Intelligence (Frequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
25	Psychological Limitation: Utterly Evil (Very Common, Total)
25	Susceptibility: to holy places and objects, takes 2d6 damage per Phase demon is on holy ground, in a holy place, or within 1" of a holy object (Common)
95	Experience Points

Total Disadvantage Points: 250



Ecology: Demon steeds live in fiery regions of the infernal planes. There they graze on the souls of the damned.

Personality/Motivation: Normal animal motivations, as tainted by demonic evil.

Powers/Tactics: Demon steeds attack like normal horses do, by biting, rearing, and kicking. However, since they have sharp fangs, their bites inflict more serious wounds than normal horses' do, and since their hooves constantly burn with demonic flame, so do their kicks. (Their flaming hooves also leave distinctive prints, clearly different from the hoofprints of an ordinary steed.) Additionally, they can snort goutts of fire to burn their foes.

Campaign Use: Demon steeds typically come to the World of Man as mounts for diabolic knights, demon princes, and the like. Some are said to have the ability to visit men's dreams as nightmares to torment them and keep them from getting enough sleep.

Appearance: Demon steeds are coal-black horses with fiery eyes, smoke and licks of flame coming from their nostrils, fanged mouths, and fiery manes.

DRAGONS

Enormous lizard-like creatures, with breath of flame and claws able to rend armor as if it were paper, dragons are among the most majestic and terrifying creatures in the annals of legend. To many groups of adventurers, a dragon represents the ultimate challenge, the one monster whom even the most skilled and jaded warriors fear — and also the ultimate reward, due to dragons' well-known proclivity for hoarding gold, gems, and other valuables.

Ecology: The average dragon is a large, solitary creature lairing in a cave or cavern, where it keeps its vast hoard. Some dragons live in the mountains, some in deserts, some in forests, and some in swamps. It all depends on the dragon's diet, abilities, and sometimes subspecies.

Flesh-eaters, dragons consume cattle, horses, other large beasts, and even men (some dragons prefer human flesh). The lands around a dragon's lair are often desolate, partly because the dragon has eaten all the creatures living nearby, and partly because it has deliberately destroyed trees and brush so it can see attackers approaching.

While dragons are active year-round, most tend to sleep for long periods, particularly after eating a large meal. Tales abound of adventurers lucky enough to sneak up on a sleeping dragon, kill it effortlessly, and take its treasure, but most of these stories are untrue — thanks to their heightened senses, dragons usually cannot be taken by surprise this way.

Dragons rarely mate. When they do, the female lays a single egg, which she (and sometimes the father as well) guards until it hatches. After hatching, the dragonling is typically driven away from its parents' lair and left to fend for itself. Dragon's eggs and newborn dragons are enormously valuable to

men, since a dragon can be trained as a mount or sentinel.

Personality/Motivation: Dragons are highly intelligent, cunning, and clever, which makes them all the more difficult to trick or defeat. But like other sentient species, they suffer from their own personality quirks and flaws. Each dragon is different, of course, but most are greedy, overconfident, and cruel. They enjoy intellectual challenges, such as riddle-games, but more as a way of toying with their victims than as true sport. They are particularly noted for their unremitting avarice. Most gather large hoards, and know the hoard's contents right down to the last silver piece or cheap trinket. Other than hunger or the opportunity for some wanton destruction, the chance to increase their hoards (or the necessity of pursuing a thief who's stolen from them) is the thing most likely to tempt them from their lairs.

Powers/Tactics: One of the reasons dragons are so fearsome is that they have many means of attack. Most terrifying of all is their fiery breath, a single blast of which can reduce an armored adult human to ash. As if that were not enough, they can bite with their enormous, fang-filled jaws, claw with their razor-sharp talons, or smash with their wings and tail. In battle, many dragons prefer to fight from the air, often performing Move Bys to rake opponents with their talons.

Dragons are magical creatures, and often possess much magical lore and many sorcerous powers. Their very gaze can enthrall others, leaving the victim helpless and vulnerable to the dragon's other attacks. Some dragons can actually cast spells, or work other magics (including the ability to change their shape, which allows them to walk unnoticed among men, and sometimes even breed with humans).

Many dragons have a single vulnerable point somewhere on their bodies (typically the belly). Their scaly skin provides no protection here, giving a clever and knowledgeable hero a way to slay them — if he can find and strike the unarmored spot. (The GM should choose one of the dragon's Hit Locations as the one with zero defense. If you're using the Draconic Hit Location Table on page 35, this should be Location 18, representing the area on the dragon's underside where one of its forelimbs joins its body.)

Campaign Use: As mentioned above, dragons represent the greatest challenge many groups of heroes can face. Slaying one is a crowning achievement for any adventurer. Since dragons should be dangerous foes, but not completely unkillable, be sure to adjust the power level of the write-ups presented here to suit your PCs. Similarly, since dragons are intelligent individuals, you may want to adjust the character sheet for each one to better reflect its specific talents, interests, and personality.

You can easily tailor dragons to different environments by applying the appropriate templates, such as Aquatic or Winter. Just imagine how terrifying an Undead, Cybernetic, or Infernal dragon would be!

Dragons' parts, particularly their blood, skin,

and fangs, reputedly have magical powers. Legends tell of heroes who bathed in dragon's blood and became invulnerable, or who ate a dragon's heart and gained the power to understand the speech of animals. Wizards and alchemists uses parts of dragons to make enchanted armor, potions, wands, and many other magical items.

Appearance: The typical dragon, if there is such a thing, is a large-bodied creature with a long neck, a wedge-shaped head, four legs, a long tail, and two enormous bat-wings. Tough, scaly skin covers their bodies and protects them from harm. Most are reddish, orangeish, and/or yellowish in color, but many other colors are possible.

LESSER DRAGON

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 [4]
20	DEX	30	13-	OCV: 7/DCV: 7
25	CON	30	14-	
25	BODY	30	14-	
18	INT	8	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
30	PRE	20	15-	PRE Attack: 6d6
16	COM	3	12-	
<hr/>				
20	PD	12*		Total: 20 PD (14 rPD)
20	ED	15*		Total: 20 ED (14 rED)
4	SPD	10		Phases: 3, 6, 9, 12
15	REC	4		
50	END	0		
60	STUN	2		Total Characteristics Cost: 210 (+80 with NCM)

Movement: Running: 6"/12"
Leaping: 4"/8"
Flight: 15"/30"

Cost	Powers	END
90	<i>Dragon Powers:</i> Multipower, 90-point reserve	
4u	1) <i>Fire Breath:</i> RKA 3d6, Area Of Effect (18" Line; +1); Increased Endurance Cost (x2 END; -½), No Range (-½)	18
6u	2) <i>Hypnotic Gaze:</i> Mind Control 12d6, Reduced Endurance (0 END; +½); Eye Contact Required (-½)	0
47	<i>Draconic Weapons:</i> Multipower, 47-point reserve	
5m	1) <i>Bite:</i> HKA 1½d6 (3d6 with STR)	2
4m	2) <i>Talons:</i> HKA 1d6 (2d6 with STR), Armor Piercing (+½)	2
2m	3) <i>Tail Bash:</i> HA +3d6; Hand-To-Hand Attack (-½)	1
14	<i>Scaly Skin:</i> Damage Resistance (14 PD/14 ED); Does Not Protect Hit Location 18 (-0)	0
30	<i>Tough Body:</i> Physical and Energy Damage Reduction, Resistant, 25%	0
10	<i>Protection From Fire:</i> Energy Damage Reduction, Resistant, +25% (50% total); Only Works Against Fire (-½)	0
18	<i>Heavy:</i> Knockback Resistance -9"	0

10	<i>Strong Mind:</i> Mental Defense (14 points total)	0
8	<i>Magical Beast:</i> Power Defense (8 points)	0
30	<i>Wings:</i> Multipower, 30-point reserve	
2u	1) <i>Flying:</i> Flight 15"; Restrained (-½)	3
1u	2) <i>Wing Buffet:</i> HA +2d6; Hand-To-Hand Attack (-½)	1
19	<i>Hoardsense:</i> Detect Hoard 15-, Discriminatory, Analyze, Sense	0
10	<i>Dragon's Eyes:</i> Infrared Perception and Ultraviolet Perception (both Sight Group)	0
5	<i>Dragon's Nose:</i> Tracking for Normal Smell	0
6	<i>Dragon's Senses:</i> +2 PER with all Sense Groups	0
6	<i>Tail:</i> Extra Limb, Inherent (+¼)	0

Perks

5 *Hoard:* Money: Well Off

Talents

3 Lightsleep

Skills

10 +1 Overall
16 +2 with All Combat
4 +2 OCV with Fire Breath

3 Concealment 13-
3 KS: Arcane & Occult Lore 13-
5 KS: Dragon Lore 15-
3 KS: History 13-
3 Persuasion 15-
3 Stealth 13-
2 Survival (choose appropriate environment) 13-

Total Powers & Skills Cost: 387

Total Cost: 597

75+ Disadvantages

10 Physical Limitation: Huge (up to 16m tall; -6 DCV, +6 to PER Rolls to perceive) (Frequently, Slightly Impairing)
10 Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
5 Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
20 Psychological Limitation: Overconfidence (Very Common, Strong)
15 Psychological Limitation: Greedy; Loves Gold And Treasure (Common, Strong)
15 Psychological Limitation: Cruel (Common, Strong)
20 Reputation: terrifyingly powerful evil creature, 14- (Extreme)
427 Experience Points

Total Disadvantage Points: 597

*: Does Not Protect Hit Location 18 (-0)

GREATER DRAGON

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 [5]
25	DEX	45	14-	OCV: 8/DCV: 8
33	CON	46	16-	
30	BODY	40	15-	
25	INT	15	14-	PER Roll 14-
24	EGO	28	14-	ECV: 8
40	PRE	30	17-	PRE Attack: 8d6
16	COM	3	12-	
				Total: 28 PD (20 rPD)
28	PD	18*		Total: 28 ED (20 rED)
28	ED	21*		Phases: 3, 5, 8, 10, 12
5	SPD	15		
20	REC	6		
66	END	0		
72	STUN	0		
				Total Characteristics Cost: 307 (+178 with NCM)

Movement:	Running:	9"/18"
	Leaping:	5"/10"
	Flight:	20"/40"

Cost	Powers	END
150	<i>Dragon Powers:</i> Multipower, 150-point reserve	
10u	1) <i>Fire Breath:</i> RKA 4d6, Area Of Effect (36" Line; +1), Armor Piercing (+½); No Range (-½)	15
9u	2) <i>Hypnotic Gaze:</i> Mind Control 18d6, Reduced Endurance (0 END; +½); Eye Contact Required (-½)	0
82	<i>Draconic Weapons:</i> Multipower, 82-point reserve	

9m	1) <i>Bite:</i> HKA 2d6 (4d6 with STR), Armor Piercing (+½)	4
7m	2) <i>Talons:</i> HKA 1½d6 (3d6+1 with STR), Armor Piercing (+½)	4
4m	3) <i>Tail Bash:</i> HA +6d6; Hand-To-Hand Attack (-½)	3
20	<i>Scaly Skin:</i> Damage Resistance (20 PD/20 ED); Does Not Protect Hit Location 18 (-0)	0
60	<i>Tough Body:</i> Physical and Energy Damage Reduction, 50%, Resistant	0
20	<i>Protection From Fire:</i> Energy Damage Reduction, Resistant, +25% (75% total); Only Works Against Fire (-½)	0
24	<i>Heavy:</i> Knockback Resistance -12"	0
12	<i>Strong Mind:</i> Mental Defense (17 points total)	0
15	<i>Magical Beast:</i> Power Defense (15 points)	0
40	<i>Wings:</i> Multipower, 40-point reserve	
3u	1) <i>Flying:</i> Flight 20"; Restrainable (-½)	4
1u	2) <i>Wing Buffet:</i> HA +4d6; Hand-To-Hand Attack (-½)	2
6	<i>Dragon's Legs:</i> Running +3" (9" total)	1
19	<i>Hoardsense:</i> Detect Hoard 16-, Discriminatory, Analyze, Sense	0
10	<i>Dragon's Eyes:</i> Infrared Perception and Ultraviolet Perception (both Sight Group)	0
5	<i>Dragon's Nose:</i> Tracking for Normal Smell	0
6	<i>Dragon's Senses:</i> +2 PER with all Sense Groups	0
6	<i>Tail:</i> Extra Limb, Inherent (+¼)	0

Perks

10	<i>Hoard:</i> Money: Wealthy
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Talents

3	Lightsleep
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Skills

- 20 +2 Overall
- 32 +4 with All Combat
- 6 +3 OCV with Fire Breath

- 3 Concealment 14-
- 3 KS: Arcane & Occult Lore 14-
- 5 KS: Dragon Lore 16-
- 3 KS: History 14-
- 3 Persuasion 17-
- 3 Stealth 14-
- 2 Survival (choose appropriate environment) 14-

Total Powers & Skills Cost: 611

Total Cost: 918

75+ Disadvantages

- 15 Physical Limitation: Gigantic (up to 32m tall; -8 DCV, +8 to PER Rolls to perceive) (Frequently, Greatly Impairing)
- 10 Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
- 5 Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
- 20 Psychological Limitation: Overconfidence (Very Common, Strong)
- 15 Psychological Limitation: Greedy; Loves Gold And Treasure (Common, Strong)
- 15 Psychological Limitation: Cruel (Common, Strong)
- 20 Reputation: terrifyingly powerful evil creature, 14- (Extreme)
- 743 Experience Points

Total Disadvantage Points: 918

*: Does Not Protect Hit Location 18 (-0)

OPTIONS

You can apply these optional abilities to both the lesser and greater dragons.

Cost Dragon Powers

- 75 *Magic Spells And Powers:* Variable Power Pool (Magic Pool), 40 base + 20 control cost plus Magic 20- (costs 77 points for Lesser Dragon) var
- 37 *Assume Human Form:* Shape Shift (Sight and Touch Groups; any humanoid form), Reduced Endurance (0 END; +½) 0
- 9 *Manipulable Talons:* Buy off the *Limited Manipulation* Physical Limitation, and apply the *Limited Manipulation* Limitation to the dragon's Tail 0
- 42 *Venomous Bite:* Drain CON 3d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1), Personal Immunity (+¼); 4 Charges (-1), Bite Must Do BODY (-½), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), Gradual Effect (15 Minutes; 1d6/5 Minutes; -¾), Linked (to RKA; -½) plus RKA 3d6,

NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1), Personal Immunity (+¼); No Range (-½), 4 Charges (-1), HKA Must Do BODY (-½), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), Gradual Effect (15 Minutes; 1d6/5 Minutes; -¾) [4]

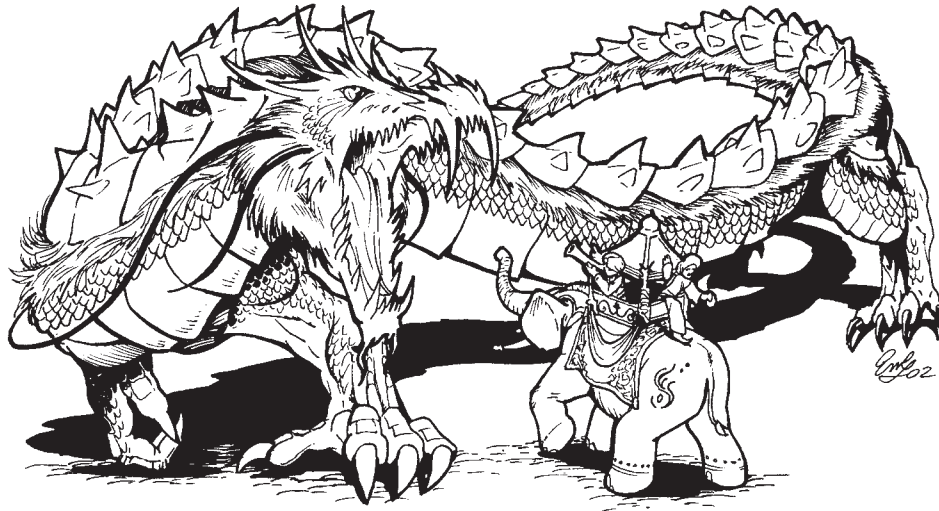
WYRM

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 [4]
20	DEX	30	13-	OCV: 7/DCV: 7
25	CON	30	14-	
25	BODY	30	14-	
15	INT	5	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
25	PRE	15	14-	PRE Attack: 5d6
16	COM	3	12-	
20	PD	12*		Total: 20 PD (14 rPD)
20	ED	15*		Total: 20 ED (14 rED)
4	SPD	10		Phases: 3, 6, 9, 12
15	REC	4		
50	END	0		
60	STUN	2		Total Characteristics Cost: 196 (+79 with NCM)

Movement: Running: 12"/24"
Leaping: 4"/8"

Cost Powers

Cost	Powers	END
60	<i>Dragon Powers:</i> Multipower, 60-point reserve	
3u	1) <i>Fire Breath:</i> RKA 2d6, Area Of Effect (12" Line; +1); Increased Endurance Cost (x2 END; -½), No Range (-½)	12
4u	2) <i>Hypnotic Gaze:</i> Mind Control 8d6, Reduced Endurance (0 END; +½); Eye Contact Required (-½)	0
47	<i>Draconic Weapons:</i> Multipower, 47-point reserve	
5m	1) <i>Bite:</i> HKA 1½d6 (3d6 with STR)	2
4m	2) <i>Talons:</i> HKA 1d6 (2d6 with STR), Armor Piercing (+½)	2
2m	3) <i>Tail Bash:</i> HA +3d6; Hand-To-Hand Attack (-½)	1
14	<i>Scaly Skin:</i> Damage Resistance (14 PD/14 ED); Does Not Protect Hit Location 18 (-0)	0
30	<i>Tough Body:</i> Physical and Energy Damage Reduction, Resistant, 25%	0
10	<i>Protection From Fire:</i> Energy Damage Reduction, Resistant, +25% (50% total); Only Works Against Fire (-½)	0
18	<i>Heavy:</i> Knockback Resistance -9"	0
7	<i>Strong Mind:</i> Mental Defense (10 points total)	0
5	<i>Magical Beast:</i> Power Defense (5 points)	0
12	<i>Dragon's Legs:</i> Running +6" (12" total)	1
19	<i>Hoardsense:</i> Detect Hoard 14-, Discriminatory, Analyze, Sense	0
10	<i>Dragon's Eyes:</i> Infrared Perception and Ultraviolet Perception (both Sight Group)	0
5	<i>Dragon's Nose:</i> Tracking for Normal Smell 0	



- 6 *Dragon's Senses*: +2 PER with all Sense Groups 0
 6 *Tail*: Extra Limb, Inherent (+¼) 0

Perks

- 5 *Hoard*: Money: Well Off

Talents

- 3 Lightsleep

Skills

- 10 +1 Overall
 16 +2 with All Combat
 4 +2 OCV with Fire Breath
 3 Concealment 12-
 3 KS: Arcane & Occult Lore 12-
 5 KS: Dragon Lore 14-
 3 KS: History 12-
 3 Stealth 13-
 2 Survival (choose appropriate environment) 13-

Total Powers & Skills Cost: 324

Total Cost: 520

75+ Disadvantages

- 10 Physical Limitation: Huge (up to 16m tall; -6 DCV, +6 to PER Rolls to perceive) (Frequently, Slightly Impairing)
 10 Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
 5 Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
 20 Psychological Limitation: Overconfidence (Very Common, Strong)
 15 Psychological Limitation: Greedy; Loves Gold And Treasure (Common, Strong)
 15 Psychological Limitation: Cruel (Common, Strong)
 20 Reputation: powerful evil creature, 14- (Extreme)
 350 Experience Points

Total Disadvantage Points: 520

*: Does Not Protect Hit Location 18 (-0)

Description: A wyrm is a slightly smaller, weaker dragon who lacks wings. If anything, it is more cruel and wicked than its winged cousins. It frequently lairs near lakes, well-traveled underground caverns, and other such places so that it may prey on animals and people who use them.

WYVERN

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]
20	DEX	30	13-	OCV: 7/DCV: 7
23	CON	26	14-	
20	BODY	20	13-	
15	INT	5	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
23	PRE	13	14-	PRE Attack: 4½d6
16	COM	3	12-	
18	PD	12		Total: 18 PD (10 rPD)
18	ED	13		Total: 18 ED (10 rED)
4	SPD	10		Phases: 3, 6, 9, 12
12	REC	2		
46	END	0		
47	STUN	0		Total Characteristics Cost: 164 (+41 with NCM)

Movement: Running: 6"/12"
 Leaping: 3"/6"
 Flight: 15"/30"

Cost Powers

- 42 *Venomous Bite*: Drain CON 3d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1), Personal Immunity (+¼); 4 Charges (-1), Bite Must Do BODY (-½), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), Gradual Effect (15 Minutes; 1d6/5 Minutes; -¾), Linked (to RKA; -½) plus RKA 3d6, NND (defense is appropriate LS [Immunity];

END

- +1), Does BODY (+1), Personal Immunity (+¼); No Range (-½), 4 Charges (-1), HKA Must Do BODY (-½), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), Gradual Effect (15 Minutes; 1d6/5 Minutes; -¾) [4]
- 22 *Poisonous Spittle*: RKA 2d6, Penetrating (+½); Limited Range (6"; -¼), 6 Charges (-¾) [6]
- 39 *Venomous Stinger*: HKA 1 point (½d6 with STR) plus Drain CON 3d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1), Personal Immunity (+¼); 4 Charges (-1), HKA Must Do BODY (-½), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), Gradual Effect (15 Minutes; 1d6/5 Minutes; -¾) plus RKA 2d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1), Personal Immunity (+¼); No Range (-½), 4 Charges (-1), HKA Must Do BODY (-½), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), Gradual Effect (10 Minutes; 1d6/5 minutes; -¾), Linked (-½) [4]
- 30 *Wyvern Weapons*: Multipower, 30-point reserve
 - 3m 1) *Bite*: HKA 1d6 (2d6 with STR) 1
 - 2m 2) *Talons*: HKA 1d6 (2d6 with STR); Reduced Penetration (-¼) 1
 - 1m 3) *Tail Bash*: HA +2d6; Hand-To-Hand Attack (-½) 1
- 10 *Scaly Skin*: Damage Resistance (10 PD/10 ED) 0
- 30 *Tough Body*: Physical and Energy Damage Reduction, Resistant, 25% 0
- 18 *Heavy*: Knockback Resistance -9" 0
- 30 *Wings*: Multipower, 30-point reserve
 - 2u 1) *Flying*: Flight 15"; Restrainable (-½) 3
 - 1u 2) *Wing Buffet*: HA +3d6; Hand-To-Hand Attack (-½) 1
- 17 *Hoardsense*: Detect Hoard 12-, Discriminatory, Analyze, Sense 0
- 10 *Wyvern's Eyes*: Infrared Perception and Ultraviolet Perception (both Sight Group) 0
- 5 *Wyvern's Nose*: Tracking for Normal Smell 0
- 6 *Wyvern's Senses*: +2 PER with all Sense Groups 0
- 6 *Tail*: Extra Limb, Inherent (+¼) 0

Perks

- 2 *Hoard*: Money: Well Off

Talents

- 3 Lightsleep

Skills

- 8 +1 with All Combat
- 6 +2 with Venomous Bite, Poisonous Spittle, and Venomous Stinger
- 3 Concealment 12-
- 3 KS: Arcane & Occult Lore 12-
- 5 KS: Dragon Lore 14-
- 3 KS: History 12-
- 3 Stealth 13-
- 2 Survival (choose appropriate environment) 13-

Total Powers & Skills Cost: 317

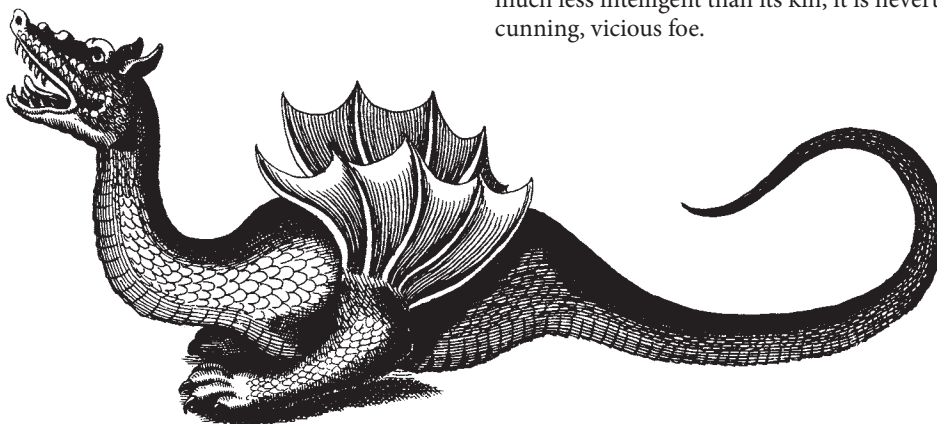
Total Cost: 480

75+ Disadvantages

- 10 Physical Limitation: Huge (up to 16m tall; -6 DCV, +6 to PER Rolls to perceive) (Frequently, Slightly Impairing)
- 10 Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
- 10 Physical Limitation: Near-Human Intelligence (Frequently, Slightly Impairing)
- 5 Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
- 20 Psychological Limitation: Overconfidence (Very Common, Strong)
- 15 Psychological Limitation: Greedy; Loves Gold And Treasure (Common, Strong)
- 15 Psychological Limitation: Cruel (Common, Strong)
- 20 Reputation: terrifyingly powerful evil creature, 14- (Extreme)
- 288 Experience Points

Total Disadvantage Points: 480

Description: A wyvern is an unusual form of dragon with no front legs and a poisonous bite and spittle instead of fiery breath (and a poisonous sting on the end of its tail). They prefer to lair in dark, dank forests, swamps, or underground. Although much less intelligent than its kin, it is nevertheless a cunning, vicious foe.



EVERYELEMENTAL SKILLS

Elementals have neither Everyman Skills nor Everycreature Skills. Instead, they have the following "Everyelemental Skills":

AK: Home Plane 8-

Deduction 8-

Native Language (4 points' worth)

The GM may, in his discretion, give elementals the normal selection of Everyman Skills, but only allow them to use those Skills on their home planes.

ELEMENTALS

Elementals are beings of pure Air, Earth, Fire, or Water. They normally dwell on the Elemental Planes, but sometimes wizards summon them to the World of Man to perform tasks or slay enemies. At other times, elementals travel to the World of Man on their own, through mysterious rifts that develop high in the clouds, deep in the sea or earth, or in the heart of volcanoes or enormous fires. If these rifts close, the elemental finds itself trapped.

Ecology: The ecologies of elementals are not well-known, for they come from strange planes of existence where few people have ever traveled. Arcane lore says each Elemental Plane is made up entirely, or almost entirely, of its element, which could lead to some strange ecologies indeed. Given elementals' propensity for fighting with each other and among themselves, some wizards believe they are highly territorial.

Personality/Motivations: An elemental's typical personality depends on its type, though they all seem to be temperamental to some degree. Air elementals are flighty and quick-witted, rarely able to stand still for long. Earth elementals are dull-witted, slow to comprehend or to anger, but difficult to turn from their chosen path once they make up their minds about something. Fire elementals are capricious and dangerous, delighting in the setting of fires and the destruction they cause. Water elementals are flexible and adaptable, perhaps the most calm of their kind, but terrifyingly destructive if angered.

If summoned to or trapped in the World of Man, elementals' main objective is usually to find a way home. However, fire elementals may have such fun setting things on fire that they give no thought to home, and some elementals enjoy the change of scenery, and so wish to remain for a time.

Powers/Tactics: Though roughly man-shaped, elementals scorn weapons, preferring to attack with their own natural powers (which relate to their native element). Given their ability to move swiftly, they often flee as soon as a battle turns against them.

Because of their elemental bodies, all elementals are highly resistant to injury. Furthermore, they lack bodily structures and organs as humans know them, and so have the *No Hit Locations* Automaton Power, though they are not Automatons.

Since different gamers' conceptions of elementals differ, these elementals do not have powers bought with the *Inherent* Advantage. If you prefer, simply assume that appropriate elemental powers are Inherent.

Campaign Use: Player characters typically encounter elementals as the servants, bodyguards, or soldiers of powerful evil wizards. Heroic wizards who gain sufficient magical prowess may learn to summon elementals of their own.

In some cases, the appearance and powers of an elemental depend on where it's summoned. An

earth elemental conjured in the mountains may look, act, and fight a little differently from one summoned in a swamp. If you want to reflect this in your game, use the optional packages provided with each elemental, or create your own packages.

All four elemental write-ups assume an elemental who's roughly twice human size. You can make them larger or smaller by applying the appropriate *Size* template.

AIR ELEMENTAL

Val	Char	Cost	Roll	Notes
0	STR	-10	9-	Lift 25 kg; 0d6 [1]
23	DEX	39	14-	OCV: 8/DCV: 8
23	CON	26	14-	
15	BODY	10	12-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
5	PD	5		Total: 5 PD (0 rPD)
5	ED	0		Total: 5 ED (0 rED)
4	SPD	7		Phases: 3, 6, 9, 12
5	REC	0		
46	END	0		
35	STUN	8		Total Characteristics Cost: 92 (+15 with NCM)

Movement: Running: 0"/0"
Leaping: 0"/0"
Flight: 25"/200"

Cost	Powers	END
75	<i>Air Attacks:</i> Multipower, 75-point reserve	
6u	1) <i>Air Blast:</i> Energy Blast 6d6, Double Knockback (+¾), Reduced Endurance (½ END; +¼)	2
5u	2) <i>Whirlwind:</i> Energy Blast 6d6, Area Of Effect (5" radius; +1), Personal Immunity (+¼), Reduced Endurance (½ END; +¼); No Range (-½)	3
5u	3) <i>Lack Of Air:</i> Energy Blast 5d6, NND (defense is LS [Self-Contained Breathing]; +1)	5
7u	4) <i>Wind-Strength:</i> Telekinesis (30 STR), Reduced Endurance (0 END; +½)	0
20	<i>Air Powers:</i> Elemental Control, 40-point powers	
13	1) <i>Body Of Air:</i> Desolidification (affected by magic); Cannot Pass Through Solid Objects (-½)	4
100	2) <i>Windrunning:</i> Flight 25", x8 noncombat, Rapid Noncombat Movement (+¼), Combat Acceleration/Deceleration (+¼), Reduced Endurance (0 END; +½)	0
17	3) <i>Unseen Air:</i> Invisibility to Sight Group, No Fringe, Reduced Endurance (0 END; +½); Only When Not Attacking (-½)	0
75	<i>Body Of Air:</i> Physical Damage Reduction, Resistant, 75% plus Energy Damage Reduction, Resistant, 25%	0
45	<i>Body Of Air:</i> Life Support: Total	0
10	<i>Elemental Body:</i> No Hit Locations	

-14 *True Flyer*: Running -6", Swimming -2"

Skills

- 12 *Windrunning*: +6 with Flight
- 2 AK: Elemental Plane Of Air 11-
- 3 Stealth 14-

Total Powers & Skills Cost: 381
Total Cost: 473

75+ Disadvantages

- 5 Physical Limitation: Large (up to 4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
- 15 Psychological Limitation: Flighty (Very Common, Moderate)
- 378 Experience Points

Total Disadvantage Points: 473

OPTIONS

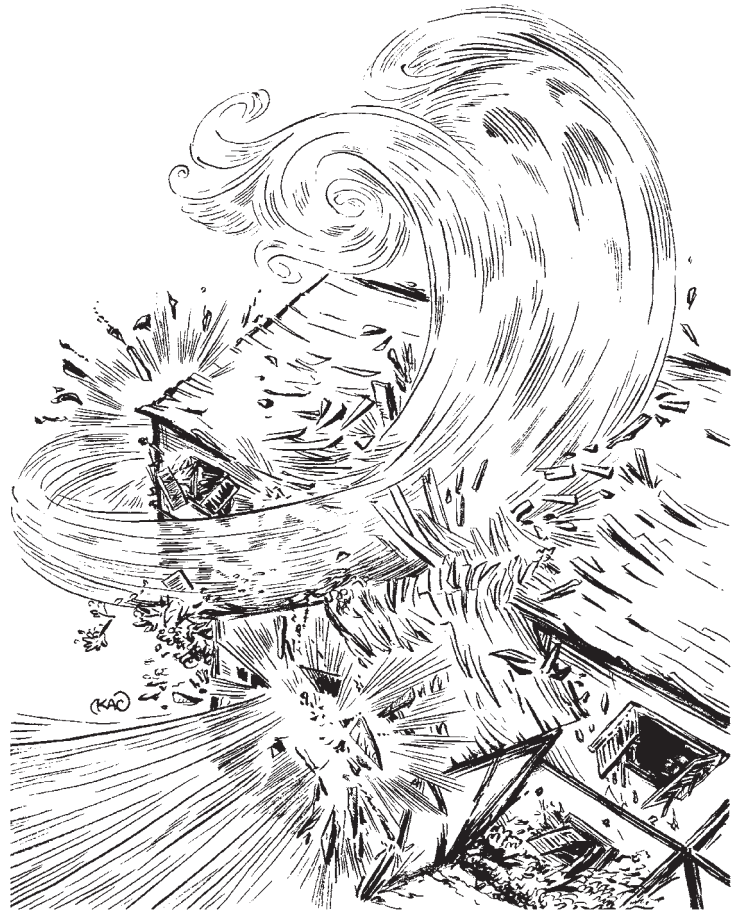
Cost Cloud Elemental

- 50 Add EC slot: 4) *Blinding Fog*: Darkness to Sight Group 4" radius, Personal Immunity (+¼), Reduced Endurance (0 END; +½) 0
- Total cost: +50**

Cost Storm Elemental

- 21 Add EC slot: 4) *Control Weather*: Change Environment 4" radius, -1 to Sight Group PER Rolls (at most), Varying Effect (any type of weather; +1), MegaScale (1" = 1 km; +¼), Reduced Endurance (0 END; +½) 0
 - 29 Add EC slot: 5) *Lightning Bolt*: RKA 3d6, Indirect (always comes from the sky; +¼); Only Works During Storms (-¼) 6
- Total cost: +50**

Description: Air elementals typically resemble large whirlwinds or roiling clouds. They can fly at incredible speeds, and maneuver aerially better than the most agile bird. Since their bodies are, at most, only semi-solid, it's difficult to harm them, and they can make themselves completely intangible (and invisible) if they wish. In combat, they blast their foes with the very wind, or convert their bodies into deadly whirlwinds. A single air elemental can quickly demolish most structures.



EARTH ELEMENTAL

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 [4]
17	DEX	21	12-	OCV: 6/DCV: 6
25	CON	30	14-	
20	BODY	20	13-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
				Total: 15 PD (10 rPD)
				Total: 15 ED (10 rED)
				Phases: 4, 8, 12
15	PD	7		
15	ED	10		
3	SPD	3		
15	REC	4		
50	END	0		
53	STUN	0		
				Total Characteristics Cost: 132
				(+48 with NCM)

Movement: Running: 6"/12"
 Leaping: 4"/8"
 Tunneling: 6"/12"

Cost	Powers	END
30	<i>Earth Powers</i> : Elemental Control, 60-point powers	
48	1) <i>Earthwalking</i> : Tunneling 6" through 10 DEF material, Fill In, Reduced Endurance (0 END; +½)	0
20	2) <i>Grasp Of The Earth</i> : Entangle 6d6, 6 DEF; Only Versus Targets Standing On The Ground (-½)	6

10	<i>Body Of Earth:</i> Damage Resistance (10 PD/10 ED)	0
60	<i>Body Of Earth:</i> Physical and Energy Damage Reduction, Resistant, 50%	0
6	<i>Heavy:</i> Knockback Resistance -3"	0
45	<i>Body Of Earth:</i> Life Support: Total	0
5	<i>Earthsight:</i> N-Ray Perception (Sight Group; cannot perceive through organic matter); Only To See Through Earth And Stone (-1)	0
10	<i>Elemental Body:</i> No Hit Locations	0

Talent

3	Bump Of Direction
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Skills

3	Climbing 12-
2	AK: Elemental Plane Of Earth 11-
3	Stealth 12-

Total Powers & Skills Cost: 245

Total Cost: 377

**75+ Disadvantages**

5	Physical Limitation: Large (up to 4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
5	Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
15	Psychological Limitation: Flighty (Very Common, Moderate)
277	Experience Points

Total Disadvantage Points: 377

OPTIONS**Cost Forest Elemental**

73	Add EC slot: 3) <i>Awaken The Trees:</i> Summon 297-point Treeman, Devoted (+¾)	10
-15	Add Psychological Limitation: Protects Forests (Common, Strong)	
-10	Add Susceptibility: if leaves forested areas, take 1d6 per Turn (Uncommon)	

Total cost: +48

Cost Mountain Elemental

-5	Increase Size Physical Limitation to <i>Huge</i>	
+26	Replace Damage Resistance with <i>Stony Body:</i> Armor (12 PD/12 ED)	0
30	+30 STR (and attendant Figured Characteristics)	0
12	+6 BODY (and attendant Figured Characteristics)	0
10	+10 PRE	0
12	Knockback Resistance +6"	0
24	<i>Long Legs:</i> Running +12"	2
-10	Add Susceptibility: if leaves mountainous/stony areas, take 1d6 per Turn (Uncommon)	

Total cost: +99

Cost Sand Elemental

30	Add EC slot: 3) <i>Sandblast:</i> Energy Blast 8d6, Reduced Endurance (0 END; +½)	0
30	Add EC slot: 4) <i>Sand Form:</i> Desolidification (affected by magic or water), Reduced Endurance (0 END; +½)	0
-10	Add Susceptibility: if leaves sandy/desert areas, take 1d6 per Turn (Uncommon)	

Total cost: +50

Cost Swamp Elemental

20	Add EC slot: 3) <i>Engulf:</i> RKA 1d6, NND (defense is Life Support [Self-Contained Breathing]; +1), Does BODY (+1), Continuous (+1); Only Works On Foes Elemental Has Grabbed (-½)	6
20	<i>Call Of The Swamp:</i> Summon 100-point Animal, Any Swamp Animal (+¼), Devoted (+¾); Arrives Under Own Power (-½), Summoned Being Must Inhabit Locale (-½)	4
-15	Add Psychological Limitation: Protects Swamps (Common, Strong)	
-10	Add Susceptibility: if leaves swampy/marshy areas, take 1d6 per Turn (Uncommon)	

- 20 Add Vulnerability: 2 x STUN from Fire/Heat (Common)
- 20 Add Vulnerability: 2 x BODY from Fire/Heat (Common)

Total cost: +0

Description: Large, enormously heavy, and slow (compared to other elementals, at least), the earth elemental embodies the crushing and resisting powers of Earth. It fights with its huge fists, but can also cause the very earth to rise up and engulf someone. It travels through earth and rock as easily as a man walks on top of the ground.

FIRE ELEMENTAL

Val	Char	Cost	Roll	Notes
0	STR	-10	9-	Lift 25 kg; 0d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
23	CON	26	14-	
15	BODY	10	12-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
30	PRE	20	15-	PRE Attack: 6d6
12	COM	1	11-	
4	PD	4		Total: 4 PD (0 rPD)
10	ED	5		Total: 10 ED (0 rED)
4	SPD	10		Phases: 3, 6, 9, 12
5	REC	0		
46	END	0		
35	STUN	8		Total Characteristics Cost: 102 (+18 with NCM)

Movement: Running: 0"/0"
Leaping: 0"/0"
Flight: 15"/30"

Cost	Powers	END
67	<i>Fire Attacks:</i> Multipower, 67-point reserve	
7u	1) <i>Fire Blast:</i> RKA 3d6, Reduced Endurance (0 END; +½)	0
6u	2) <i>Firestorm:</i> RKA 2d6, Area Of Effect (3" radius; +1)	6
5u	3) <i>Withering Heat:</i> Energy Blast 5d6, NND (defense is LS [Safe Environment (Intense Heat)]; +1)	5
67	<i>Body Of Fire:</i> HKA 1½d6, Continuous (+1), Damage Shield (does damage in HTH combat; +¾), Inherent (+¼), Persistent (+½), Reduced Endurance (0 END; +½); Always On (-½), No STR Bonus (-0)	0
13	<i>Ignite:</i> RKA 1 point, Continuous (+1), Penetrating (+½), Reduced Endurance (0 END; +½), Sticky (only affects flammables; +¼), Uncontrolled (lasts until extinguished or flammables burn themselves out; +½); Only Works On Flammable Objects (-½)	0
90	<i>Body Of Fire:</i> Energy Damage Reduction, Resistant, 75% plus Physical Damage Reduction, Resistant, 50%	0
20	<i>Body Of Fire:</i> Armor (0 PD/20 ED); Only Versus Fire (-½)	0
45	<i>Body Of Fire:</i> Life Support: Total	0



10	<i>Elemental Body:</i> No Hit Locations	
30	<i>Wings Of Fire:</i> Flight 15"	3
-12	<i>Cannot Run:</i> Running -12" (0" total)	
5	<i>Heat Vision:</i> Infrared Perception (Sight Group)	0
17	<i>Brightness Of Flame:</i> Sight Group Images, +3 to PER Rolls, Increased Size (4" radius; +½), Inherent (+¼), Persistent (+½), Reduced Endurance (0 END; +½); Always On (-½), No Range (-½), Only To Create Light (-1)	0

Skills
9 +3 with OCV Fire Attacks
2 AK: Elemental Plane Of Fire 11-

Total Powers & Skills Cost: 374
Total Cost: 473

75+ Disadvantages
5 Physical Limitation: Large (up to 4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
5 Physical Limitation: Reduced Leap (cannot leap) (Infrequently, Slightly Impairing)
15 Psychological Limitation: Capricious (Very Common, Moderate)
30 Susceptibility: if immersed in water or doused with large amounts of water, takes 2d6 per Segment (Common)

AFFECTS POROUS

The water elemental's *Water Manipulation* power, built with Telekinesis, has a +10 Character Point Adder, *Affects Porous*, so that it can affect liquids. Characters cannot ordinarily use Telekinesis to pick up liquids, but can do so if they buy this Adder. The amount of liquid a character can pick up depends on his telekinetic STR. A character may use *Affects Porous* Telekinesis to shape the picked-up liquid into crude forms (such as squares, spheres, or humanoid shapes); to actually sculpt the water requires Fine Manipulation and PS: Sculptor.

- 25 Susceptibility: if deprived of all oxygen, takes 2d6 per Segment (Uncommon)
- 10 Susceptibility: if the temperature is below freezing, take 1d6 per Turn (Uncommon)
- 20 Vulnerability: 2 x STUN from Water Attacks (Common)
- 20 Vulnerability: 2 x BODY from Water Attacks (Common)
- 268 Experience Points

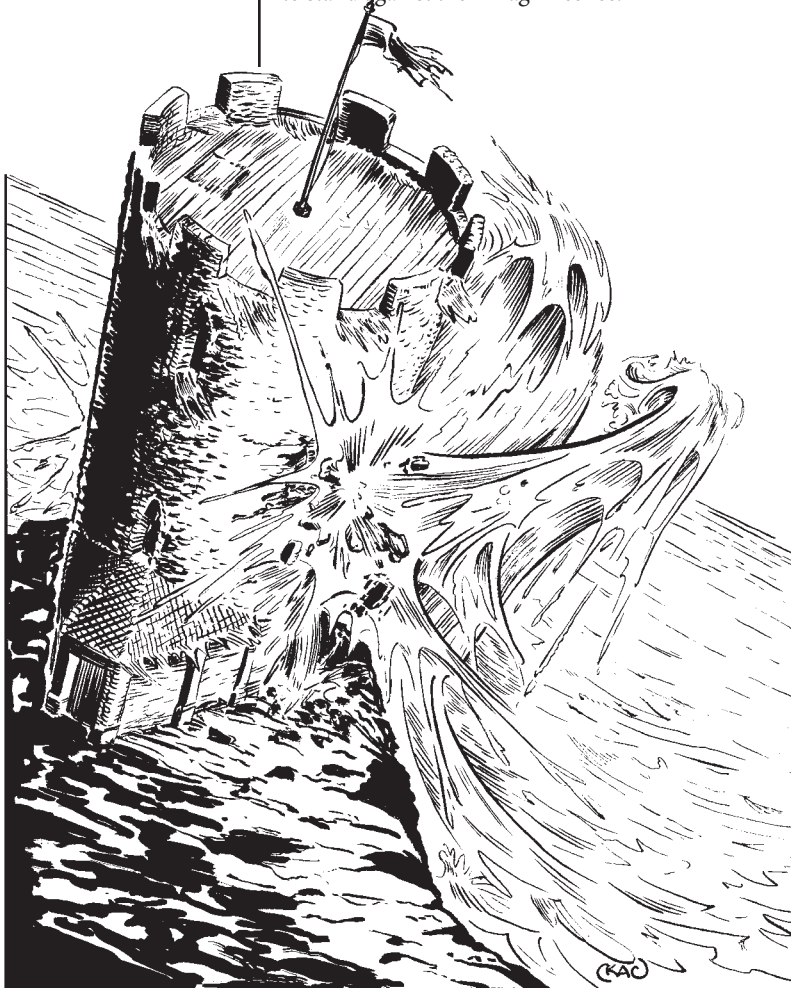
Total Disadvantage Points: 473

OPTIONS

- | | | |
|-------------|---|---|
| Cost | Lava Elemental | |
| 30 | +30 STR (and attendant Figured Characteristics) | 0 |
| 8 | <i>Body Of Lava</i> : Damage Resistance (6 PD/10 ED) | 0 |
| 6 | <i>Heavy</i> : Knockback Resistance -3" | 0 |
| -10 | Add Susceptibility: if leaves lava-filled/extremely hot areas, take 1d6 per Turn (Uncommon) | |

Total cost: +34 points

Description: Fire elementals are beings of pure flame. They give off tremendous amounts of light and heat, and ignite and damage everything they touch. Capricious, often vain, and just as often malicious, they delight in the setting of fires. In combat they attack aggressively, trying to burn to ashes anyone who dares to stand against their magnificence.



WATER ELEMENTAL

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
20	DEX	30	13-	OCV: 7/DCV: 7
23	CON	26	14-	
15	BODY	10	12-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
				Total: 8 PD (0 rPD)
				Total: 5 ED (0 rED)
				Phases: 3, 6, 9, 12
				Total Characteristics Cost: 99
				(+6 with NCM)

Movement: Running: 6"/12"
Leaping: 4"/8"
Swimming: 20"/160"

Cost	Powers	END
82	<i>Water Attacks</i> : Multipower, 82-point reserve	
6u	1) <i>Water Blast</i> : Energy Blast 6d6, Double Knockback (+¾), Reduced Endurance (½ END; +¼)	2
4u	2) <i>Whirlpool</i> : Energy Blast 6d6, Area Of Effect (5" radius; +1), Personal Immunity (+¼), Reduced Endurance (½ END; +¼); Only Against Targets In The Water (-1)	3
5u	3) <i>Drowning</i> : Energy Blast 5d6, NND (defense is LS [Self-Contained Breathing]; +1)	5
4u	4) <i>Water Manipulation</i> : Telekinesis (30 STR), <i>Affects Porous</i> , Reduced Endurance (0 END; +½); Only Against Objects On Or In The Water (-1)	0
4u	5) <i>Engulf</i> : RKA 1d6, NND (defense is Life Support [Self-Contained Breathing]; +1), Does BODY (+1), Continuous (+1); Only Works On Foes Elemental Has Grabbed (-½)	6
20	<i>Water Powers</i> : Elemental Control, 40-point powers	
13	1) <i>Body Of Water</i> : Desolidification (affected by magic); Cannot Pass Through Solid Objects (-½)	4
25	2) <i>Body Of Water</i> : Stretching 6", Reduced Endurance (0 END; +½)	0
36	3) <i>Aquatic Movement</i> : Swimming +18" (20" total), x8 noncombat, Rapid Noncombat Movement (+¼), Combat Acceleration/Deceleration (+¼), Reduced Endurance (0 END; +½)	0
10	4) <i>Unseen Water</i> : Invisibility to Sight Group, No Fringe, Reduced Endurance (0 END; +½); Only When Not Attacking (-½), Only In The Water (-1)	0
75	<i>Body Of Water</i> : Physical Damage Reduction, Resistant, 75% plus Energy Damage Reduction, Resistant, 25%	0
10	<i>Elemental Body</i> : No Hit Locations	
45	<i>Body Of Water</i> : Life Support: Total	0

Frog, Giant

Skills

- 2 AK: Elemental Plane Of Water 11-
- 2 KS: Marine Life 11-
- 3 Stealth 13-

Total Powers & Skills Cost: 346

Total Cost: 445

75+ Disadvantages

- 5 Physical Limitation: Large (up to 4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
- 15 Psychological Limitation: Flighty (Very Common, Moderate)
- 20 Vulnerability: 2 x STUN from Fire Attacks (Common)
- 20 Vulnerability: 2 x BODY from Fire Attacks (Common)
- 310 Experience Points

Total Disadvantage Points: 445

OPTIONS

Cost Sea Elemental

- 20 *Call Of The Sea*: Summon 100-point Animal, Any Sea Animal (+¼), Devoted (+¾), Arrives Under Own Power (-½), Summoned Being Must Inhabit Locale (-½) 4
- 15 Add Psychological Limitation: Protects Seas And Their Creatures (Common, Strong)
- 10 Add Susceptibility: if leaves sea, takes 1d6 per Turn (Uncommon)

Total cost: -5 points

(This package can also serve for River Elementals, with the proper changes in wording.)

Cost Ice Elemental

- 27 Add EC slot: 5) *Control Weather*: Change Environment 4" radius, -3 to Sight Group PER Rolls (at most), Varying Effect (any type of winter weather; +½), MegaScale (1" = 1 km; +¼), Reduced Endurance (0 END; +½) 0
- 20 *Winter's Call*: Summon 100-point Animal, Any Arctic Animal (+¼), Devoted (+¾), Arrives Under Own Power (-½), Summoned Being Must Inhabit Locale (-½) 4
- 10 Add Susceptibility: if leaves arctic areas, takes 1d6 per Turn (Uncommon)

Total cost: +37 points

Description: Water elementals look like large, vague-featured people made of water (some have different shapes, such as water-mermen, or even water-animals). They rarely, if ever, leave the seas, lakes, and rivers they call home. In battle, they blast their foes with water, choke them by filling their lungs with fluid, or use their malleable bodies to Grab them and drag them under the waves.

GIANT FROG

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
13	DEX	9	12-	OCV: 4/DCV: 4
16	CON	12	12-	
12	BODY	4	11-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
18	PRE	8	13-	PRE Attack: 3½d6
4	COM	-3	10-	
10	PD	5		Total: 10 PD (2 rPD)
9	ED	6		Total: 9 ED (2 rED)
2	SPD	0		Phases: 6, 12
8	REC	0		
32	END	0		
33	STUN	0		Total Characteristics Cost: 44 (+18 with NCM)

Movement: Running: 2"/4"
Leaping: 15"/30"
Swimming: 5"/10"

Cost Powers

Cost	Powers	END
16	<i>Tongue</i> : Extra Limb, Inherent (+¼) plus Stretching 2", Reduced Endurance (0 END; +½); Always Direct (-¼), Limited Body Parts (tongue; -¼)	0
2	<i>Tough Skin</i> : Damage Resistance (2 PD/2 ED)	0
6	<i>Heavy</i> : Knockback Resistance -3"	0
10	<i>Frog's Legs</i> : Leaping +10" (15" forward, 8" upward)	1
3	<i>Frog's Legs</i> : Swimming +3" (5" total)	1
-8	<i>Slow</i> : Running -4"	

Skills

- 4 +2 OCV with Grab
- 2 Concealment 11-; Self Only (-½)

Total Powers & Skills Cost: 35

Total Cost: 79

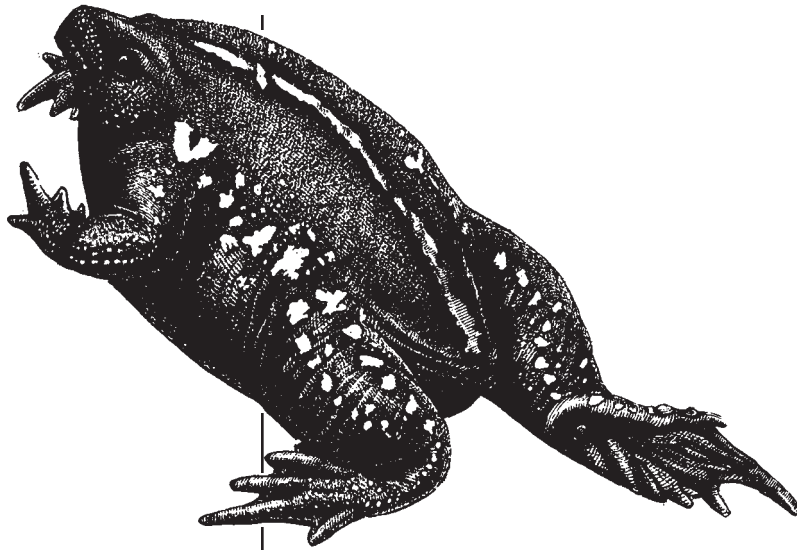
75+ Disadvantages

- 15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
- 5 Physical Limitation: Large (4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)

Total Disadvantage Points: 110

Ecology: Giant frogs live in or near large lakes, swamps, and similar bodies of water, or along the banks of the largest rivers. Some species live underground, in subterranean lakes. Typically giant frogs are solitary, but some live in groups of three to six.

Personality/Motivation: Normal animal motivations.



Powers/Tactics: Giant frogs have voracious appetites and consume anything they can. They can swallow up to a single adult human whole (see page 33; it does Average swallow damage). Typically the frog gets close to its prey (either by lying in wait, or with a sudden leap), then lashes out with its tongue to Grab the victim. Then it drags the victim to it and swallows him.

Campaign Use: Individual giant frogs are good “nuisance encounters” for parties of adventurers, and as a group may represent a more serious threat (especially if most of the PCs have STRs too low to resist being Grabbed and swallowed). Some swamp-dwelling sentient species may use giant frogs as steeds.

Appearance: A typical frog, with slick greenish skin, but about twice the size of a man.

Gargoyle

GARGOYLE

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
14	DEX	12	12-	OCV: 5/DCV: 5
20	CON	20	13-	
13	BODY	6	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
8	COM	-1	11-	
12	PD	8		Total: 12 PD (6 rPD)
8	ED	4		Total: 8 ED (4 rED)
3	SPD	6		Phases: 4, 8, 12
8	REC	0		
40	END	0		
33	STUN	0		
				Total Characteristics Cost: 70 (+4 with NCM)

Movement: Running: 6”/12”
Leaping: 4”/8”
Flight: 10”/20”

Cost	Powers	END
15	<i>Gargoyle's Talons:</i> HKA 1d6 (2d6 with STR)	1
10	<i>Gargoyle's Fangs:</i> HKA ½d6 (1d6+1 with STR)	1
5	<i>Stony Skin:</i> Damage Resistance (6 PD/4 ED)	0
13	<i>Gargoyle's Wings:</i> Flight 10”; Restrained (-½)	2
5	<i>Gargoyle's Sight:</i> Nightvision	0

Talents

3 Simulate Death

Skills

4 +2 OCV with Move By

3 Concealment 11-

3 Stealth 12-

Total Powers & Skills Cost: 61

Total Cost: 131

75+ Disadvantages

0 Physical Limitation: Human Size
20 Psychological Limitation: Rapacious And Cruel (Very Common, Strong)
36 Experience Points

Total Disadvantage Points: 131

Ecology: Gargoyles live atop, and sometimes within, structures such as towers, castles, and temples. They squat on the edges of roofs and overhangs, looking like ordinary carved stone gargoyles, waiting for unsuspecting prey to come by.

Some gargoyles prefer to live by themselves; others belong to a large group, family, or clan. Young gargoyles hatch from eggs laid once a year by the mother.

Personality/Motivation: Although sometimes considered dull and slow-witted, in truth gargoyles are cunning and cruel. They enjoy inflicting harm on other living creatures, often toying with their food for sport before killing and consuming it. They are also greedy, and save treasure and keepsakes from their victims.

Powers/Tactics: Gargoyles fight with the talons on their hands and feet, and to a lesser extent with their short fangs. They favor flying Move Bys, which allow them to swoop past their prey and claw it to death. Older, more experienced gargoyles are often quite agile while in the air, difficult to capture or hit.

If confronted with superior force, gargoyles wisely flee, hoping for a chance to regroup and attack later.

Campaign Use: Gargoyles can come in many shapes and varieties. You can easily add extra limbs or heads to this template, for example. Since gargoyles are intelligent, they might develop magical powers, learn to use weapons, or otherwise gain extra abilities.

With the addition of a few powers from the *Infernal* template, you can use the gargoyle character sheet for various types of demons and devils as well.

Appearance: Gargoyles are humanoid beings with grey-green, stony skin. They have talons on their feet and fingers, spikes jutting from knees and elbows, short horns on their heads, and two bat-wings growing from their shoulderblades.



GOLEMS

Golems are humanoid constructs, sculpted or made out of various materials (anything from dead flesh to iron) and animated with magic. Wizards and priests create them as servants and bodyguards.

Ecology: Golems, being constructed creatures, have no ecology *per se*. They do what their creator orders them to do, go where he says go, and so forth. They do not need to eat, sleep, or perform most of the other functions living beings must to survive.

Personality/Motivation: None. Golems, as Automatons, follow their creator's orders. They do not think or feel. In potentially confusing situations, the GM may allow a golem an INT Roll to interpret its orders correctly.

Powers/Tactics: Golems possess enormous strength and use it to good effect in combat. Most know how to use weapons, but even those who do not can strike devastating blows with their fists. Their implacable nature, high degree of invulnerability, and untiring bodies make them terrifying opponents.

Campaign Use: Gamemasters can also use these write-ups to represent animated statues, certain types of undead, odd alien life-forms, and some robots.

These writeups assume golems of roughly human size. Wizards and other golem-makers often prefer much taller or smaller versions, which you can create by applying the appropriate template. Similarly, by adding wings, claws, or the like to a golem during the creation process, the maker can give it many additional abilities.

CLAY GOLEM

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]
14	DEX	12	12-	OCV: 5/DCV: 5
10	CON	0	11-	
15	BODY	10	12-	
5	INT	-5	10-	PER Roll 10-
0	EGO	0	—	ECV: N/A
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
6	PD	12		Total: 6 PD (6 rPD)
6	ED	15		Total: 6 ED (6 rED)
3	SPD	6		Phases: 4, 8, 12
8	REC	0		
0	END	-10		
—	STUN	—		
				Total Characteristics Cost: 69 (+10 with NCM)

Movement: Running: 6"/12"
Leaping: 6"/12"

Cost	Powers	END
15	<i>Golem's Body:</i> Does Not Bleed	0
10	<i>Golem's Body:</i> No Hit Locations	0
45	<i>Golem's Body:</i> Takes No STUN	0
15	<i>Tireless:</i> Reduced End (0 END; +½) on STR	0
6	<i>Tireless:</i> Reduced End (0 END; +½) on Running	0
3	<i>Tireless:</i> Reduced End (0 END; +½) on Leaping	0
1	<i>Tireless:</i> Reduced End (0 END; +½) on Swimming	0
18	<i>Body Of Clay:</i> Damage Resistance (6 PD/6 ED)	0
45	<i>Body Of Clay:</i> Physical Damage Reduction, Resistant, 50%; Only Versus Edged Weapons (-1)	0
50	<i>Golem's Body:</i> Life Support: Total (including Longevity: Immortality)	0

Skills

10	+2 Hand-To-Hand
1	Climbing 8-
2	Language (native)
3	Stealth 12-
2	WF: Common Melee Weapons

Total Powers & Skills Cost: 226

Total Cost: 295

75+ Disadvantages

0	Physical Limitation: Human Size
15	Physical Limitation: Machine Intelligence (Frequently, Greatly Impairing)
205	Experience Points

Total Disadvantage Points: 295

Description: Formed and sculpted of clay, the clay golem typically resembles a statue of a person



— until it starts to move. Artistically gifted creators sometimes embellish their clay golems with fierce countenances, the appearance of clothing or armor, or the like. Most clay golems fight with weapons, but their fists alone are enough to deal deadly blows.

FLESH GOLEM

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
12	DEX	6	11-	OCV: 4/DCV: 4
10	CON	0	11-	
15	BODY	10	12-	
5	INT	-5	10-	PER Roll 10-
0	EGO	0	—	ECV: N/A
18	PRE	8	13-	PRE Attack: 3½d6
6	COM	-2	10-	
4	PD	9		Total: 4 PD (4 rPD)
4	ED	9		Total: 4 ED (4 rED)
3	SPD	8		Phases: 4, 8, 12
6	REC	0		
0	END	-10		
—	STUN	—		Total Characteristics Cost: 43

Movement: Running: 6"/12"
Leaping: 4"/8"

Cost	Powers	END
15	<i>Golem's Body</i> : Does Not Bleed	0
10	<i>Golem's Body</i> : No Hit Locations	0
45	<i>Golem's Body</i> : Takes No STUN	0
10	<i>Tireless</i> : Reduced End (0 END; +½) on STR	0
6	<i>Tireless</i> : Reduced End (0 END; +½) on Running	0
2	<i>Tireless</i> : Reduced End (0 END; +½) on	

	Leaping	0
1	<i>Tireless</i> : Reduced End (0 END; +½) on Swimming	0
12	<i>Body Of Reanimated Flesh</i> : Damage Resistance (4 PD/4 ED)	0
4	<i>Body Of Reanimated Flesh</i> : +2 PD; Only Protects Against Crushing Or Piercing Attacks (-½)	
3	<i>Body Of Reanimated Flesh</i> : +2 PD; Only Protects Against Piercing Attacks (-1)	0
50	<i>Golem's Body</i> : Life Support: Total (including Longevity: Immortality)	0

Skills

10	+2 Hand-To-Hand
1	Climbing 8-
2	Language (native)
3	Stealth 11-
2	WF: Common Melee Weapons

Total Powers & Skills Cost: 176

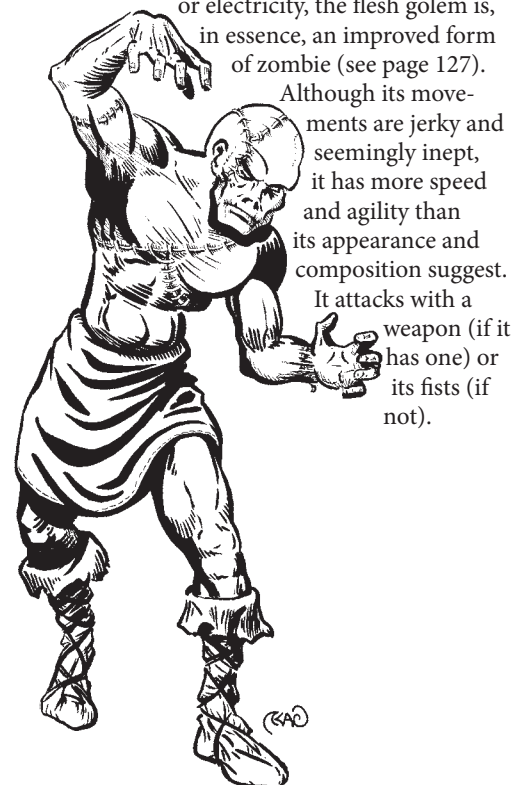
Total Cost: 219

75+ Disadvantages

0	Physical Limitation: Human Size
15	Physical Limitation: Machine Intelligence (Frequently, Greatly Impairing)
20	Psychological Limitation: Fear Of Fire (Common, Total)
20	Vulnerability: 2 x BODY from Fire (Common)
109	Experience Points

Total Disadvantage Points: 219

Description: Sewn together from pieces of corpses, and animated through magic, chemicals, and/or electricity, the flesh golem is, in essence, an improved form of zombie (see page 127).



Although its movements are jerky and seemingly inept, it has more speed and agility than its appearance and composition suggest. It attacks with a weapon (if it has one) or its fists (if not).

METAL GOLEM

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 [4]
18	DEX	24	13-	OCV: 6/DCV: 6
10	CON	0	11-	
20	BODY	20	13-	
5	INT	-5	10-	PER Roll 10-
0	EGO	0	—	ECV: N/A
25	PRE	15	14-	PRE Attack: 5d6
8	COM	-1	11-	
10	PD	21		Total: 10 PD (10 rPD)
10	ED	27		Total: 10 ED (10 rED)
3	SPD	2		Phases: 4, 8, 12
10	REC	0		
0	END	-10		
—	STUN	—		
Total Characteristics Cost: 123 (+37 with NCM)				

Movement: Running: 6"/12"
Leaping: 8"/16"

Cost	Powers	END
15	<i>Golem's Body:</i> Does Not Bleed	0
10	<i>Golem's Body:</i> No Hit Locations	0
45	<i>Golem's Body:</i> Takes No STUN	0
20	<i>Tireless:</i> Reduced End (0 END; +½) on STR	0
6	<i>Tireless:</i> Reduced End (0 END; +½) on Running	0
4	<i>Tireless:</i> Reduced End (0 END; +½) on Leaping	0
1	<i>Tireless:</i> Reduced End (0 END; +½) on Swimming	0
30	<i>Body Of Metal:</i> Damage Resistance (10 PD/10 ED)	0
90	<i>Body Of Metal:</i> Physical and Energy Damage Reduction, Resistant, 25%	0
36	<i>Heavy:</i> Knockback Resistance -6"	0
50	<i>Golem's Body:</i> Life Support: Total (including Longevity: Immortality)	0

Skills

10	+2 Hand-To-Hand
1	Climbing 8-
2	Language (native)
2	WF: Common Melee Weapons

Total Powers & Skills Cost: 322

Total Cost: 445

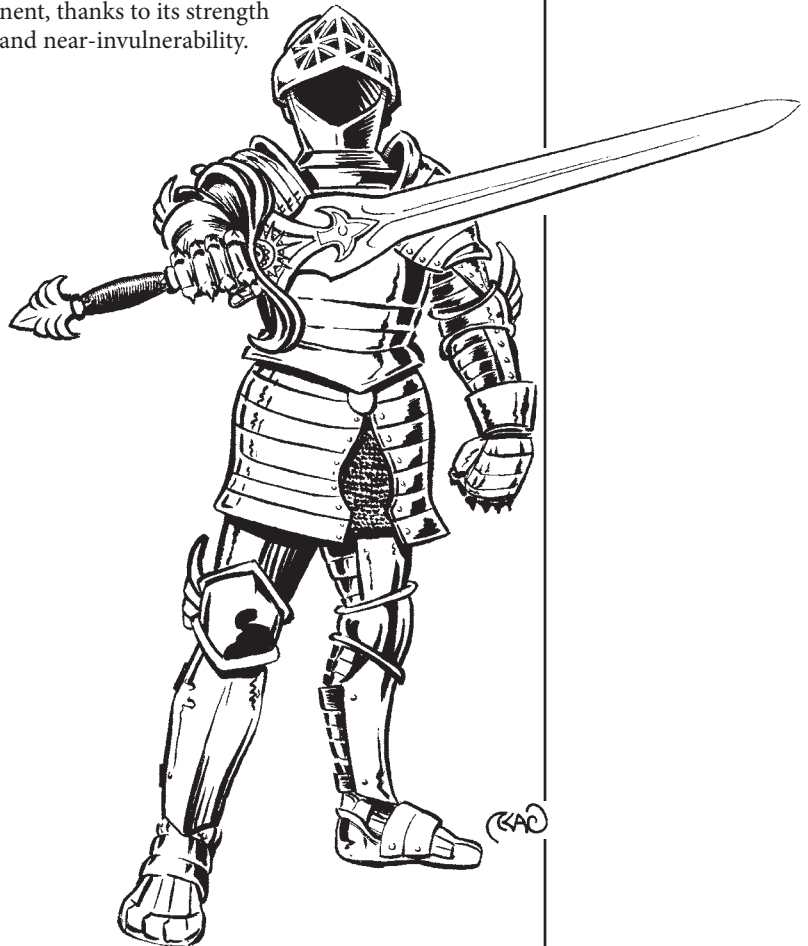
75+ Disadvantages

20	Physical Limitation: Human Size, Weighs 6,400 kg (All The Time, Greatly Impairing)
15	Physical Limitation: Machine Intelligence (Frequently, Greatly Impairing)
335	Experience Points

Total Disadvantage Points: 445

Description: The most powerful golems are those made of metal — typically iron, though bronze, steel, and others are not unknown. Some metal golems resemble solid metal statues, others look like suits of living armor. Regardless of configura-

tion, a metal golem is a fearsome opponent, thanks to its strength and near-invulnerability.



STONE GOLEM

Val	Char	Cost	Roll	Notes
35	STR	25	16-	Lift 3,200 kg; 7d6 [3]
16	DEX	18	12-	OCV: 5/DCV: 5
10	CON	0	11-	
15	BODY	10	12-	
5	INT	-5	10-	PER Roll 10-
0	EGO	0	—	ECV: N/A
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
8	PD	18		Total: 8 PD (5 rPD)
8	ED	21		Total: 8 ED (5 rED)
3	SPD	4		Phases: 4, 8, 12
9	REC	0		
0	END	-10		
—	STUN	—		
Total Characteristics Cost: 90 (+15 with NCM)				

Movement: Running: 6"/12"
Leaping: 7"/14"

Cost	Powers	END
15	<i>Golem's Body:</i> Does Not Bleed	0
10	<i>Golem's Body:</i> No Hit Locations	0
45	<i>Golem's Body:</i> Takes No STUN	0
17	<i>Tireless:</i> Reduced End (0 END; +½) on STR	0
6	<i>Tireless:</i> Reduced End (0 END; +½) on Running	0

3	<i>Tireless</i> : Reduced End (0 END; +½) on Leaping	0
1	<i>Tireless</i> : Reduced End (0 END; +½) on Swimming	0
15	<i>Body Of Stone</i> : Damage Resistance (5 PD/5 ED)	0
90	<i>Body Of Stone</i> : Physical and Energy Damage Reduction, Resistant, 25%	0
24	<i>Heavy</i> : Knockback Resistance -4"	0
50	<i>Golem's Body</i> : Life Support: Total (including Longevity: Immortality)	0

Skills

10	+2 Hand-To-Hand
1	Climbing 8-
2	Language (native)
2	WF: Common Melee Weapons

Total Powers & Skills Cost: 291**Total Cost: 381****75+ Disadvantages**

20	Physical Limitation: Human Size, Weighs 5,000 kg (All The Time, Greatly Impairing)
15	Physical Limitation: Machine Intelligence (Frequently, Greatly Impairing)
271	Experience Points

Total Disadvantage Points: 381

Description: More powerful than a clay golem, but not as mighty as one made of metal, the stone golem typically resembles a large stone statue of a man. As with a clay golem, its creator may sculpt it with fanciful features, or leave it mostly blank and unformed.

WOOD GOLEM

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
14	DEX	12	12-	OCV: 5/DCV: 5
10	CON	0	11-	
15	BODY	10	12-	
5	INT	-5	10-	PER Roll 10-
0	EGO	0	—	ECV: N/A
18	PRE	8	13-	PRE Attack: 3½d6
8	COM	-1	11-	
5	PD	9		Total: 5 PD (3 rPD)
5	ED	12		Total: 5 ED (3 rED)
3	SPD	6		Phases: 4, 8, 12
7	REC	0		
0	END	-10		
—	STUN	—		Total Characteristics Cost: 56 (+5 with NCM)

Movement: Running: 6"/12"
Leaping: 5"/10"

Cost	Powers	END
15	<i>Golem's Body</i> : Does Not Bleed	0
10	<i>Golem's Body</i> : No Hit Locations	0
45	<i>Golem's Body</i> : Takes No STUN	0
12	<i>Tireless</i> : Reduced End (0 END; +½) on STR	0

6	<i>Tireless</i> : Reduced End (0 END; +½) on Running	0
2	<i>Tireless</i> : Reduced End (0 END; +½) on Leaping	0
1	<i>Tireless</i> : Reduced End (0 END; +½) on Swimming	0
9	<i>Body Of Wood</i> : Damage Resistance (3 PD/3 ED)	0
8	<i>Body Of Wood</i> : +4 PD; Only Protects Against Crushing Or Piercing Attacks (-½)	0
50	<i>Golem's Body</i> : Life Support: Total (including Longevity: Immortality)	0

Skills

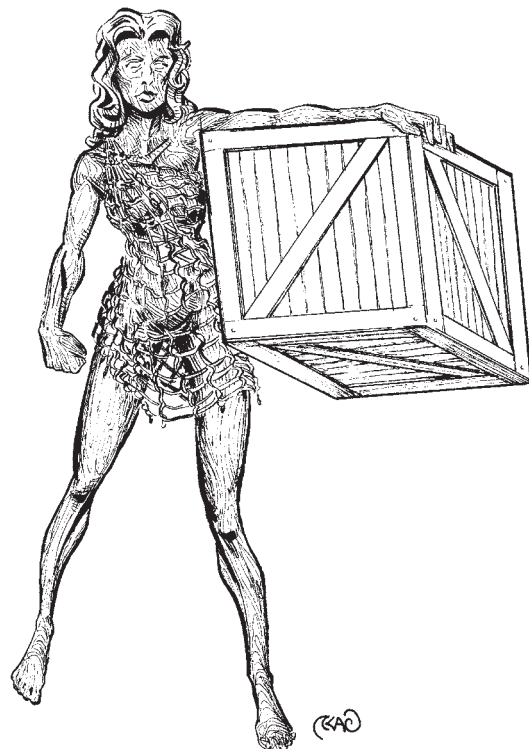
10	+2 Hand-To-Hand
1	Climbing 8-
2	Language (native)
3	Stealth 12-
2	WF: Common Melee Weapons

Total Powers & Skills Cost: 177**Total Cost: 235****75+ Disadvantages**

0	Physical Limitation: Human Size
15	Physical Limitation: Machine Intelligence (Frequently, Greatly Impairing)
20	Psychological Limitation: Fear Of Fire (Common, Total)
20	Vulnerability: 2 x BODY from Fire (Common)
105	Experience Points

Total Disadvantage Points: 235

Description: Wood golems look like carved wooden statues. They strike with fists as hard as ironwood, and withstand damage well because their bodies are as tough as gnarled oak-roots.



Gorgon

GORGON

Val	Char	Cost	Roll	Notes
18	STR	8	13-	Lift 300 kg; 3½d6 [2]
15	DEX	15	12-	OCV: 5/DCV: 5
18	CON	16	13-	
12	BODY	4	11-	
13	INT	3	12-	PER Roll 12-
12	EGO	4	11-	ECV: 4
15	PRE	5	12-	PRE Attack: 3d6
2	COM	-4	9-	
7	PD	3		Total: 7 PD (2 rPD)
5	ED	1		Total: 5 ED (2 rED)
4	SPD	15		Phases: 3, 6, 9, 12
8	REC	0		
36	END	0		
40	STUN	10		Total Characteristics Cost: 80

Movement: Running: 6"/12"
 Leaping: 4"/8"
 Flight: 8"/16"

Cost Powers

END

- 93 *Petrifying Gaze:* Major Transform 8d6 (living things to stone, heals back through restorative magics), Personal Immunity (+¼), Reduced Endurance (0 END; +½); Limited Target (living things; -¼), All Or Nothing (-½), Eye Contact Required (-½) 0
- 5 *Serpentine Hair:* HKA 1 point (½d6 with STR) 1
- 33 *Serpentine Hair:* Drain CON 3d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1), Personal Immunity (+¼); 4 Charges (-1), HKA Must Do BODY (-½), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), Gradual Effect (15 Minutes; 1d6/5 Minutes; -¾) **plus** RKA 2d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1), Personal Immunity (+¼); No Range (-½), 4 Charges (-1), HKA Must Do BODY (-½), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), Gradual Effect (10 Minutes; 1d6/5 minutes; -¾), Linked (-½) [4]
- 15 *Brazen Claws:* HKA 1d6 (2d6 with STR) 1
- 8 *Fangs:* HKA ½d6 (1d6+1 with STR); Reduced Penetration (-¼) 1
- 2 *Tough Skin:* Damage Resistance (2 PD/2 ED) 0
- 11 *Wings:* Flight 8"; Restrained (-½) 2
- 10 *Serpentine Hair:* Increased Arc Of Perception (360 Degrees) for Sight Group 0

Skills

- 2 AK: Home Territory 11-
- 3 Stealth 12-
- 4 WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 186

Total Cost: 266

75+ Disadvantages

- 0 Physical Limitation: Human Size
- 20 Psychological Limitation: Wicked And Cruel (Very Common, Strong)
- 171 Experience Points

Total Disadvantage Points: 266

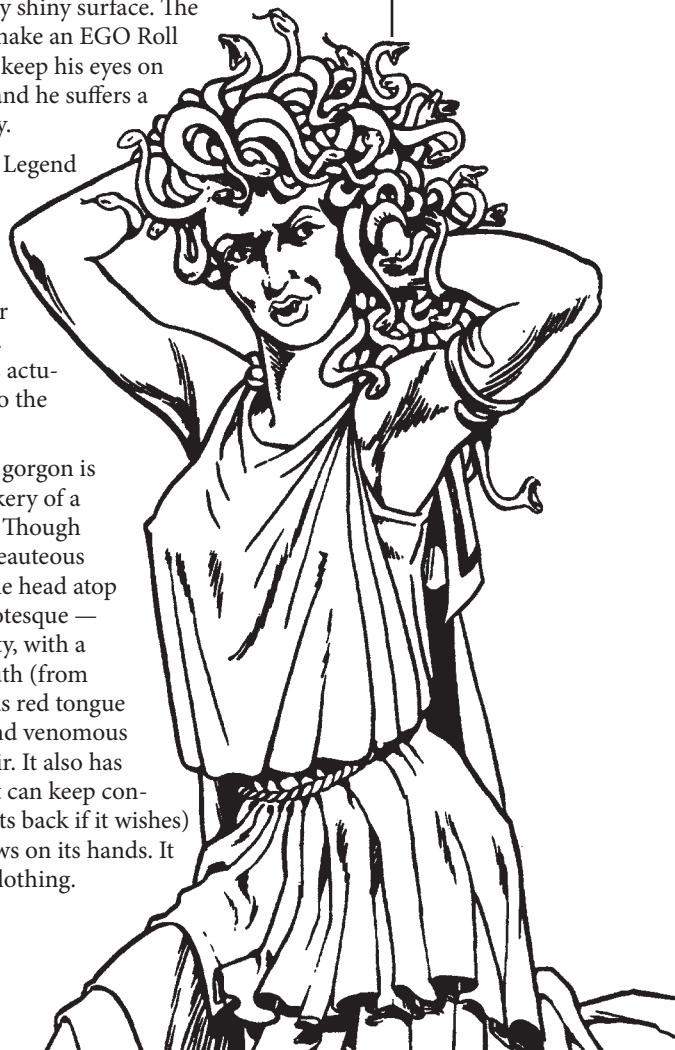
Ecology: Gorgons live, alone or in groups, in many different regions — everywhere from temperate forests, to desolate wastes, to coastlines. They usually lair in a cave or ruin, but sometimes build dwellings of their own.

Personality/Motivation: Gorgons are filled with spite for all living things, save their own kind. They seek to slay (or petrify) anyone they meet. They collect treasure, sometimes using it to bribe adventurers to leave them alone or sneaking into a town to spend it.

Powers/Tactics: Gorgons know how to use weapons and armor, and will do so if threatened. However, their chief weapon is their gaze, which turns to stone all who meet their glance! Reflecting the gaze back at them has no effect, but an attacker can fight them without being petrified by looking at a reflection instead of directly at them. This requires an appropriately shiny surface. The attacker must make an EGO Roll every round to keep his eyes on the reflection, and he suffers a -3 OCV penalty.

Campaign Use: Legend says a gorgon's head, if cut from its body, retains the creature's power of petrification. Whether this is actually true is up to the GM.

Appearance: A gorgon is a hideous mockery of a human female. Though it possesses a beautiful female form, the head atop that body is grotesque — ugly, often warty, with a fang-filled mouth (from which a hideous red tongue usually lolls) and venomous serpents for hair. It also has wings (which it can keep concealed behind its back if it wishes) and bronze claws on its hands. It wears human clothing.



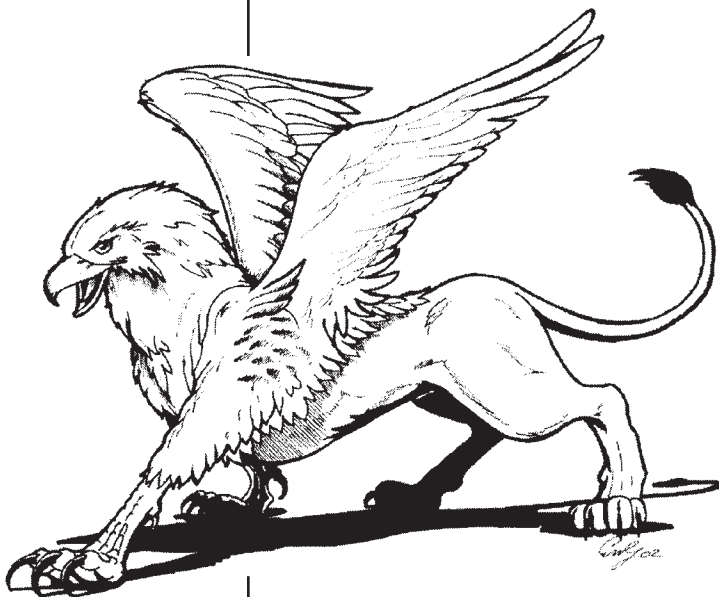
Griffin

GRIFFIN

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
16	BODY	12	12-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
25	PRE	15	14-	PRE Attack: 5d6
16	COM	3	12-	
				Total: 10 PD (3 rPD)
10	PD	5		Total: 9 ED (3 rED)
9	ED	5		Phases: 3, 6, 9, 12
4	SPD	10		
9	REC	0		
40	END	0		
40	STUN	1		
				Total Characteristics Cost: 114 (+13 with NCM)

Movement:	Running:	9"/18"
	Leaping:	5"/10"
	Flight:	12"/24"

Cost	Powers	END
20	<i>Eagle's Beak:</i> HKA 1d6+1 (2½d6 with STR)	2
12	<i>Eagle's Talons/Lion's Claws:</i> HKA 1d6 (2d6 with STR); Reduced Penetration (-¼)	1
3	<i>Thick Skin:</i> Damage Resistance (3 PD/3 ED)	0
6	<i>Heavy:</i> Knockback Resistance -3"	0
16	<i>Eagle's Wings:</i> Flight 12"; Restrainable (-½)	2
6	<i>Swift-limbed:</i> Running +3" (9" total)	1
6	<i>Eagle's Eyes:</i> +3 PER with Sight Group	0
6	<i>Eagle's Eyes:</i> +4 versus Range for Sight Group	0



Skills

10	+2 Hand-To-Hand
3	Stealth 13-

Total Powers & Skills Cost: 88

Total Cost: 202

75+ Disadvantages

15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
5	Physical Limitation: Large (4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
20	Psychological Limitation: Greedy (Very Common, Strong)
72	Experience Points

Total Disadvantage Points: 202

Ecology: Griffins are carnivores who live by themselves, or in prides of two to four. They typically lair in mountain caves, though some build nests in the tops of large trees. The young are born from eggs, usually in litters of one to six.

Personality/Motivation: Normal animal motivations. Additionally, many adventurers claim griffins are rapacious, malicious, and greedy. Some have reported griffins who guard large hoards, or gold mines from which they have driven out the miners.

Powers/Tactics: Griffins prefer to fight from the air if they can, swooping down on prey and raking with their talons. Sometimes a griffin slams right into a target, Grabbing the prey with its talons and biting with its large beak. If forced to fight on the ground, the griffin relies on its beak more than its claws, and looks for an opportunity to take to the air.

Campaign Use: You can use the griffin as a template for manufacturing other "hybrids," simply by switching out the appropriate parts. For example, by replacing the eagle parts with those of a dragon, and giving the creature a fiery breath attack from one of the dragon character sheets, you could create a dracogriff (or griffodrake).

If captured early — while in the shell, or only a few days out of it — griffins can be trained to become loyal steeds and companions. They never entirely get over their rapacious natures, though, and they have prodigious appetites.

Appearance: The griffin is a beast with the head, wings, and forelimbs of an eagle, and the body and hindparts of a lion. It has red eyes, and large pointed ears like a dog's. The body is usually tawny or brown, the feathers brown, blue, or white.

Harpy

HARPY

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 [1]
15	DEX	15	12-	OCV: 5/DCV: 5
15	CON	10	12-	
12	BODY	4	11-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
4	COM	-3	10-	
8	PD	5		Total: 8 PD (2 rPD)
4	ED	1		Total: 4 ED (2 rED)
4	SPD	15		Phases: 3, 6, 9, 12
6	REC	0		
30	END	0		
30	STUN	3		Total Characteristics Cost: 56

Movement: Running: 2"/4"
 Leaping: 3"/6"
 Flight: 10"/20"

Cost	Powers	END
24	<i>Talons:</i> HKA 2d6 (2½d6 with STR); Reduced Penetration (-¼)	3
10	<i>Screech:</i> Hearing Group Flash 4d6; Incantations (-¼)	2
23	<i>Foul Stench:</i> Drain CON 1d6, NND (defense is LS [Self-Contained Breathing]; +1), Continuous (+1), Area Of Effect (One Hex; +½), Personal Immunity (+), Reduced Endurance (0 END; +½), Persistent (+½); Always On (-½), Maximum Effect Of 6 Points On Any One Target (-½)	0
5	<i>Terrifying:</i> +10 PRE; Only For Fear-Based Presence Attacks (-1)	0
2	<i>Tough Skin:</i> Damage Resistance (2 PD/2 ED)	0
13	<i>Wings:</i> Flight 10"; Restrainable (-½)	2
-8	<i>Slow:</i> Running -4"	
4	<i>Raptor's Eyes:</i> +2 PER with Sight Group	0
Skills		
6	+2 with Grab, Grab By, and Move By	
3	Concealment 11-	
3	Stealth 12-	

Total Powers & Skills Cost: 85
Total Cost: 141

75+	Disadvantages
0	Physical Limitation: Human Size
10	Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
20	Psychological Limitation: Wicked (Very Common, Strong)
36	Experience Points

Total Disadvantage Points: 141

Ecology: Harpies are carnivores who survive by a combination of taking unsuspecting prey and scavenging. They eat almost any meat they can find (even days-old carrion), but they prefer fresh human flesh. Their diet, and generally unsanitary habits, makes them look matted and filthy, and gives them a stench strong enough to sicken an adult human.

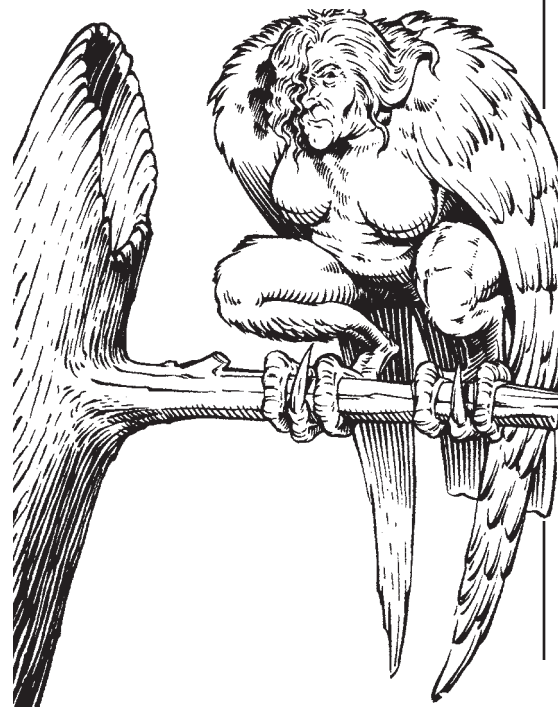
Harpies prefer to nest in high places — tree-tops or cliffsides — so they have a good view of their territory and a chance to spot potential prey (or attackers) as quickly as possible. They most often live alone, but sometimes form colonies of up to a dozen (and just as quickly disperse when squabbles occur). Since all harpies appear to be female, how they reproduce remains a mystery.

Personality/Motivation: Harpies are malicious, vicious, self-centered, and cruel. A harpy cares for no one but itself, and gladly harms others (even another harpy) if it gains something thereby (even just the simple pleasure of tormenting the poor victim). They like treasure and shiny objects, and often hoard them.

Powers/Tactics: A harpy's favorite tactic is to use its Stealth to fly as close to its prey as possible without being detected, then swoop in, screeching to deafen the target and make a Presence Attack. Then it Grabs or slashes with its talons. If it suffers serious injury, or the battle turns against it, it flees as quickly as it can.

Campaign Use: While the harpies depicted here have human intelligence, some are far more bestial and savage (*i.e.*, they have the *Near-Human Intellect* Physical Limitation). Harpies may be related to sirens (see page 115), another type of woman-bird hybrid.

Appearance: Harpies are hideous creatures with vulture-like bodies, raptor-like talons, and the heads and breasts of human women.



Hippocampus

HIPPOCAMPUS

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
15	DEX	15	12-	OCV: 5/DCV: 5
20	CON	20	13-	
15	BODY	10	12-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
8	PD	4		Total: 8 PD (1 rPD)
6	ED	2		Total: 6 ED (1 rED)
3	SPD	5		Phases: 4, 8, 12
8	REC	0		
40	END	0		
35	STUN	0		Total Characteristics Cost: 59 (+4 with NCM)

Movement:

Running:	0"/0"
Leaping:	4"/8"
Swimming:	9"/18"

Cost	Powers	END
5	<i>Bite:</i> HKA 1 point (½d6 with STR)	1
10	<i>Tail Bash/Kick:</i> HA +3d6; Hand-To-Hand Attack (-½)	1
1	<i>Tough Skin:</i> Damage Resistance (1 PD/1 ED)	
1	<i>Scaly Skin:</i> Damage Resistance (+2 PD/+2 ED); Activation Roll 11- (or covers locations 7 and 13-18; -½)	0
6	<i>Heavy:</i> Knockback Resistance -3"	0
7	<i>Fishtail And Webbed Feet:</i> Swimming +7" (9" total)	1
-12	<i>Helpless On Land:</i> Running -6"	
6	<i>Perceptive:</i> +2 PER with all Sense Groups	0

Total Powers & Skills Cost: 24

Total Cost: 83

75+ Disadvantages

- 15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)

- 5 Physical Limitation: Large (4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 10 Psychological Limitation: Fears Bright Lights And Loud Noises (Uncommon, Strong)
- 5 Susceptibility: to being out of water, takes 1d6 per Minute (Uncommon)

Total Disadvantage Points: 125

Ecology: The hippocampus lives in the sea and breathes water. It grazes on seaweed, kelp, and other underwater vegetation. Herds of wild hippocampi contain five to 50 of the creatures. Mermen and other intelligent undersea species sometimes capture and domesticate hippocampi for use as aquatic steeds.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Hippocampi prefer to flee rather than fight (though some have been battle-trained). If a hippocampus cannot avoid conflict, it fights by bashing its opponent and biting him with its teeth.

Campaign Use: You can use the hippocampus as a template for other aquatic crossbreeds. Instead of a horse body, it could have lion body, dragon body, dog body, or the like.

Appearance: A hippocampus has the head and foreparts of a horse (with webbed fins in the place of hooves on its two front feet) and the tail of a fish. Its short hair comes in the many colors common to horses; its scales are usually blue-green.

HIPPOCAMPUS HIT LOCATION TABLE

Roll	Location	STUNx	N STUN	BODYx	To Hit
3-4	Head	x5	x2	x2	-8 OCV
5-6	Neck	x4	x1½	x1½	-7 OCV
7-8	Forelimbs	x2	x½	x½	-5 OCV
9-11	Body	x3	x1	x1	-3 OCV
12	Stomach	x4	x1	x1	-7 OCV
13-18	Fishtail	x2	x½	x½	-8 OCV



Hippogriff

HIPPOGRIFF

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
21	DEX	33	13-	OCV: 7/DCV: 7
18	CON	16	13-	
16	BODY	12	12-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
20	PRE	10	13-	PRE Attack: 4d6
12	COM	1	11-	
8	PD	4		Total: 8 PD (2 rPD)
6	ED	2		Total: 6 ED (2 rED)
3	SPD	0		Phases: 4, 8, 12
8	REC	0		
36	END	0		
35	STUN	0		
Total Characteristics Cost: 76 (+9 with NCM)				

Movement: Running: 13"/26"
Leaping: 4"/8"
Flight: 10"/20"

Cost	Powers	END
15	<i>Eagle's Beak:</i> HKA 1d6 (2d6 with STR)	1
12	<i>Eagle's Talons:</i> HKA 1d6 (2d6 with STR); Reduced Penetration (-¼)	1
2	<i>Thick Skin:</i> Damage Resistance (2 PD/2 ED)	0
6	<i>Heavy:</i> Knockback Resistance -3"	0
13	<i>Eagle's Wings:</i> Flight 10"; Restrainable (-½)	2
14	<i>Swift-limbed:</i> Running +7" (13" total)	1
4	<i>Eagle's Eyes:</i> +2 PER with Sight Group	0
6	<i>Eagle's Eyes:</i> +4 versus Range for Sight Group	0

Skills

5 +1 Hand-To-Hand

Total Powers & Skills Cost: 77

Total Cost: 153

75+ Disadvantages

- 15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
- 5 Physical Limitation: Large (4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 43 Experience Points

Total Disadvantage Points: 153

Ecology: Hippogriffs live in herds of four to twenty animals, led by a dominant male. The size of the herd depends on the dominant male's strength and the food supply available in their territory. Hippogriffs typically prey on small- to medium-sized animals, such as deer or wild dogs. Young are born live in the early summer.

Personality/Motivation: Normal animal motivations.



Powers/Tactics: Hippogriffs fight equally well on land and in the air (in fact, they can gallop faster than they fly, at least over even terrain). In the air, they usually Move By and rake with their talons, or hover over the target to make talon and beak attacks. On land, they prefer to rear up and Grab the target with their talons, then bite with their beak.

Campaign Use: The hippogriff makes a good template for other horse-hybrid creatures.

Appearance: The hippogriff, a product of some mad god's or wizard's experiment, has the head, beak, forelimbs, and wings of an eagle, and the body and hindlegs of a horse. Its horse parts come in the usual variety of equine colors; its feathers are brown, white, or sometimes gold.

Homonculus

HOMONCULUS

Val	Char	Cost	Roll	Notes
0	STR	-10	9-	Lift 25 kg; 0d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
13	CON	6	12-	
7	BODY	-6	10-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
5	PRE	-5	10-	PRE Attack: 1d6
8	COM	-1	11-	
				Total: 2 PD (0 rPD)
2	PD	2		Total: 3 ED (0 rED)
3	ED	0		Phases: 4, 8, 12
3	SPD	6		
5	REC	4		
26	END	0		
20	STUN	6		Total Characteristics Cost: 14

Movement: Running: 3"/6"
Leaping: 1"/2"

Cost	Powers	END
1	<i>Leaping:</i> Leaping +1" (1" total)	1
-6	<i>Short Legs:</i> Running -3"	
-1	<i>Tiny Form:</i> Swimming -1"	
6	<i>Perceptive:</i> +2 PER with all Sense Groups	0

Skills

30	<i>Hard To Hit:</i> +6 DCV
0	ES: Acting 8-
3	Climbing 12-
10	Concealment 17-; Self Only (-½)
0	ES: Conversation 8-
0	ES: Deduction 8-
0	ES: Persuasion 8-
15	Shadowing 17-
15	Stealth 18-
2	WF: Common Melee Weapons

Total Powers & Skills Cost: 75

Total Cost: 89

75+ Disadvantages

10	Physical Limitation: Tiny (.25m; +9" KB) (Frequently, Slightly Impairing)
25	Psychological Limitation: Lacks Free Will; Must Obey Creator (Very Common, Total)

Total Disadvantage Points: 110

Ecology: Created by a wizard through alchemical and magical processes, a homonculus cannot breed and has little interaction with others of its kind (unless its master creates more than one). It lives where its master lives.

Personality/Motivation: A homonculus's personality depends on its creator's desires. Its master can make it wicked and capricious, kind-hearted and helpful, or the like. Overriding any other motivations is the desire to obey its master's every command, even ones that could lead to its own injury or death.

Powers/Tactics: Due to their small size and weakness, homonculi make poor combatants. They serve their masters best as spies and servants. If forced to fight, they use tiny weapons (1 point HKA) and try for a surprise attack (like leaping down onto a target's shoulder and stabbing him in the throat or eye).

Campaign Use: This character sheet represents a basic homonculus. A character could add other abilities, such as wings, claws, tiny venomous fangs, a Mind Link power, or the like.

Appearance: A homonculus resembles an adult human no more than one foot tall. Some are perfectly formed, others crude or mis-shapen; they may also have unusual skin or hair tones, as their creator desires.



Hydra

HYDRA

Val	Char	Cost	Roll	Notes
55	STR	45	20-	Lift 50 tons; 11d6 HTH damage [5]
15	DEX	15	12-	OCV: 5/DCV: 5
30	CON	40	15-	
30	BODY	40	15-	
8	INT	-2	11-	PER Roll 11-
11	EGO	2	11-	ECV: 3
35	PRE	25	16-	PRE Attack: 7d6
4	COM	-3	10-	
22	PD	11		Total: 22 PD (8 rPD)
22	ED	16		Total: 22 ED (8 rED)
3	SPD	5		Phases: 4, 8, 12
17	REC	0		
60	END	0		
73	STUN	0		
Total Characteristics Cost: 194 (+115 with NCM)				

Movement: Running: 6"/12"
Leaping: 6"/12"

Cost Powers END

67	<i>Nine Heads:</i> Duplication (creates 8 195-point Duplicates), Inherent (+¼); Cannot Recombine (-),	0
5	<i>Cut Off A Head And Two Shall Take Its Place:</i> +24 Duplicates, Inherent (+¼); Two Duplicates Appear Only When One Existing Duplicate Is Slain (-1), Does Not Work If Regeneration Is Stopped (-½)	0
25	<i>Bite:</i> HKA 1½d6 (3d6 with STR)	2
15	<i>Claws:</i> HKA 1d6 (2d6 with STR)	1
8	<i>Scaly Skin:</i> Damage Resistance (8 PD/8 ED)	0
18	<i>Heavy:</i> Knockback Resistance -9"	0
18	<i>Regeneration:</i> Healing 3d6 (Regeneration; 3 BODY per Turn), Persistent (+½), Reduced Endurance (0 END; +½); Extra Time (1 Turn; -1¼), Self Only (-½), Does Not Work On Cauterized Wounds (-½)	0
10	<i>Hydra Senses:</i> Infrared Perception and Ultraviolet Perception (both Sight Group)	0
6	<i>Hydra Senses:</i> +2 PER with all Sense Groups	0
6	<i>Tail:</i> Extra Limb, Inherent (+¼)	0

Talents

3 Lightsleep

Skills

20 +4 Hand-To-Hand

Total Powers & Skills Cost: 201

Total Cost: 395

75+ Disadvantages

15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
10	Physical Limitation: Huge (16m tall; -6 DCV, +6 to PER Rolls to perceive) (Frequently, Slightly Impairing)



5	Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
15	Psychological Limitation: Greedy; Loves Treasure And Shiny Objects (Common, Strong)
260	Experience Points

Total Disadvantage Points: 395

HYDRA HEAD

Val	Char	Cost	Roll	Notes
35	STR	25	16-	Lift 3,200 kg; 7d6 [3]
15	DEX	15	12-	OCV: 5/DCV: 5
20	CON	20	13-	
10	BODY	0	11-	
8	INT	-2	11-	PER Roll 11-
11	EGO	2	10-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
4	COM	-3	10-	
22	PD	15		Total: 22 PD (8 rPD)
22	ED	18		Total: 22 ED (8 rED)
3	SPD	5		Phases: 4, 8, 12
11	REC	0		
40	END	0		
38	STUN	0		
Total Characteristics Cost: 105 (+43 with NCM)				

Movement: Running: 6"/12"
Leaping: 6"/12"

Cost	Powers	END
25	<i>Bite</i> : HKA 1½d6 (3d6 with STR)	2
8	<i>Scaly Skin</i> : Damage Resistance (8 PD/8 ED)	0
18	<i>Heavy</i> : Knockback Resistance -9"	0
10	<i>Hydra Senses</i> : Infrared Perception and Ultraviolet Perception (both Sight Group)	0
6	<i>Hydra Senses</i> : +2 PER with all Sense Groups	0
Talents		
3	Lightsleep	
Skills		
20	+4 Hand-To-Hand	

Total Powers & Skills Cost: 90

Total Cost: 195

75+ Disadvantages

15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
0	Physical Limitation: Human Size
5	Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
15	Psychological Limitation: Greedy; Loves Treasure And Shiny Objects (Common, Strong)
70	Experience Points

Total Disadvantage Points: 195

HYDRA HEAD HIT LOCATION TABLE

Roll	Location	STUNx	N STUN	BODYx	To Hit
3-5	Head	x5	x2	x2	-8 OCV
6-11	Upper Neck	x4	x1½	x1	-7 OCV
12-18	Lower Neck	x2	x½	x½	-5 OCV

OPTIONS

If you apply either of the "Breath" options, each of the individual heads should have it as well, thus altering the cost of the hydra's Duplication.

Cost Hydra Options

40	<i>Fiery Breath</i> : RKA 2d6, Area Of Effect (12" Line; +1); No Range (-½)	6
+20	<i>Immortal Main Head</i> : Add "Resurrection" option to hydra's Regeneration (but not to its Duplicates); Resurrection is stopped by burning the head up completely	0
168	<i>Poisonous Breath</i> : RKA 4d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1), Reduced Endurance (0 END; +½); Limited Range (1"; -¼)	0
13	<i>Wings</i> : Flight 10"; Restrainable (-½)	2

Ecology: The hydra is an enormous reptilian beast, kin perhaps to dragons. It most often lairs in caves, underground caverns, dense forests, and deserts, but can only live in places with sufficient food to satisfy its enormous appetite. Some hydrae survive partly on the corpses of adventurers foolish enough to challenge them.

Hydrae are solitary, except during the mating season (in the late winter/early spring every five to ten years), when males and females seek each other out (and males sometimes battle each other for the right to mate with a particular female). The female lays a clutch of one to six eggs, which hatch in six months. It takes a dozen years for the young, which must fend for themselves from birth, to become fully grown.

Personality/Motivation: Normal animal motivations, with perhaps a touch of intelligence lacking in most creatures. Extremely fierce and aggressive, the hydra is hard for anyone to control or dominate (even with magic). It's also quite greedy, gathering as much treasure (and shiny objects) to itself as it can.

Powers/Tactics: The hydra fights by attacking with its nine heads. Since the heads are bought with Duplication, each one counts as a separate character, giving the hydra nine separate attacks in each Phase! Typically some heads Hold their Actions, so an opponent suffers assault every single Segment of a Turn.

To make matters worse, the hydra is extremely difficult to injure or kill. Even if an attacker manages to penetrate its thick, scaly skin, the hydra heals at an extraordinarily rapid rate. And if an attacker should get lucky and kill one of the heads, two more sprout from the dead one! The only way to stop this is to cauterize — seal with heat — the wound. Any injury inflicted by fire or heat, or to which an attacker applies at least 1 pip of fire-based Killing Damage before the hydra next regenerates, cannot heal with Regeneration.

Campaign Use: The hydra is a tough foe, able to take on most groups of adventurers singlehandedly and give them a fight for their lives. If you add in any of the options, such as fire breath or making the main head immortal, the battle becomes even more dangerous.

You can use the hydra as a template for multi-headed alien creatures in a *Star Hero* campaign, or perhaps some Lovecraftian extra-dimensional horrors in a pulp-era or *Horror Hero* game. For a touch of comedy, you could have some of the heads argue with other heads.

Appearance: The hydra, a large-bodied reptile, has a thick tail, four relatively stumpy legs, and nine necks, each ending in a beaked or fanged head. Thanks to its many heads, the hydra is difficult to sneak up on, and even more difficult to fight.

INSECTS, GIANT

Ecology: Giant insects (and arthropods and arachnids) are simply enormous versions of tiny creatures like beetles and wasps. Their ecology and behavior patterns are the same as those of their lesser cousins, though they may pursue larger prey (men, for example) or require significantly more territory. Some, such as wasps or ants, form colonies of 20 or more insects; others, like spiders and scorpions, are solitary.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: These vary from species to species, but generally giant insects attack aggressively, trying to overwhelm their prey with numbers and/or size. Tactics that work against regular insects work against them, if used on a sufficiently large scale.

Campaign Use: Each of the four giant insects presented here can serve as the template for others. For example, the giant wasp can become a giant bee if you apply the Limitation *1 Charge which Never Recovers* and give it a Susceptibility (takes 1d6 per Segment after it uses its sting). The giant beetle becomes a giant ant if you reduce its Armor (and, perhaps, get rid of its wings). And of course, you can always make these creatures *bigger...*

GIANT BEETLE

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 [4]
12	DEX	6	11-	OCV: 4/DCV: 4
20	CON	20	13-	
16	BODY	12	12-	
4	INT	-6	10-	PER Roll 10-
3	EGO	-14	10-	ECV: 1
20	PRE	10	13-	PRE Attack: 4d6
4	COM	-3	10-	
8	PD	0		Total: 16 PD (8 rPD)
6	ED	2		Total: 14 ED (8 rED)
3	SPD	8		Phases: 4, 8, 12
12	REC	0		
40	END	0		
46	STUN	0		
Total Characteristics Cost: 65				
(+36 with NCM)				

Movement: Running: 18"/36"
 Leaping: 4"/8"
 Flight: 6"/12"
 Tunneling: 2"/4"

Cost	Powers	END
25	<i>Mandibles:</i> HKA 1½d6 (3d6+1 with STR)	2
24	<i>Exoskeleton:</i> Armor (8 PD/8 ED)	0
12	<i>Heavy:</i> Knockback Resistance -6"	0
8	<i>Wings:</i> Flight 6"; Restrainable (-½)	1
10	<i>Digging:</i> Tunneling 2" through 2 DEF material	1
24	<i>Long Legs:</i> Running +12" (18" total)	2
8	<i>Insect Senses:</i> +4 PER with Smell/Taste Group	0

4	<i>Insect Senses:</i> +2 PER with Hearing Group	0
8	<i>Insect Feet:</i> Clinging (normal STR); Cannot Resist Knockback (-¼)	0
6	<i>Six Legs:</i> Extra Limbs, Inherent (+¼)	0

Skills

0	ES: Climbing 8-
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Total Powers & Skills Cost: 129

Total Cost: 194

75+ Disadvantages

10	Physical Limitation: Enormous (8m; -4 DCV, +4 to PER Rolls to perceive) (Frequently, Slightly Impairing)
20	Physical Limitation: Instinctive Intelligence (All The Time, Greatly Impairing)
5	Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
69	Experience Points

Total Disadvantage Points: 194

OPTIONS

Cost Giant Bombardier Beetle

30	<i>Explosive Spray:</i> Energy Blast 8d6, Area Of Effect (One Hex; +½); 4 Charges (-1) [4]
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Total cost: +30 points

Cost Giant Diving Beetle

3	<i>Fringed Legs:</i> Swimming +3"	0
2	<i>Underwater Adaptation:</i> Life Support (Extended Breathing: 1 END per Minute)	0

Total cost: +5 points

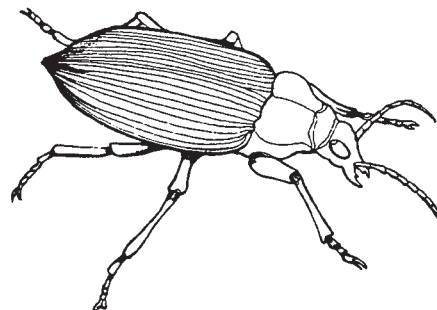
Cost Giant Cockroach/Tiger Beetle

8	<i>Swift Runner:</i> Running +4" (22" total)	1
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Total cost: +8 points

Description: A giant beetle is approximately eight times the size of an adult human — large enough to destroy small buildings, or to chop a person in half with its enormous mandibles. Its glossy black exoskeleton protects it from many forms of attack; some human cultures make armor or shields out of parts of the shell.

The options describe several specific species of giant beetle which have unusual abilities. Gamemasters can easily come up with others with just a few minutes' research.



GIANT SCORPION

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 [4]
14	DEX	12	12-	OCV: 5/DCV: 5
25	CON	30	14-	
19	BODY	18	13-	
4	INT	-6	10-	PER Roll 10-
5	EGO	-10	10-	ECV: 2
25	PRE	15	14-	PRE Attack: 5d6
4	COM	-3	10-	
10	PD	2		Total: 16 PD (6 rPD)
8	ED	3		Total: 14 ED (6 rED)
3	SPD	6		Phases: 4, 8, 12
13	REC	0		
50	END	0		
52	STUN	0		
				Total Characteristics Cost: 97 (+65 with NCM)

Movement: Running: 24"/48"
Leaping: 4"/8"

Cost	Powers	END
10	<i>Sting:</i> HKA ½d6 (1d6+1 with STR)	1
65	<i>Venom:</i> Drain CON 4d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1), Personal Immunity (+¼); 4 Charges (-1), HKA Must Do BODY (-½), Extra Time (onset time begins 1 Minute after victim is bitten; -1½), Gradual Effect (4 Minutes; 1d6/1 Minute; -½), Linked (to RKA; -½) plus RKA 4d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1), Personal Immunity (+¼); No Range (-½), 4 Charges (-1), HKA Must Do BODY (-½),	

	Extra Time (onset time begins 1 Minute after victim is bitten; -1½), Gradual Effect (4 Minutes; 1d6/1 Minute; -½) [4]	
30	<i>Pincers:</i> Multipower, 30-point reserve	
3u	1) <i>Rendering:</i> HKA 2d6 (4d6 with STR)	
1u	2) <i>Grasping:</i> +20 STR, Reduced Endurance (0 END; +½); Only To Grab (-1)	0
18	<i>Exoskeleton:</i> Armor (6 PD/6 ED)	0
18	<i>Heavy:</i> Knockback Resistance -9"	0
2	<i>Scorpion Body:</i> Life Support (Safe Environment: High Radiation)	0
36	<i>Long Legs:</i> Running +18" (24" total)	4
8	<i>Scorpion Senses:</i> +4 PER with Touch Group	0
38	<i>Sense Vibrations:</i> Detect Physical Vibrations 13- (Touch Group), Discriminatory, Analyze, Range, Targeting	0
6	<i>Eight Legs And A Stinger:</i> Extra Limbs, Inherent (+¼)	0

Skills

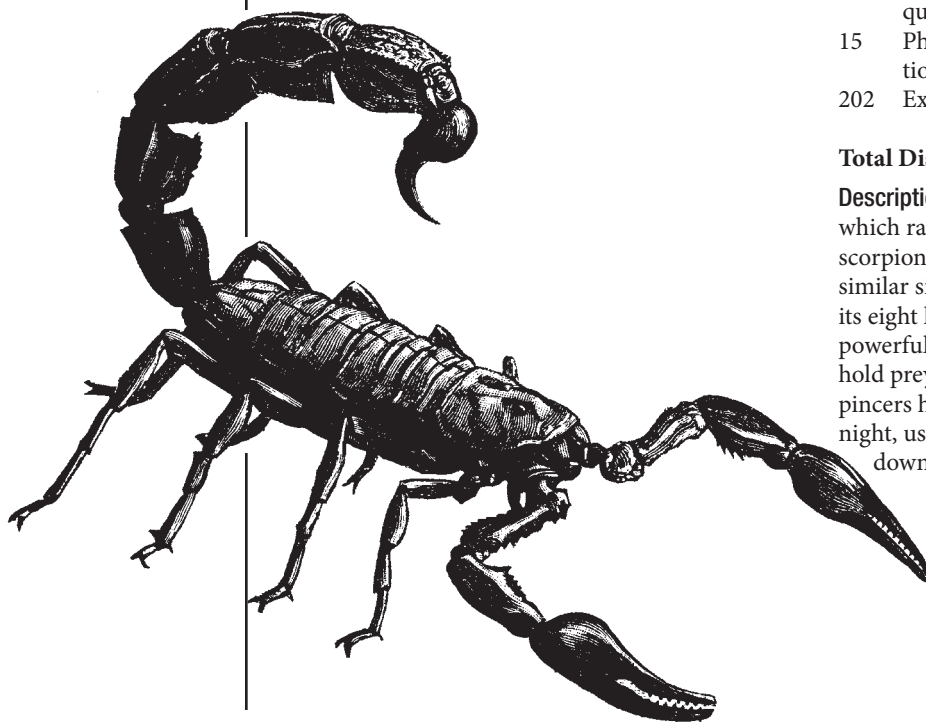
10	+2 Hand-To-Hand
0	ES: Climbing 8-

Total Powers & Skills Cost: 245**Total Cost: 342****75+ Disadvantages**

10	Physical Limitation: Huge (16m tall; -6 DCV, +6 to PER Rolls to perceive) (Frequently, Slightly Impairing)
20	Physical Limitation: Instinctive Intelligence (All The Time, Greatly Impairing)
15	Physical Limitation: Poor Eyesight, suffers -2 to all Sight PER Rolls (Frequently, Greatly Impairing)
5	Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
202	Experience Points

Total Disadvantage Points: 342

Description: Unlike its smaller cousin (page 174), which rarely poses a threat to humans, the giant scorpion considers men, and other creatures of similar size, dainty morsels. It moves swiftly with its eight legs, the front two of which terminate in powerful pincers. Sometimes it uses the pincers to hold prey while it stings it to death; other times the pincers help it tear prey apart. It hunts mostly at night, using its ability to sense vibrations to track down prey.



GIANT SPIDER

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]
18	DEX	24	13-	OCV: 6/DCV: 6
20	CON	20	13-	
19	BODY	18	13-	
6	INT	-4	10-	PER Roll 10-
5	EGO	-10	10-	ECV: 2
25	PRE	15	14-	PRE Attack: 5d6
4	COM	-3	10-	
6	PD	0		Total: 8 PD (2 rPD)
6	ED	2		Total: 8 ED (2 rED)
4	SPD	12		Phases: 3, 6, 9, 12
10	REC	0		
40	END	0		
44	STUN	0		Total Characteristics Cost: 94 (+43 with NCM)

Movement: Running: 24"/48"
Leaping: 20"/40"

Cost Powers **END**

10	<i>Bite:</i> HKA ½d6 (1d6+1 with STR)	1
65	<i>Venom:</i> Drain CON 4d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1), Personal Immunity (+¼); 4 Charges (-1), HKA Must Do BODY (-½), Extra Time (onset time begins 1 Minute after victim is bitten; -1½), Gradual Effect (4 Minutes; 1d6/1 Minute; -½), Linked (to RKA; -½) plus RKA 4d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1), Personal Immunity (+¼); No Range (-½), 4 Charges (-1), HKA Must Do BODY (-½), Extra Time (onset time begins 1 Minute after victim is bitten; -1½), Gradual Effect (4 Minutes; 1d6/1 Minute; -½) [4]	
6	<i>Exoskeleton:</i> Armor (2 PD/2 ED)	0
18	<i>Heavy:</i> Knockback Resistance -9"	0
36	<i>Long Legs:</i> Running +18"	4
14	<i>Leaper:</i> Leaping +14" (20" total)	1
6	<i>Eight Eyes:</i> +3 PER with Sight Group	0
6	<i>Spider Senses:</i> +3 PER with Touch Group	0
38	<i>Sense Vibrations:</i> Detect Physical Vibrations 13- (Touch Group), Discriminatory, Analyze, Range, Targeting	0
8	<i>Spider Legs:</i> Clinging (normal STR); Cannot Resist Knockback (-¼)	0
6	<i>Eight Legs:</i> Extra Limbs, Inherent (+¼)	0

Skills

10	+2 Hand-To-Hand
3	Climbing 13-
3	Stealth 13-

Total Powers & Skills Cost: 229
Total Cost: 323

75+ Disadvantages

10	Physical Limitation: Huge (16m tall; -6 DCV, +6 to PER Rolls to perceive) (Frequently, Slightly Impairing)
20	Physical Limitation: Instinctive Intelligence (All The Time, Greatly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
203	Experience Points

Total Disadvantage Points: 323

OPTIONS

Cost Giant Webspinning Spider

48	<i>Webs:</i> Multipower, 97-point reserve; 4 Charges for entire Multipower (-1) [4]
3u	1) <i>Standard Web:</i> Entangle 3d6, 3 DEF, Area Of Effect (7" Radius; +1), Continuous (+1), Personal Immunity (+¼), Extra Time (takes about one Hour per hex to weave web; -1½), Only To Form Barriers (-½)
2u	2) <i>Wrapping Up Prey:</i> Entangle 6d6, 6 DEF; Extra Time (1 Turn; -1¼), No Range (-½)

Total cost: +53 points

Cost Giant Spitting Spider

4u	As giant webspinning spider, plus: 3) <i>Gluespitting:</i> Entangle 5d6, 5 DEF; Range Based On STR (-¼)
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Total cost: +57 points

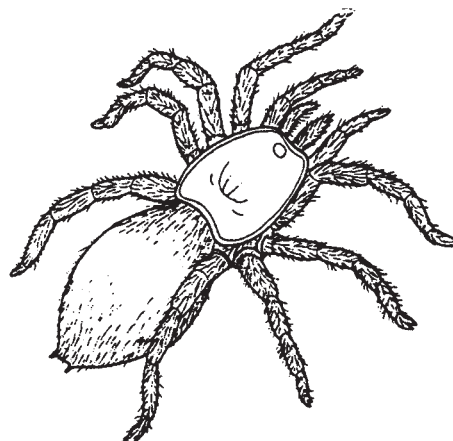
Cost Giant Trapdoor Spider

5	<i>Digging:</i> Tunneling 1" through 1 DEF material	1
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Total cost: +5 points

Description: Giant spiders are perhaps the most fearsome giant "insect" adventurers can encounter. Fast, agile, and extremely venomous, they consider a human an excellent meal.

The giant spider in this character sheet is eight times as large as an adult human. You can easily create other sizes of this popular monster by using the *Size* templates to adjust its abilities.



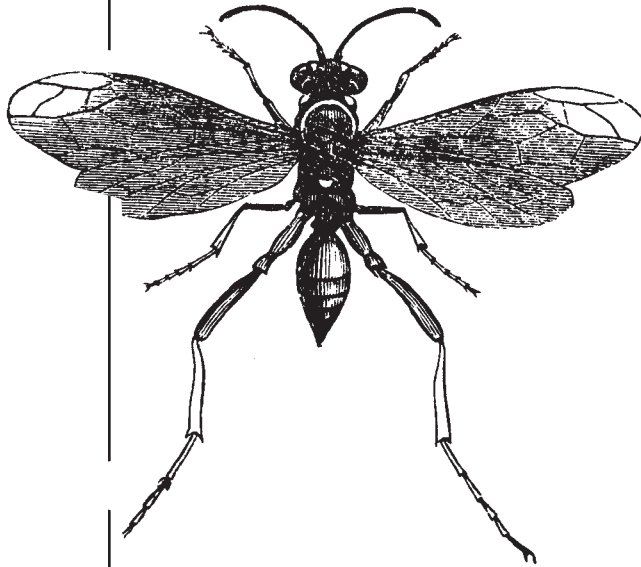
SPIDER WEBS

This character sheet represents a giant hunting spider, which catches prey by running, leaping, and climbing rather than spinning webs. You can use the "webspinning" optional package for spiders that weave webs.

In *HERO System* terms, webs are Area Of Effect Entangles which must be created in advance as vertical walls (see the *HERO System 5th Edition, Revised*, page 168). Unlike normal Area Of Effect Entangle walls, they are not normally 2" "thick," but usually more like 1/2"-1" thick, depending on the size of the spider who wove them. (A normal spider's web is of course much smaller and thinner.) Also unlike normal Area Of Effect Entangles used to create walls, which do not Entangle targets in the Area Of Effect, a spider web *does* Entangle any creature that blunders into it. (For this reason, the value of the *Only To Form Barriers* Limitation is reduced.)

Spider webs are built with the *Continuous* Advantage to represent the fact that they last (and remain able to Entangle victims) until completely destroyed. When a web suffers damage sufficient to break it, a "hole" is created in it. The hole is equal in size to the creature who escaped from the Entangle (the GM may alter this to reflect other considerations, of course). Once half or more of the hexes in a web are damaged or destroyed, it collapses and must be rewoven.

It typically takes a spider one hour per hex to spin a web. A giant spider may make his web smaller than its maximum size, or may spin several Entangles and "link" them to create one web large enough for it to sit in (or to fill a particular area).

**GIANT WASP**

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 4d6 [2]
15	DEX	15	12-	OCV: 5/DCV: 5
14	CON	8	12-	
8	BODY	-4	11-	
4	INT	-6	10-	PER Roll 10-
3	EGO	-14	10-	ECV: 2
15	PRE	5	12-	PRE Attack: 3d6
4	COM	-3	10-	
				Total: 5 PD (0 rPD)
5	PD	2		
				Total: 4 ED (0 rED)
4	ED	1		
				Phases: 4, 8, 12
3	SPD	5		
6	REC	0		
28	END	0		
23	STUN	0		
				Total Characteristics Cost: 14

Movement:	Running:	2"/4"
	Leaping:	1"/2"
	Flight:	8"/16"

Cost	Powers	END
10	<i>Sting</i> : HKA ½d6 (1d6+1 with STR)	1
20	<i>Venom</i> : Drain CON 2d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1), Personal Immunity (+¼); 4 Charges (-1), HKA Must Do BODY (-½), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), Gradual Effect (40 Minutes; 1d6/20 Minutes; -1) plus RKA 1d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1), Personal Immunity (+¼); No Range (-½), 4 Charges (-1), HKA Must Do BODY (-½), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), Gradual Effect (5+ Minutes; 1 pip/5 minutes; -¾), Linked (-½)	[4]
11	<i>Wings</i> : Flight 8"; Restrained (-½)	
-8	<i>Slow</i> : Running -4"	

8	<i>Insect Feet</i> : Clinging (normal STR); Cannot Resist Knockback (-¼)	0
6	<i>Six Legs</i> : Extra Limbs, Inherent (+¼)	0

Skills

10	<i>Hard To Hit</i> : +2 DCV
3	Climbing 12-

Total Powers & Skills Cost: 60**Total Cost: 74****75+ Disadvantages**

20	Physical Limitation: Instinctive Intelligence (All The Time, Greatly Impairing)
5	Physical Limitation: Reduced Leap, can only leap 1" (Infrequently, Slightly Impairing)
5	Physical Limitation: Small (1m; +3" KB) (Infrequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)

Total Disadvantage Points: 120

Description: About half the size of an adult human, giant wasps are not individually as dangerous as other giant insects. But because they live together in gigantic hives containing hundreds or even thousands of wasps, they can quickly overwhelm and kill even the strongest adventurer.

Due to their bright coloration and buzzing flight, giant wasps do not get the Concealment and Stealth bonuses creatures smaller than human size normally do.

JACKALOPE

Val	Char	Cost	Roll	Notes
0	STR	-10	9-	Lift 25 kg; 0d6 [1]
16	DEX	18	12-	OCV: 5/DCV: 5
14	CON	8	12-	
7	BODY	-6	10-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
10	PRE	0	11-	PRE Attack: 2d6
6	COM	-2	10-	
4	PD	4		Total: 4 PD (1 rPD)
3	ED	0		Total: 2 ED (1 rED)
3	SPD	4		Phases: 4, 8, 12
4	REC	2		
28	END	0		
20	STUN	6		Total Characteristics Cost: 12

Movement: Running: 7"/14"
 Leaping: 4"/8"
 Swimming: 1"/2"

Cost	Powers	END
15	<i>Antlers:</i> HKA 2d6 (2d6 with STR); Only With Move Throughs (-1)	3
12	<i>Bite:</i> HKA 1d6 (1d6 with STR); Reduced Penetration (-¼)	1
5	<i>Claws:</i> HKA 1 point (1 point with STR)	1
1	<i>Tough Skin:</i> Damage Resistance (1 PD/1 ED)	0
5	<i>Tough Head:</i> +10 PD; Only To Protect Damage Taken Due To Performing Move Throughs (-1)	0
2	<i>Rabbit's Legs:</i> Running +1" (7" total)	1
4	<i>Rabbit's Legs:</i> Leaping +4" (4" forward, 2" upward)	1
-1	<i>Short Legs:</i> Swimming -1"	
6	<i>Rabbit Senses:</i> +2 PER with all Sense Groups	0
5	<i>Rabbit Eyes:</i> Nightvision	0
4	<i>Rabbit's Ears:</i> +2 PER with Hearing Group	0

Skills

6	+3 OCV with Move Through
20	<i>Hard To Hit:</i> +4 DCV
7	Concealment 15-; Self Only (-½)
11	Stealth 16-

Total Powers & Skills Cost: 102
Total Cost: 114

75+ Disadvantages

15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
10	Physical Limitation: Diminutive (typically no larger than about .5m; +6" KB) (Frequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
10	Psychological Limitation: Temperamental (Common, Moderate)

Total Disadvantage Points: 125

Ecology: Jackalopes live in the same habitats as jackrabbits do — grasslands, plains, and meadows. However, they don't graze contentedly on grass and leaves. They are carnivores, using their antlers and sharp teeth to kill small prey and consume it.

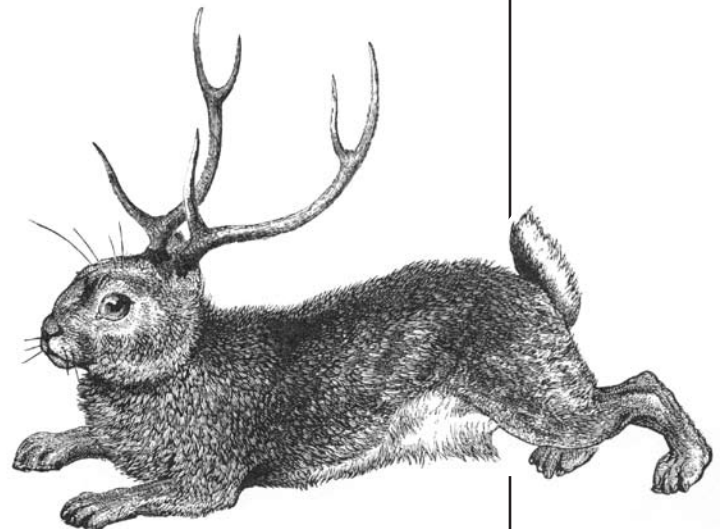
Personality/Motivation: Normal animal motivations. Jackalopes are noted for their aggressiveness and temper. Unlike ordinary lapines, if disturbed or frightened, they are as likely to charge as to flee.

Powers/Tactics: Jackalopes attack with their antlers, by running or leaping at the target at full speed. With a properly-timed charge, they can often bring down prey much larger than themselves.

Campaign Use: Jackalopes provide a good example of how to take an ordinary and harmless creature — a rabbit, in this case — and make it into a disturbing and potentially dangerous creature by amalgamating it with other animals. This may catch the PCs by surprise, making the encounter more interesting than just another battle.

Some legends say jackalopes possess extraordinary luck (*i.e.*, Luck 3d6). If so, an encounter with one — or an entire warren of them — may prove even more interesting.

Appearance: A jackalope resembles an ordinary, albeit large, jackrabbit, but with sharp antlers projecting from its head, short, sharp fangs, and tiny claws. Its eyes seem to gleam with a devilish malevolence instead of the bucolic placidity of the ordinary rabbit.



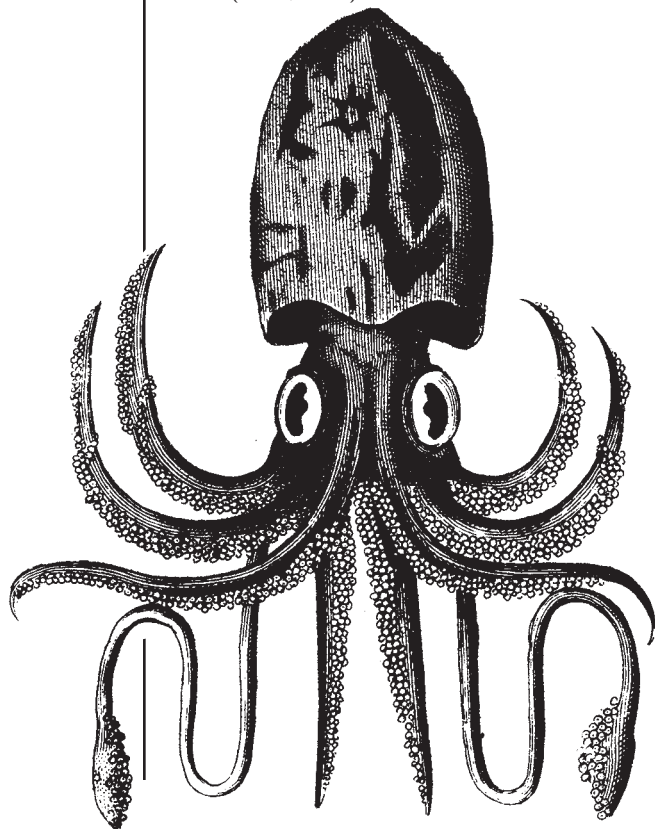
Kraken (Giant Octopus/Squid)

KRAKEN

Val	Char	Cost	Roll	Notes
60	STR	50	21-	Lift 100 tons; 12d6 [6]
14	DEX	12	12-	OCV: 5/DCV: 5
30	CON	40	15-	
30	BODY	40	15-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
30	PRE	20	15-	PRE Attack: 6d6
6	COM	-2	10-	
12	PD	0		Total: 12 PD (2 rPD)
8	ED	2		Total: 8 ED (2 rED)
4	SPD	16		Phases: 3, 6, 9, 12
18	REC	0		
60	END	0		
75	STUN	0		
Total Characteristics Cost: 166 (+115 with NCM)				

Movement:	Running:	0"/0"
	Leaping:	0"/0"
	Swimming:	30"/60"

Cost	Powers	END
25	<i>Beak:</i> HKA 1½d6 (3d6+1 with STR)	2
6	<i>Tentacles:</i> Extra Limbs, Inherent (+¼)	0
80	<i>Tentacles:</i> Stretching 16", Inherent (+¼), Persistent (+½), Reduced Endurance (0 END; +½); Always On (-½), No Noncombat Stretching (-¼), No Velocity Damage (-¼), Limited Body Parts (tentacles; -¼)	0
2	<i>Tough Skin:</i> Damage Resistance (2 PD/2 ED)	0



1	<i>Tough Body:</i> Life Support (Safe Environment: High Pressure)	0
7	<i>Suction Cups:</i> Clinging (normal STR); Cannot Move Up Vertical Surfaces (-½)	0
24	<i>Heavy:</i> Knockback Resistance -12"	0
28	<i>Water Siphon:</i> Swimming +28" (30" total)	3
-12	<i>Only Swims:</i> Running -6"	
22	<i>Underwater Senses:</i> Spatial Awareness	0

Skills

6	+3 OCV with Grab
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Total Powers & Skills Cost: 189

Total Cost: 355

75+ Disadvantages

15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
15	Physical Limitation: Gigantic (32m long; -8 DCV, +8 to PER Rolls to perceive) (Frequently, Greatly Impairing)
10	Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
12	Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
228	Experience Points

Total Disadvantage Points: 355

Ecology: Krakens live in the deepest depths of the ocean, where they hunt whales and other huge marine animals as prey. They are solitary, and fight with others of their kind if they encounter them. Occasionally, driven by impulses no human understands, they rise to the surface to snatch people off the decks of ships, or even drag entire vessels down beneath the waves.

The kraken lacks the camouflage and ink-jetting ability possessed by normal-sized octopi, since its size and power make it impossible to hide, and remove the need for escape adaptations.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Krakens attack aggressively, using their long, immensely strong tentacles to Grab and crush. They also have a large beak with which they can bite prey, if they get close enough. The kraken's SPD reflects the fact that it has so many tentacles to attack with; if its foes cut several of them off, the GM may wish to reduce its SPD proportionately.

Campaign Use: You can also use this character sheet for the "normal" giant octopi and squids known to reside in Earth's oceans, though you may want to reduce the creature's abilities slightly.

Some legends speak of much larger krakens — ones with bodies over a mile long, and tentacles to match. Some krakens also supposedly have horns on their bodies.

Appearance: The kraken resembles a gigantic octopus or squid.

Lizard, Giant

GIANT LIZARD

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]
15	DEX	15	12-	OCV: 5/DCV: 5
28	CON	36	15-	
20	BODY	20	13-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
25	PRE	15	14-	PRE Attack: 5d6
6	COM	-2	10-	
12	PD	6		Total: 18 PD (6 rPD)
12	ED	6		Total: 16 ED (4 rED)
3	SPD	5		Phases: 4, 8, 12
12	REC	0		
56	END	0		
50	STUN	1		Total Characteristics Cost: 110 (+67 with NCM)

Movement: Running: 24"/48"
Leaping: 6"/12"

Cost	Powers	END
25	<i>Bite:</i> HKA 1½d6 (3d6+1 with STR)	2
12	<i>Claws:</i> HKA 1d6 (2d6 with STR); Reduced Penetration (-¼)	1
23	<i>Spiny Skin:</i> HKA 1d6, Continuous (+1), Damage Shield (+½), Persistent (+½), Reduced Endurance (0 END; +½); Activation Roll 14- (-½), No STR Bonus (-½), No Knockback (-¼)	0
15	<i>Scaly Skin:</i> Armor (6 PD/4 ED)	0
18	<i>Heavy:</i> Knockback Resistance -9"	0
36	<i>Long Legs:</i> Running +18" (24" total)	3
3	<i>Reptilian Senses:</i> +1 PER with all Sense Groups	0
5	<i>Tail:</i> Extra Limb, Inherent (+¼); Limited Manipulation (-¼)	0

Skills
0 ES: Climbing 8-

Total Powers & Skills Cost: 137
Total Cost: 247

75+ Disadvantages

15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
10	Physical Limitation: Huge (16m long; -6 DCV, +6 to PER Rolls to perceive) (Frequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
20	Vulnerability: 2 x STUN from Cold (Common)
112	Experience Points

Total Disadvantage Points: 247

OPTIONS

Cost Giant Lizard Options

16	<i>Tongue:</i> Extra Limb, Inherent (+¼) plus Stretching 2"; Reduced Endurance (0 END; +½); Always Direct (-¼), Limited Body Parts (tongue; -¼)	0
7	<i>Frightening Frill:</i> +15 PRE; Only For Fear-Based Presence Attacks (-1)	0
33	<i>Venomous Bite:</i> Drain CON 3d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1), Personal Immunity (+¼); 4 Charges (-1), Bite Must Do BODY (-½), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), Gradual Effect (15 Minutes; 1d6/5 Minutes; -¾) plus RKA 2d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1), Personal Immunity (+¼); No Range (-½), 4 Charges (-1), Bite Must Do BODY (-½), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), Gradual Effect (10 Minutes; 1d6/5 minutes; -¾), Linked (-½)	[4]
8	<i>Rapid Healing:</i> Healing 1d6 (Regeneration; 1 BODY per Hour), Can Heal Limbs, Reduced Endurance (0 END; +½), Persistent (+½); Extra Time + Increased Time Increment (heals per Hour; -2¼), Self Only (-½)	0

Ecology: Giant lizards live in warm climates, such as the tropics or deserts. Some species prefer dry regions, others are at home in wet climates. They feed on giant insects, mammals of deer size and up, and other such prey. They also eat humans.

Giant lizards breed once every four to eight years. Among some species, the female cares for the eggs until they hatch; others simply lay them and then abandon them to their fate.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Giant lizards aren't particularly smart or cunning. They attack in a simple, straightforward fashion, relying primarily on their Bite. The spines on their bodies can make it dangerous for opponents to counterattack.

Campaign Use: The listed options allow the GM to customize the giant lizard to represent specific species. For example, to create a giant Gila monster, add the Venomous Bite.

Appearance: An enormous, scaly-skinned, quadrupedal reptile with a long body and tail. It comes in a variety of species and colors.



LYCANTHROPES (WERECREATURES)

Lycanthropes are humans with the ability to change their shape into that of a particular animal. (Or, more rarely, an intelligent animal with the power to assume man-shape.) Many people consider lycanthropy a curse, a dreaded disease they would give anything to be cured of, but some accept (or even revel in) their bestial nature and abilities.

Ecology: Some lycanthropes live as humans, whether among human societies or by themselves (they tend to be loners); others prefer to dwell with their wild brethren (perhaps even acting as their protector). All of them hunt or forage in animal shape to some degree, but they may also eat cooked human food.

A mating between two lycanthropes produces a child who also possesses lycanthropic powers. A mating between a lycanthrope and an ordinary human, or an ordinary member of the species whose shape the lycanthrope can assume, produces offspring with lycanthropic powers about half the time.

Personality/Motivations: Typically, lycanthropes have ordinary human motivations (ranging from pure beneficence to utter evil), but their personalities usually have a touch of the bestial nature of their animal shape. Werewolves are cruel and cunning, but also quite loyal to their friends (“pack”); werebears are slow and ponderous, but powerful once roused; wererats are sneaky and shifty; and so forth.

Powers/Tactics: Lycanthropes possess three forms: a normal human form; a human-animal “mixed” form; and an animal form. The animal form may be physically normal for its kind, or unusually large and strong, but it almost always retains some or all of the human’s intelligence. For the sake of simplicity, the character sheets below portray the half-animal, half-human form as the “true form,” and uses the normal animal write-ups from this book and a 150 Character Point human as the other forms. (The animal forms receive some extra points to account for their superior nature, intelligence, and the like.) However, for characters who contract lycanthropy from a werecreature’s attack, the human form should be the true form. See *Contracting Lycanthropy*, below, for more information.

Common lycanthropic powers include: greater than normal physical Characteristics; fangs and claws; and the ability to heal with incredible speed. They also relate well to animals of their type (their *Animal Handler* Skill represents this; some may also have a Mind Link that works only with that type of animal). However, lycanthropes suffer extra damage from weapons made of silver (a few even suffer injury from just touching pure silver), and they have a tendency to lose control of themselves in battle or when hurt.

Campaign Use: Lycanthropes make excellent adversaries for PCs in many games. They’re as intelligent

as humans, but possess powerful animal abilities — including the ability to infect others with the condition, which can make for some interesting stories.

You can use the six character sheets below as templates for many other types of lycanthropes. The weretiger can become a wereleopard or werelion with few, if any, changes; the wererat makes for a good wereserpent if you add some scales and a venomous bite.

CONTRACTING LYCANTHROPY

A character contracts lycanthropy from the bite of an existing lycanthrope. (He might also get it from a wizard’s curse, or any other appropriate means chosen by the GM.) If a character takes half or more of his positive body from the bite of a single lycanthrope (or multiple lycanthropes of the same species during the same battle), he becomes a lycanthrope, though he won’t know that until the next full moon. Every lycanthrope has *Lycanthrope’s Bite* power to represent this ability to infect others.

When a character first contracts lycanthropy, he has little control over his abilities. He cannot initiate the change to animal or half-human form voluntarily; it takes place only on the nights of the full moon each month, and during that time the character loses complete control of himself, becoming a ravaging beast. The character has the Psychological Limitation *Bestial Nature* (Uncommon, Total), and also Enraged (when opposed or injured, go 11-, recover 8-), during this time, though he receives no extra Character Points for them. His Multiform has the *No Conscious Control* Limitation.

Every month after the first time he changes during the full moon, the character may make an EGO Roll to gain partial control of his lycanthropy. The first roll is at -6; if the character fails it, each month afterwards reduce the penalty by 1 until he makes it. At that point, he can usually prevent himself from changing during the full moon, though he may be subject to an Accidental Change during it. The GM should let the character change or rearrange his Disadvantages to take the Accidental Change, and perhaps an appropriate Psychological or Social Limitation, to reflect his condition — or he may simply allow the character to add them to his existing Disadvantages to balance the cost of the character’s Multiform. The Multiform still has the *No Conscious Control* Limitation.

Once the character makes his EGO Roll, he can start buying off the *No Conscious Control* Limitation with Experience Points (or, if the GM allows, extra points gained from new Disadvantages). He can spend no more than 2 Character Points per week on this. When he has completely bought off the Limitation, he has full control over the Multiform and can change shape whenever he likes. He may or may not also buy off any Accidental Change he suffers from; that depends on the GM, the player, and the campaign. Some lycanthropes never completely overcome the tug of the full moon. (The accompanying character sheets assume the lycanthrope has full control over his abilities.)

WEREBEAR

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]
15	DEX	15	12-	OCV: 5/DCV: 5
23	CON	26	14-	
20	BODY	20	13-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
25	PRE	15	14-	PRE Attack: 5d6
10	COM	0	11-	
12	PD	6		Total: 12 PD (2 rPD)
12	ED	7		Total: 12 ED (2 rED)
4	SPD	15		Phases: 3, 6, 9, 12
11	REC	0		
46	END	0		
47	STUN	0		
Total Characteristics Cost: 124				
(+29 with NCM)				

Movement: Running: 6"/12"
Leaping: 6"/12"

Cost Powers **END**

20	<i>Shapechanging:</i> Multiform (change shape into 150-point human or bear; true form is half-animal form); Extra Time (takes an Extra Phase to change shape; -3/4)	0
20	<i>Fangs:</i> HKA 1d6+1 (2½d6 with STR)	2
12	<i>Claws:</i> HKA 1d6 (2d6 with STR); Reduced Penetration (-1/4)	1
4	<i>Roar:</i> +10 PRE; Only For Fear-Based Presence Attacks (-1), Incantations (must roar; -1/4)	0
60	<i>Lycanthrope's Bite:</i> Major Transform 7d6 (human into werebear; heals back through special magic ritual), Persistent (+1/2), Reduced Endurance (0 END; +1/2); Always On (-1/2), Limited Target (humans; -1/2), All Or Nothing (-1/2), Must Do Half Of Target's Positive BODY With Fangs (-1)	0
Martial Arts: Red In Tooth And Claw		
	Maneuver	OCV DCV Notes
4	Avoid Harm	— +5 Dodge all attacks, Abort
4	Chomp/Cuff/Claw Slash	+0 +2 Strike +2 DC
3	Holding Bite	+0 -1 Grab One Limb, +10 STR
3	Knockover	+2 -1 Strike +1 DC; Target Falls
2	<i>Lycanthropic Resilience:</i> Damage Resistance (2 PD/2 ED)	0
40	<i>Lycanthropic Resilience:</i> Physical Damage Reduction, Resistant, 50%; Does Not Work Against Silver-Based Attacks (-1/2) plus Energy Damage Reduction, Resistant, 50%; Does Not Work Against Fire Attacks (-1/2)	0
18	<i>Lycanthropic Regeneration:</i> Healing 3d6 (Regeneration; 3 BODY per Turn), Persistent (+1/2), Reduced Endurance (0 END; +1/2); Extra Time (1 Turn; -1¼), Self Only (-1/2), Does Not Heal Damage Caused By Silver Weapons (-1/2)	0
6	<i>Lycanthropic Senses:</i> +2 PER with all Sense Groups	0

5	<i>Lycanthrope's Eyes:</i> Ultraviolet Perception (Sight Group)	0
5	<i>Lycanthropic Nose:</i> Discriminatory for Normal Smell	0
5	<i>Lycanthropic Nose:</i> Tracking for Normal Smell	0

Skills

10	+2 Hand-To-Hand
2	Animal Handler (Ursines) 14-
3	Concealment 11-
3	Stealth 12-
3	Tracking 11-
4	WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 236
Total Cost: 360

75+ Disadvantages

25	Enraged: in combat or when injured (Very Common), go 11-, recover 11-
0	Physical Limitation: Human Size
20	Vulnerability: 2 x STUN from Silver Weapons (Common)
20	Vulnerability: 2 x BODY from Silver Weapons (Common)
220	Experience Points

Total Disadvantage Points: 360



Description: Werebears are much quicker and more agile than their appearance suggests. In human form they are tall and broad-shouldered, with thick beards and hirsute bodies. Most are quick to anger and slow to forget wrongs; a few are openly vengeful. But they are more likely to be kindhearted and true than any other type of lycanthrope.

WEREBOAR

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
18	DEX	24	13-	OCV: 6/DCV: 6
20	CON	20	13-	
16	BODY	12	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
18	PRE	8	13-	PRE Attack: 3½d6
8	COM	-1	11-	
				Total: 10 PD (2 rPD)
10	PD	6		Total: 8 ED (2 rED)
8	ED	4		Phases: 3, 6, 9, 12
4	SPD	12		
8	REC	0		
40	END	0		
40	STUN	4		Total Characteristics Cost: 99 (+2 with NCM)

Movement: Running: 7"/14"
Leaping: 4"/8"



Cost	Powers	END
20	<i>Shapechanging:</i> Multiform (change shape into 150-point human or boar; true form is half-animal form); Extra Time (takes an Extra Phase to change shape; -¾)	0
20	<i>Tusks:</i> HKA 1d6+1 (2½d6 with STR)	2
8	<i>Bite:</i> HKA ½d6 (1d6+1 with STR); Reduced Penetration (-¼)	1
60	<i>Lycanthrope's Bite:</i> Major Transform 7d6 (human into wereboar; heals back through special magic ritual), Persistent (+½), Reduced Endurance (0 END; +½); Always On (-½), Limited Target (humans; -½), All Or Nothing (-½), Must Do Half Of Target's Positive BODY With Bite (-1)	0
Marital Arts: Red In Tooth And Claw		
Maneuver OCV DCV Notes		
4	Avoid Harm — +5	Dodge all attacks, Abort
4	Punch/ Tusk Slash +0 +2	Strike +2 DC
3	Holding Bite +0 -1	Grab One Limb, +10 STR
3	Knockover +2 -1	Strike +1 DC; Target Falls
2	<i>Lycanthropic Resilience:</i> Damage Resistance (2 PD/2 ED)	0
40	<i>Lycanthropic Resilience:</i> Physical Damage Reduction, Resistant, 50%; Does Not Work Against Silver-Based Attacks (-½) plus Energy Damage Reduction, Resistant, 50%; Does Not Work Against Fire Attacks (-½)	0
18	<i>Lycanthropic Regeneration:</i> Healing 3d6 (Regeneration; 3 BODY per Turn), Persistent (+½), Reduced Endurance (0 END; +½); Extra Time (1 Turn; -¼), Self Only (-½), Does Not Heal Damage Caused By Silver Weapons (-½)	0
2	<i>Lycanthrope's Legs:</i> Running +1" (7" total)	1
6	<i>Lycanthropic Senses:</i> +2 PER with all Sense Groups except Sight Group	0
5	<i>Lycanthrope's Eyes:</i> Ultraviolet Perception (Sight Group)	0
5	<i>Lycanthropic Nose:</i> Discriminatory for Normal Smell	0
5	<i>Lycanthropic Nose:</i> Tracking for Normal Smell	0

Skills

10	+2 Hand-To-Hand
4	+2 OCV with Move By
2	Animal Handler (Porcines) 13-
3	Concealment 11-
3	Stealth 13-
3	Tracking 11-
4	WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 234

Total Cost: 333

75+ Disadvantages

35	Enraged: Berserk in combat or when injured (Very Common), go 11-, recover 11-
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- 0 Physical Limitation: Human Size
- 15 Physical Limitation: Poor Eyesight, suffers -2 to all Sight PER Rolls (Frequently, Greatly Impairing)
- 20 Vulnerability: 2 x STUN from Silver Weapons (Common)
- 20 Vulnerability: 2 x BODY from Silver Weapons (Common)
- 168 Experience Points

Total Disadvantage Points: 333

Description: Wereboars tend to be short, squat, and ugly in both human and half-human form. Unlike other lycanthropes, they suffer from poor vision, though their remaining senses are quite acute. In combat they attack with their teeth (they lack the claws other lycanthropes have), often performing Move Bys with their tusks.

WERERAT

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
16	CON	12	12-	
14	BODY	8	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
18	PRE	8	13-	PRE Attack: 3½d6
8	COM	-1	11-	
8	PD	5		Total: 8 PD (2 rPD)
6	ED	3		Total: 8 ED (2 rED)
4	SPD	10		Phases: 3, 6, 9, 12
6	REC	0		
32	END	0		
30	STUN	0		Total Characteristics Cost: 80

Movement: Running: 9"/18"
Leaping: 3"/6"

Cost Powers END

20	<i>Shapechanging:</i> Multiform (change shape into 150-point human or rat; true form is half-animal form); Extra Time (takes an Extra Phase to change shape; -¾)	0
20	<i>Bite:</i> HKA 1d6+1 (2½d6 with STR)	2
8	<i>Claws:</i> HKA ½d6 (1d6+1 with STR); Reduced Penetration (-¼)	1
60	<i>Lycanthrope's Bite:</i> Major Transform 7d6 (human into wererat; heals back through special magic ritual), Persistent (+½), Reduced Endurance (0 END; +½); Always On (-½), Limited Target (humans; -½), All Or Nothing (-½), Must Do Half Of Target's Positive BODY With Bite (-1)	0
Martial Arts: Red In Tooth And Claw		
	Maneuver OCV DCV Notes	
4	Avoid Harm — +5 Dodge all attacks, Abort	
4	Chomp/Claw Slash +0 +2 Strike +2 DC	
3	Holding Bite +0 -1 Grab One Limb, +10 STR	
2	<i>Lycanthropic Resilience:</i> Damage	



	Resistance (2 PD/2 ED)	0
40	<i>Lycanthropic Resilience:</i> Physical Damage Reduction, Resistant, 50%; Does Not Work Against Silver-Based Attacks (-½) plus Energy Damage Reduction, Resistant, 50%; Does Not Work Against Fire Attacks (-½)	0
18	<i>Lycanthropic Regeneration:</i> Healing 3d6 (Regeneration; 3 BODY per Turn), Persistent (+½), Reduced Endurance (0 END; +½); Extra Time (1 Turn; -1¼), Self Only (-½), Does Not Heal Damage Caused By Silver Weapons (-½)	0
6	<i>Lycanthrope's Legs:</i> Running +3" (9" total)	1
6	<i>Lycanthropic Senses:</i> +2 PER with all Sense Groups	0
5	<i>Lycanthrope's Eyes:</i> Ultraviolet Perception (Sight Group)	0
5	<i>Lycanthropic Nose:</i> Discriminatory for Normal Smell	0
5	<i>Lycanthropic Nose:</i> Tracking for Normal Smell	0
Skills		
10	+2 Hand-To-Hand	
2	Animal Handler (Rodents) 13-	
3	Concealment 11-	
3	Stealth 13-	
3	Tracking 11-	
4	WF: Common Melee Weapons, Common Missile Weapons	

Total Powers & Skills Cost: 232

Total Cost: 311

75+ Disadvantages

- 35 Enraged: Berserk in combat or when injured (Very Common), go 11-, recover 11-
 0 Physical Limitation: Human Size
 20 Vulnerability: 2 x STUN from Silver Weapons (Common)
 20 Vulnerability: 2 x BODY from Silver Weapons (Common)
 161 Experience Points

Total Disadvantage Points: 311

Description: Wererats are shorter than other lycanthropes. In human form they often look shifty, with tiny eyes, sharp noses, black or dark grey hair, and other rat-like features. In half-human form, they often favor weapons (such as daggers, short swords, and short bows) over their small claws.



WERESHARK

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
18	DEX	24	13-	OCV: 6/DCV: 6
20	CON	20	13-	
18	BODY	16	13-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
10	PD	5		Total: 10 PD (4 rPD)
8	ED	4		Total: 8 ED (4 rED)
4	SPD	12		Phases: 3, 6, 9, 12
9	REC	0		
40	END	0		
41	STUN	0		
				Total Characteristics Cost: 105 (+22 with NCM)

Movement: Running: 6"/12"
 Leaping: 5"/10"
 Swimming: 20"/40"

Cost	Powers	END
34	<i>Shapechanging:</i> Multiform (change shape into 150-point human or 275-point shark true form is half-animal form); Extra Time (takes an Extra Phase to change shape; -¾)	0
25	<i>Jaws:</i> HKA 1½d6 (3d6+1 with STR)	2
60	<i>Lycanthrope's Bite:</i> Major Transform 7d6 (human into wereshark; heals back through special magic ritual), Persistent (+½), Reduced Endurance (0 END; +½); Always On (-½), Limited Target (humans; -½), All Or Nothing (-½), Must Do Half Of Target's Positive BODY With Jaws (-1)	0
Martial Arts: Red In Tooth And Claw		
	Maneuver	OCV DCV Notes
4	Avoid Harm	— +5 Dodge all attacks, Abort
4	Chomp	+0 +2 Strike +2 DC
3	Holding Bite	+0 -1 Grab One Limb, +10 STR
3	Knockover	+2 -1 Strike +1 DC; Target Falls
4	<i>Lycanthropic Resilience:</i> Damage Resistance (4 PD/4 ED)	0
40	<i>Lycanthropic Resilience:</i> Physical Damage Reduction, Resistant, 50%; Does Not Work Against Silver-Based Attacks (-½) plus Energy Damage Reduction, Resistant, 50%; Does Not Work Against Fire Attacks (-½)	0
18	<i>Lycanthropic Regeneration:</i> Healing 3d6 (Regeneration; 3 BODY per Turn), Persistent (+½), Reduced Endurance (0 END; +½); Extra Time (1 Turn; -¼), Self Only (-½), Does Not Heal Damage Caused By Silver Weapons (-½)	0
18	<i>Shark's Body:</i> Swimming +18" (20" total)	1
6	<i>Lycanthropic Senses:</i> +2 PER with all Sense Groups	0
4	<i>Shark's Nose:</i> +2 PER with Smell/Taste Group	0
5	<i>Lycanthrope's Eyes:</i> Ultraviolet Perception (Sight Group)	0

- 5 *Shark's Eyes*: Increased Arc Of Perception (240 Degrees) for Sight Group 0
- 5 *Lycanthropic Nose*: Discriminatory for Normal Smell 0
- 5 *Lycanthropic Nose*: Tracking for Normal Smell 0

Skills

- 10 +2 Hand-To-Hand
- 4 +2 OCV with Move By
- 2 Animal Handler (Sharks) 13-
- 3 Concealment 11-
- 3 Stealth 13-
- 3 Tracking 11-
- 4 WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 272

Total Cost: 377

75+ Disadvantages

- 35 Enraged: Berserk in combat or when injured (Very Common), go 11-, recover 11-
- 30 Enraged: Berserk when smells blood (Very Common), go 8-, recover 11-
- 0 Physical Limitation: Human Size
- 20 Vulnerability: 2 x STUN from Silver Weapons (Common)
- 20 Vulnerability: 2 x BODY from Silver Weapons (Common)
- 197 Experience Points

Total Disadvantage Points: 377

Description: Weresharks are perhaps the oddest-looking lycanthrope. They have the upper body and head of a shark combined with the arms and legs of a man. Some even have shark-like tails. Rarely found outside the water (or far from it on land), they fight in shark-like fashion, performing Move Bys with their jaws.

WERETIGER

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
23	DEX	39	14-	OCV: 8/DCV: 8
18	CON	16	13-	
18	BODY	16	13-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
8	PD	4		Total: 8 PD (2 rPD)
6	ED	2		Total: 8 ED (2 rED)
4	SPD	7		Phases: 3, 6, 9, 12
8	REC	0		
36	END	0		
40	STUN	3		Total Characteristics Cost: 107 (+13 with NCM)

Movement: Running: 9"/18"
Leaping: 9"/18"



Cost	Powers	END
29	<i>Shapechanging</i> : Multiform (change shape into 150-point human or 225-point tiger; true form is half-animal form); Extra Time (takes an Extra Phase to change shape; -¼)	0
20	<i>Fangs</i> : HKA 1d6+1 (2½d6 with STR)	2
12	<i>Claws</i> : HKA 1d6 (2d6 with STR); Reduced Penetration (-¼)	1
2	<i>Roar</i> : +5 PRE; Only For Fear-Based Presence Attacks (-1), Incantations (must roar; -¼)	0
60	<i>Lycanthrope's Bite</i> : Major Transform 7d6 (human into weretiger; heals back through special magic ritual), Persistent (+½), Reduced Endurance (0 END; +½); Always On (-½), Limited Target (humans; -½), All Or Nothing (-½), Must Do Half Of Target's Positive BODY With Fangs (-1)	0
Martial Arts: Red In Tooth And Claw		
	Maneuver	OCV DCV Notes
4	Avoid Harm	— +5 Dodge all attacks, Abort
4	Chomp/Claw Slash	+0 +2 Strike +2 DC
3	Holding Bite	+0 -1 Grab One Limb, +10 STR
3	Knockover	+2 -1 Strike +1 DC; Target Falls

2	<i>Lycanthropic Resilience</i> : Damage Resistance (2 PD/2 ED)	0
40	<i>Lycanthropic Resilience</i> : Physical Damage Reduction, Resistant, 50%; Does Not Work Against Silver-Based Attacks (-½) plus Energy Damage Reduction, Resistant, 50%; Does Not Work Against Fire Attacks (-½)	0
18	<i>Lycanthropic Regeneration</i> : Healing 3d6 (Regeneration; 3 BODY per Turn), Persistent (+½), Reduced Endurance (0 END; +½); Extra Time (1 Turn; -1¼), Self Only (-½), Does Not Heal Damage Caused By Silver Weapons (-½)	0
6	<i>Lycanthrope's Legs</i> : Running +3" (9" total)	1
5	<i>Tiger's Legs</i> : Leaping +5" (9" forward, 5" upward)	1
6	<i>Lycanthropic Senses</i> : +2 PER with all Sense Groups	0
5	<i>Lycanthrope's Eyes</i> : Ultraviolet Perception (Sight Group)	0
5	<i>Lycanthropic Nose</i> : Discriminatory for Normal Smell	0
5	<i>Lycanthropic Nose</i> : Tracking for Normal Smell	0

Skills

15	+3 Hand-To-Hand	
2	Animal Handler (Felines) 13-	
3	Concealment 11-	
3	<i>Tiger Stripes</i> : +4 to Concealment; Self Only (-½), Only In Forests/Jungles (-1)	
3	Stealth 14-	
1	<i>Tiger Stripes</i> : +1 to Stealth; Only In Forests/Jungles (-1)	
3	Tracking 11-	
4	WF: Common Melee Weapons, Common Missile Weapons	

Total Powers & Skills Cost: 263**Total Cost: 370****75+ Disadvantages**

35	Enraged: Berserk in combat or when injured (Very Common), go 11-, recover 11-	
0	Physical Limitation: Human Size	
20	Vulnerability: 2 x STUN from Silver Weapons (Common)	
20	Vulnerability: 2 x BODY from Silver Weapons (Common)	
220	Experience Points	

Total Disadvantage Points: 370

Description: Weretigers are as graceful and beautiful as they are deadly. In battle a weretiger uses its claws and fangs with deadly efficiency, pouncing on its victims from surprise if possible.

WEREWOLF

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
20	DEX	30	13-	OCV: 7/DCV: 7
18	CON	16	13-	
16	BODY	12	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
9	PD	5		Total: 9 PD (2 rPD)
6	ED	2		Total: 8 ED (2 rED)
4	SPD	10		Phases: 3, 6, 9, 12
8	REC	0		
36	END	0		
35	STUN	0		Total Characteristics Cost: 95 (+2 with NCM)
Movement:			Running:	9"/18"
			Leaping:	6"/12"

Cost Powers

Cost	Powers	END
20	<i>Shapechanging</i> : Multiform (change shape into 150-point human or wolf; true form is half-animal form); Extra Time (takes an Extra Phase to change shape; -¾)	0
20	<i>Fangs</i> : HKA 1d6+1 (2½d6 with STR)	2
12	<i>Claws</i> : HKA 1d6 (2d6 with STR); Reduced Penetration (-¼)	1
60	<i>Lycanthrope's Bite</i> : Major Transform 7d6 (human into werewolf; heals back through special magic ritual), Persistent (+½), Reduced Endurance (0 END; +½); Always On (-½), Limited Target (humans; -½), All Or Nothing (-½), Must Do Half Of Target's Positive BODY With Fangs (-1)	0

Martial Arts: Red In Tooth And Claw

Maneuver	OCV	DCV	Notes
4	Avoid Harm	— +5	Dodge all attacks, Abort
4	Chomp/Claw Slash	+0 +2	Strike +2 DC
3	Holding Bite	+0 -1	Grab One Limb, +10 STR
3	Knockover	+2 -1	Strike +1 DC; Target Falls
2	<i>Lycanthropic Resilience</i> : Damage Resistance (2 PD/2 ED)		0
40	<i>Lycanthropic Resilience</i> : Physical Damage Reduction, Resistant, 50%; Does Not Work Against Silver-Based Attacks (-½) plus Energy Damage Reduction, Resistant, 50%; Does Not Work Against Fire Attacks (-½)		0
18	<i>Lycanthropic Regeneration</i> : Healing 3d6 (Regeneration; 3 BODY per Turn), Persistent (+½), Reduced Endurance (0 END; +½); Extra Time (1 Turn; -1¼), Self Only (-½), Does Not Heal Damage Caused By Silver Weapons (-½)		0
6	<i>Lycanthrope's Legs</i> : Running +3" (9" total)		1
2	<i>Wolf's Legs</i> : Leaping +2" (6" forward, 3" upward)		1
6	<i>Lycanthropic Senses</i> : +2 PER with all Sense Groups		0

- 5 *Lycanthrope's Eyes*: Ultraviolet Perception (Sight Group) 0
- 5 *Lycanthropic Nose*: Discriminatory for Normal Smell 0
- 5 *Lycanthropic Nose*: Tracking for Normal Smell 0

Skills

- 15 +3 Hand-To-Hand
- 2 Animal Handler (Canines) 13-
- 3 Concealment 11-
- 3 Stealth 13-
- 3 Tracking 11-
- 4 WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 245

Total Cost: 340

75+ Disadvantages

- 35 Enraged: Berserk in combat or when injured (Very Common), go 11-, recover 11-
- 0 Physical Limitation: Human Size
- 20 Vulnerability: 2 x STUN from Silver Weapons (Common)
- 20 Vulnerability: 2 x BODY from Silver Weapons (Common)
- 190 Experience Points

Total Disadvantage Points: 340

Description: Werewolves, the best known and in many places the most common type of lycanthrope, are also often the fiercest and most savage of their kind. They often live in packs, and seem to enjoy killing not just to obtain food, but for the sake of slaughter.



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93

Manticore

MANTICORE

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
20	DEX	30	13-	OCV: 7/DCV: 7
22	CON	24	13-	
16	BODY	12	12-	
10	INT	0	11-	PER Roll 11-
8	EGO	-4	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
6	COM	-2	10-	
				Total: 10 PD (3 rPD)
10	PD	5		Total: 8 ED (3 rED)
8	ED	4		Phases: 3, 6, 9, 12
4	SPD	10		
9	REC	0		
44	END	0		
40	STUN	0		
				Total Characteristics Cost: 104 (+15 with NCM)

Movement:

Running:	12"/24"
Leaping:	5"/10"
Flight:	8"/16"

Cost	Powers	END
20	<i>Triple Fangs</i> : HKA 1d6+1 (2½d6 with STR)	2
16	<i>Claws</i> : HKA 1d6+1 (2½d6 with STR); Reduced Penetration (-¼)	1
18	<i>Shooting Spines</i> : RKA 1d6, Armor Piercing (+½); 12 Charges (-¼)	[12]
4	<i>Roar</i> : +10 PRE; Only For Fear-Based Presence Attacks (-1), Incantations (must roar; -¼)	0
3	<i>Tough Skin</i> : Damage Resistance (3 PD/3 ED)	0
6	<i>Heavy</i> : Knockback Resistance -3"	0
11	<i>Wings</i> : Flight 8"; Restrainable (-½)	2
12	<i>Long Legs</i> : Running +6" (12" total)	0

Skills

- 9 +3 with Triple Fangs, Claws, and Shooting Spines
- 3 Stealth 13-

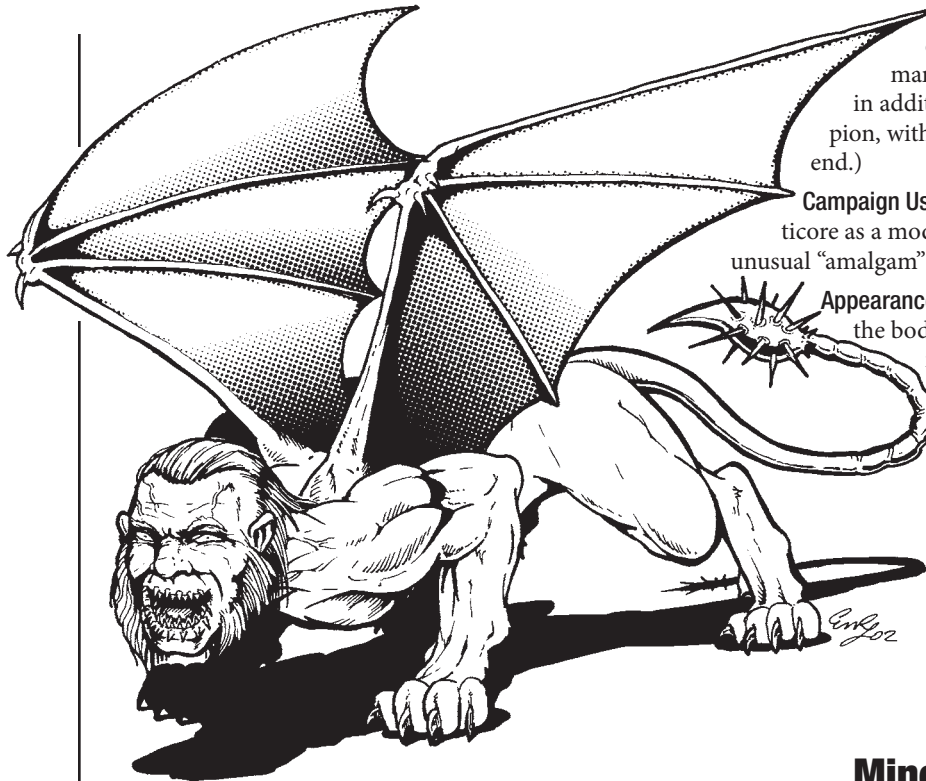
Total Powers & Skills Cost: 102

Total Cost: 206

75+ Disadvantages

- 5 Physical Limitation: Large (4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
- 10 Physical Limitation: Near-Human Intelligence (Frequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 101 Experience Points

Total Disadvantage Points: 206



tails. (Some adventurers report encountering manticores who instead, or in addition, had a tail like a scorpion, with a venomous sting on the end.)

Campaign Use: You can use the manticore as a model or template for other unusual “amalgam” monsters.

Appearance: The manticore has the body of a lion (colored cinabar red), the head of a man (with an enormous mouth containing three rows of razor-sharp fangs), bat-wings, and a tail tipped with sharp spines it throws at its prey.

Minotaur

OPTION

Cost Manticore Option

- | | | |
|----|--|---|
| 10 | <i>Stinging Tail:</i> HKA ½d6 (1d6+1 with STR) | 1 |
| 33 | <i>Stinging Tail Venom:</i> Drain CON 3d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1), Personal Immunity (+¼); 4 Charges (-1), Bite Must Do BODY (-½), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), Gradual Effect (15 Minutes; 1d6/5 Minutes; -¾) plus RKA 2d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1), Personal Immunity (+¼); No Range (-½), 4 Charges (-1), Sting Must Do BODY (-½), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), Gradual Effect (10 Minutes; 1d6/5 minutes; -¾), Linked (-½) [4] | |

Ecology: The manticore lives throughout temperate, subtropical, and tropical regions, though it prefers forests, plains, and wastelands. It is carnivorous, feeding on large mammals (including humans) and similar creatures. In their voraciousness manticores often devour the entire body (including the bones) of their prey, and even clothing and worn objects.

Personality/Motivation: Normal animal motivations, with a touch of cunning and wickedness not seen in ordinary creatures.

Powers/Tactics: Fierce, vicious, and aggressive, manticores prefer to attack on the ground by pouncing on their foes, then biting and clawing. If they fight from the air, they perform Move By rakes with their claws. Before they pounce or rake, they often open the battle with a volley of long, needle-sharp spines which they shoot or throw from their

MINOTAUR

Val	Char	Cost	Roll	Notes
23	STR	13	14-	Lift 600 kg; 4½d6 [2]
17	DEX	21	12-	OCV: 6/DCV: 6
25	CON	30	14-	
18	BODY	16	13-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
12	PD	7		Total: 12 PD (3 rPD)
8	ED	3		Total: 8 ED (3 rED)
3	SPD	3		Phases: 4, 8, 12
10	REC	0		
50	END	0		
43	STUN	0		Total Characteristics Cost: 102 (+17 with NCM)

Movement: Running: 10"/20"
Leaping: 5"/10"

Cost	Powers	END
15	<i>Horns:</i> HKA 1d6 (2d6 with STR)	1
8	<i>Bite:</i> HKA ½d6 (1d6+1 with STR); Reduced Penetration (-¼)	1
2	<i>Bellow:</i> +5 PRE; Only For Fear-Based Presence Attacks (-1), Incantations (must bellow; -¼)	0
3	<i>Leathery Skin:</i> Damage Resistance (3 PD/3 ED)	0
2	<i>Heavy:</i> Knockback Resistance -1"	0
8	<i>Long Legs:</i> Running +4" (10" total)	1
6	<i>Minotaur's Senses:</i> +2 PER with all Sense Groups	0
5	<i>Minotaur's Eyes:</i> Nightvision	0

5 *Keen Nose*: Tracking for Normal Smell 0

Talents

3 Bump Of Direction

Skills

5 +1 Hand-To-Hand

6 +2 with Move By, Move Through, and Strike

0 ES: Climbing 8-

0 ES: Deduction 8-

2 AK: Home Labyrinth 11-

3 Stealth 12-

2 WF: Common Melee Weapons

Total Powers & Skills Cost: 75

Total Cost: 177

75+ Disadvantages

0 Physical Limitation: Human Size

10 Psychological Limitation: Short-Tempered (Common, Moderate)

92 Experience Points

Total Disadvantage Points: 177

Ecology: Minotaurs live by themselves, preferably in labyrinths (whether man-made, or the result of natural cavern formation). Those unable to find a labyrinth typically lair in ruins, thick forests, or similar places. They dwell together only during the mating season (when the male lives with the female until the calf is born) or when forced to by some greater power (such as a wizard who employs minotaurs as guards). Minotaurs primarily consume meat, and especially enjoy the taste of human flesh.

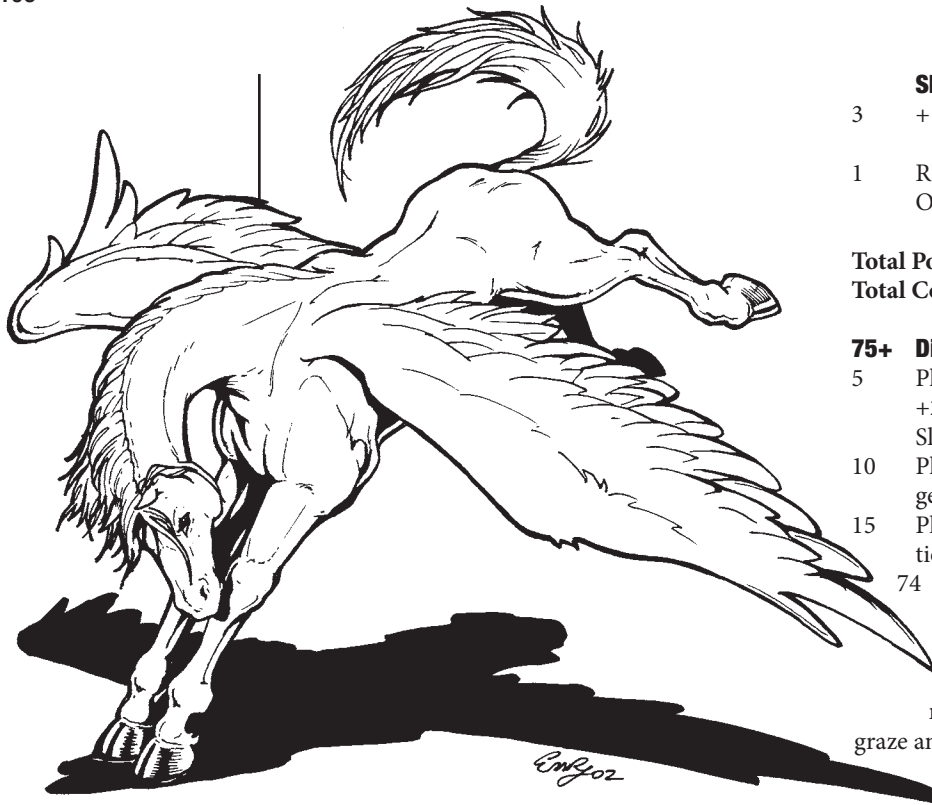
Personality/Motivation: Minotaurs are intelligent, and have the normal motivations common to intelligent beings: comfort, power, survival, and more. A few show traces of even greater intelligence; they learn to read and sometimes become scholars or philosophers. On the other hand, some are entirely bestial (they have the *Near-Human Intelligence* Physical Limitation). But no matter how intelligent, minotaurs have short tempers; they're quick to anger and slow to forgive.

Powers/Tactics: Minotaurs typically fight by bellowing (to scare the opponent) and then charging, so they can butt their opponent or gore him with their horns. They prefer to fight one-on-one, and usually avoid charging into groups of foes if they can. They know how to use weapons, and often carry sword and shield for use after the charge.

Campaign Use: You can use the minotaur character sheet as a template for other animal-headed men: deer-men, lion-men, eagle-men, and more.

Appearance: Minotaurs are creatures with the body of men and the head (and sometimes hooves) of a bull. Their mouths are filled with small, sharp fangs. Thick, coarse, short dark hair covers its body.





Pegasus

PEGASUS

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
16	BODY	12	12-	
8	INT	-2	11-	PER Roll 11-
8	EGO	-4	11-	ECV: 3
18	PRE	8	13-	PRE Attack: 3½d6
14	COM	2	12-	
8	PD	3		Total: 8 PD (2 rPD)
8	ED	4		Total: 8 ED (2 rED)
4	SPD	10		Phases: 3, 6, 9, 12
10	REC	2		
40	END	0		
40	STUN	1		
				Total Characteristics Cost: 101 (+9 with NCM)

Movement:	Running:	12"/24"
	Leaping:	5"/10"
	Flight:	10"/20"

Cost	Powers	END
5	<i>Bite:</i> HKA 1 point (½d6 with STR)	1
10	<i>Kick/Rear:</i> HA +3d6; Hand-To-Hand Attack (-½)	1
2	<i>Tough Skin:</i> Damage Resistance (2 PD/2 ED)	0
6	<i>Heavy:</i> Knockback Resistance -3"	0
33	<i>Wings:</i> Flight 20"; Reduced Endurance (½ END; +¼); Restrained (-½)	2
12	<i>Horse's Legs:</i> Running +6" (12" total)	0
6	<i>Sharp-Eared And Keen-Nosed:</i> +2 PER with all Sense Groups	0

Skills

- 3 +1 with Bite, Kick/Rear
- 1 Riding 13-; Complementary To Rider's Skill Only (-1)

Total Powers & Skills Cost: 78

Total Cost: 179

75+ Disadvantages

- 5 Physical Limitation: Large (4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
- 10 Physical Limitation: Near-Human Intelligence (Frequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 74 Experience Points

Total Disadvantage Points: 179

Ecology: Pegasi typically dwell in high mountain meadows and similar areas. They graze among the meadows, and along cliffsides, in hidden dells, and other places their wings allow them to reach. Unlike normal horses, which gather in herds, pegasi live in mated pairs (occasionally two or three mated pairs live in the same place, but never more than that). Foals are born in the spring and take one to two years to reach maturity.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Pegasi fight like ordinary horses, but use their ability to fly to add momentum to their strikes or attack from unusual angles.

Campaign Use: In some fantasy campaigns, pegasi substitute for horses, allowing PCs and armies to fight aerial battles.

Appearance: Pegasi are beautiful horses with large wings sprouting from their shoulders. Most are white, but they can have many different skin colors, including some pastel shades.

Phoenix

PHOENIX

Val	Char	Cost	Roll	Notes
5	STR	-5	10-	Lift 50 kg; 1d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
15	CON	10	12-	
7	BODY	-6	10-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
20	COM	5	13-	
6	PD	5		Total: 6 PD (4 rPD)
12	ED	9		Total: 12 ED (4 rED)
4	SPD	10		Phases: 3, 6, 9, 12
6	REC	4		
30	END	0		
25	STUN	7		
Total Characteristics Cost: 79 (+4 with NCM)				

Movement: Running: 1"/2"
Leaping: 1"/2"
Flight: 24"/48"

Cost	Powers	END
33	<i>Fiery Mantle:</i> HKA 1d6, Continuous (+1), Damage Shield (does damage in HTH Combat; +3/4), Reduced Endurance (0 END; +1/2); No STR Bonus (-1/2)	0
8	<i>Beak:</i> HKA 1/2d6 (1d6 with STR); Reduced Penetration (-1/4)	1
12	<i>Talons:</i> HKA 1d6 (1d6+1 with STR); Reduced Penetration (-1/4)	1
4	<i>Hard To Kill:</i> Damage Resistance (4 PD/4 ED)	0
40	<i>Born In Fire:</i> Energy Damage Reduction, Resistant, 75%; Only Works Against Fire (-1/2)	0
5	<i>Cycle Of Rebirth:</i> Life Support (Longevity: Immortal)	0
40	<i>Wings:</i> Flight 24", Reduced Endurance (1/2 END; +1/4); Restrained (-1/2)	2
-10	<i>Short Legs:</i> Running -5"	
6	<i>Phoenix's Eyes:</i> +4 versus Range Modifier for Sight Group	0

Skills

10 *Hard To Hit:* +2 DCV

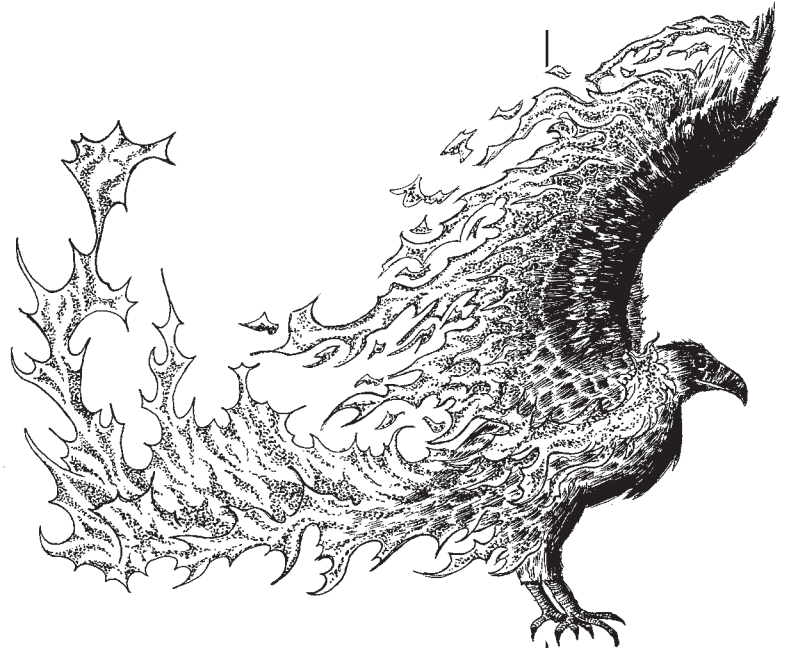
Total Powers & Skills Cost: 148

Total Cost: 227

75+ Disadvantages

- 10 Hunted: greedy hunters 8- (As Pow, Capture/Kill)
- 10 Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
- 5 Physical Limitation: Small (1m; +3" KB) (Infrequently, Slightly Impairing)
- 127 Experience Points

Total Disadvantage Points: 227



Ecology: The Phoenix (only one exists at a time) has one of the most unusual life cycles in the (super)natural world. It lives for 500-5,000 years. When it feels its time has come, it builds a fire out of rare woods, perfumes, and the like. Alighting in the precious kindling, it uses its Fiery Mantle to start a fire which consumes it totally. When the fire dies away, all that is left is an egg. From the egg a new Phoenix hatches in just a few hours, and in a few hours more grows to adulthood.

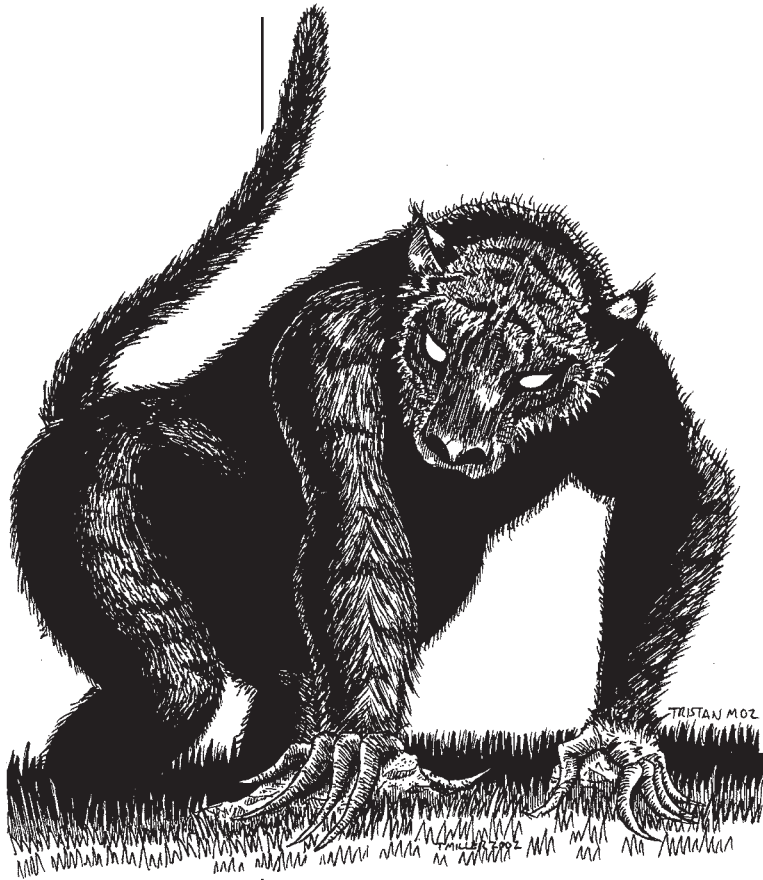
The Phoenix seems to live by hunting fish and small game, just like an eagle or hawk. However, some adventurers have reported seeing the Phoenix feast upon rare spices, or even gemstones. People have reported seeing the Phoenix all over the world, so it may have no fixed abode, but it does seem to prefer desert regions.

Personality/Motivation: Typically normal animal motivations, but some adventurers tell how the Phoenix seemed to aid them to destroy some great evil or right a terrible wrong.

Powers/Tactics: The Phoenix fights as would an ordinary raptor, with beak and talons. However, it has one weapon they do not: its Fiery Mantle, which burns all who touch or are touched by it.

Campaign Use: The Phoenix makes a wonderful plot seed for your campaign. Maybe the PCs try to hunt it down to capture it; it (or its egg) are worth vast sums of money to the right people. More likely, the PCs save the Phoenix from evil hunters, earning its respect and future assistance. The bird's existence, and its role in the Great Scheme of Things, might be a "deep secret" in the campaign for the PCs to unravel.

Appearance: The Phoenix resembles a large eagle, but with plumage of gold, red, blue, and purple, and eyes of fiery red. Its bright colors, fiery aura, and the wonderful smells of incense which tend to follow it make it difficult for it to hide or avoid notice.



Rakshasa

RAKSHASA

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
18	DEX	24	13-	OCV: 6/DCV: 6
20	CON	20	13-	
15	BODY	10	12-	
12	INT	2	11-	PER Roll 11-
14	EGO	8	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
4	COM	-3	10-	
				Total: 10 PD (4 rPD)
10	PD	5		Total: 10 ED (4 rED)
10	ED	6		Phases: 3, 6, 9, 12
4	SPD	12		
9	REC	0		
40	END	0		
40	STUN	2		Total Characteristics Cost: 111 (+9 with NCM)

Movement: Running: 6"/12"
Leaping: 5"/10"

Cost	Powers	END
20	<i>Fangs:</i> HKA 1½d6 (3d6+1 with STR); Reduced Penetration (-¼)	2
12	<i>Claws:</i> HKA 1d6 (2d6 with STR); Reduced Penetration (-¼)	1
2	<i>Nighttime Might:</i> +5 STR; Only At Night (-½), No Figured Characteristics (-½)	1
40	<i>Cause Disease:</i> Drain CON 2d6, Delayed Return Rate (points fade at the rate of 5	

per Month; +2); Only At Night (-½) 6
43 *Change Form:* Shape Shift (Sight, Touch,
Hearing, and Smell/Taste Groups, any
humanoid shape), Reduced Endurance
(0 END; +½) 0

Skills

10 +2 Hand-To-Hand
3 Persuasion 13-
3 Seduction 13-
3 Stealth 13-

Total Powers & Skills Cost: 136

Total Cost: 247

75+ Disadvantages

0 Physical Limitation: Human Size
20 Psychological Limitation: Greedy And Lech-
erous (Very Common, Strong)
15 Psychological Limitation: Wicked And Cruel
(Common, Strong)
137 Experience Points

Total Disadvantage Points: 247

Ecology: Rakshasas are sentient beings who live in wilderness areas, and sometimes the infernal planes. Some say they have a wondrous jewelled palace for their home. They eat humans with gusto.

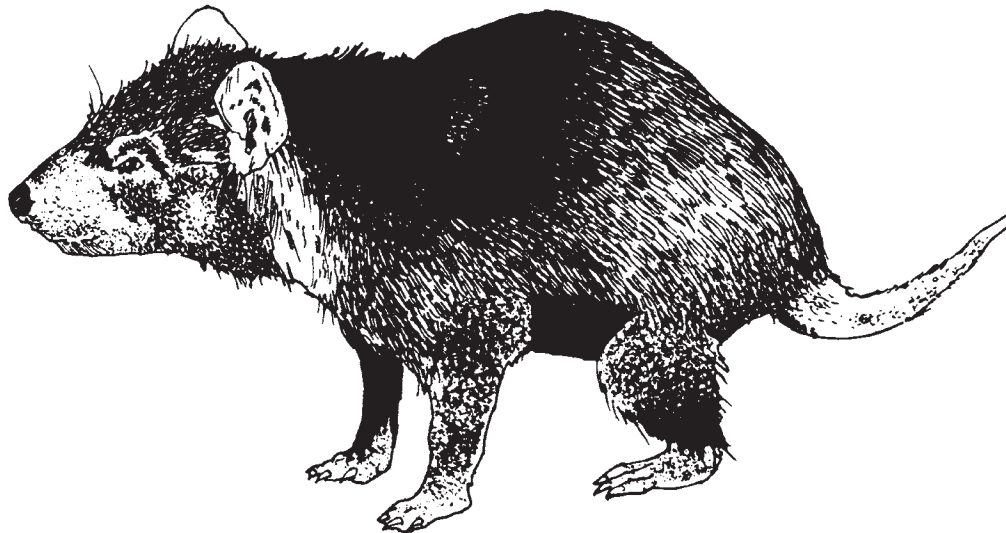
Personality/Motivation: Towards each other, rakshasas are loyal and caring, but to the rest of the world they are quite evil. Greedy, lecherous, blasphemous, destructive, and cruel, they delight in causing disease and havoc.

Powers/Tactics: Rakshasas have two ways of fighting. The more devious among them rely on their shapechanging powers to get close to a victim, then surprise him by changing back to their normal form and ripping him to pieces. More martially inclined rakshasas stay in their normal shape most of the time, relying on their strength and natural weaponry to defeat any foes.

Some adventurers report encountering rakshasas with venomous claws. To simulate this, add a *Venom* template to this character sheet.

Campaign Use: Rakshasas play a role similar to demons — they corrupt, they destroy, they work evil whenever they can. You may want to add some abilities to reflect this, such as the power to create illusions (Images). You can also add extra heads or create other monstrous deformities for them, or apply a *Size* template to make them bigger and mightier.

Appearance: Male rakshasas are large (sometimes gigantic) humanoids with fangs, claws (sometimes on fingers that bend backward from the hand), bloated bellies, red hair and beards, and a generally horrific or bestial appearance. Some have multiple heads or eyes, or other hideous deformities. Female rakshasas (rakshasi) are somewhat less terrifying in appearance. They can marry humans, and if they do so are transformed into beautiful women.



Rat, Giant

GIANT RAT

Val	Char	Cost	Roll	Notes
8	STR	-2	10-	Lift 75 kg; 1½d6 [1]
16	DEX	18	12-	OCV: 5/DCV: 5
15	CON	10	12-	
7	BODY	-6	10-	
9	INT	-1	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
13	PRE	3	12-	PRE Attack: 2½d6
6	COM	-2	10-	
5	PD	3		Total: 5 PD (1 rPD)
4	ED	1		Total: 4 ED (1 rED)
3	SPD	4		Phases: 4, 8, 12
5	REC	0		
30	END	0		
20	STUN	1		Total Characteristics Cost: 19

Movement:

Running:	3"/6"
Leaping:	2"/4"
Swimming:	1"/2"
Tunneling:	1"/2"

Cost	Powers	END
8	<i>Bite:</i> HKA ½d6 (1d6 with STR); Reduced Penetration (-¼)	1
8	<i>Claws:</i> HKA ½d6 (1d6 with STR); Reduced Penetration (-¼)	1
1	<i>Tough Skin:</i> Damage Resistance (1 PD/1 ED)	0
5	<i>Digging/Gnawing:</i> Tunneling 1" through 1 DEF material	1
-6	<i>Short Legs:</i> Running -3"	
-1	<i>Short Legs:</i> Swimming -1"	
6	<i>Animal Senses:</i> +2 PER with all Sense Groups	0
5	<i>Animal Eyes:</i> Nightvision	0
Skills		
20	<i>Hard To Hit:</i> +4 DCV	
7	Climbing 14-	

- 7 Concealment 15-; Self Only (-½)
- 11 Stealth 16-
- 3 Tactics 11-
- 3 Teamwork 12-

Total Powers & Skills Cost: 77

Total Cost: 96

75+ Disadvantages

- 15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
- 10 Physical Limitation: Diminutive (typically no larger than about .5m; +6" KB) (Frequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)

Total Disadvantage Points: 115

Ecology: Giant rats, like their normal cousins, can live just about anywhere and eat just about anything. Their greater size and ferocity makes them more likely to go after large, living prey (including humans). They breed frequently (once a month, sometimes more) and can spread throughout a region in less than a year.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Giant rats use their incisors and claws, usually Grabbing with the former so they can bite and claw in later Phases. They often work in packs, swarming over a large foe and overwhelming him with Coordinated Attacks and a Multiple Attacker bonus (using their *Tactics* and *Teamwork* Skills).

Campaign Use: Giant rats are a ubiquitous feature of many campaigns — adventurers encounter them in cities, dungeons, wilderness areas, ruins, and just about anywhere else. You can also use this template for bizarre alien life forms equivalent to rats, and other such critters.

Appearance: Giant rats look like ordinary rats, but are up to a meter long.



Roc

ROC

Val	Char	Cost	Roll	Notes
60	STR	50	21-	Lift 100 tons; 12d6 [6]
12	DEX	6	11-	OCV: 4/DCV: 4
30	CON	40	15-	
50	BODY	80	19-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
40	PRE	30	17-	PRE Attack: 8d6
8	COM	-1	11-	
				Total: 15 PD (8 rPD)
15	PD	3		Total: 15 ED (8 rED)
15	ED	9		Phases: 4, 8, 12
3	SPD	8		
18	REC	0		
60	END	0		
95	STUN	0		
				Total Characteristics Cost: 213 (+170 with NCM)

Movement:	Running:	20"/40"
	Leaping:	6"/12"
	Flight:	30"/60"

Cost Powers

90	<i>Colossal Talons:</i> Area Of Effect (6" Radius; +1) for 60 STR; Reduced Endurance (0 END; +½)	0
86	<i>Reach:</i> Stretching 20", Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)	0
45	<i>Beak:</i> HKA 3d6 (6d6 with STR)	4
48	<i>Talons:</i> HKA 4d6 (8d6 with STR); Reduced Penetration (-¼)	6

8	<i>Tough:</i> Damage Resistance (8 PD/8 ED)	0
36	<i>Heavy:</i> Knockback Resistance -18"	0
50	<i>Wings:</i> Flight 30", Reduced Endurance (½ END; +¼); Restrainable (-½)	3
28	<i>Long Legs:</i> Running +14" (20" total)	3
6	<i>Roc's Eyes:</i> +3 PER with Sight Group	0
15	<i>Roc's Eyes:</i> +10 versus Range for Sight Group	0

Total Powers & Skills Cost: 412

Total Cost: 625

75+ Disadvantages

15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
20	Physical Limitation: Colossal (128 m; -12 DCV, +12 to PER Rolls to perceive) (All The Time, Greatly Impairing)
6	Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
494	Experience Points

Total Disadvantage Points: 625

Ecology: The roc lives as do other raptors, by diving down and snatching prey. However, its preferred prey runs to things like elephants and whales. To satisfy its colossal appetite, it must live near jungles, deep oceans, and other regions with enough large animals. Rocs sometimes attack ships or castles, consuming humans as dainty morsels the same way normal birds eat ants.

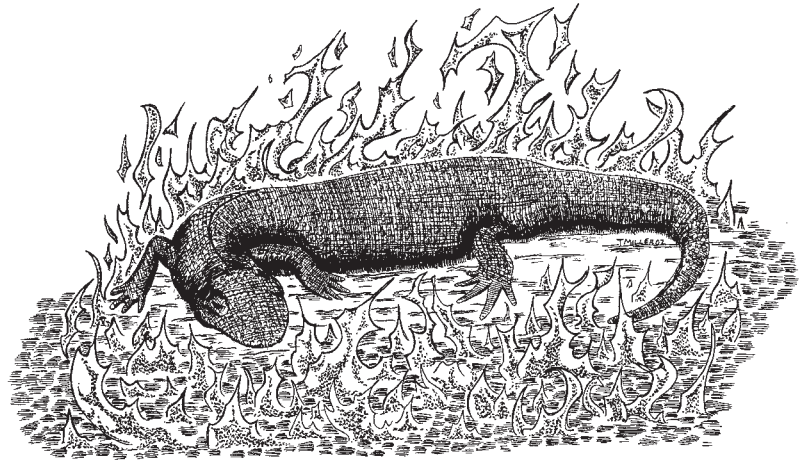
Rocs mate once every few years, with the female laying a clutch of one to three eggs in an enormous nest built by her and the male.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: The roc typically swoops down and impales a target with its claws (a Grab and crush, followed by an attack the next Phase), then attacks with claws and beak. If possible, it picks the creature up into the air to continue the fight in its favored element.

Campaign Use: Due to their size and power, rocs represent a challenge to even the most powerful group of adventurers. As such, you can use them to motivate PCs to form temporary alliances with enemies, go on great quests to find ancient artifacts for slaying rocs, and so forth.

Appearance: The roc resembles a colossal eagle (or sometimes vulture), typically with dark blue feathers.



Salamander

SALAMANDER

Val	Char	Cost	Roll	Notes
5	STR	-5	10-	Lift 50 kg; 1d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
13	CON	6	12-	
8	BODY	-4	11-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
13	PRE	3	12-	PRE Attack: 2½d6
10	COM	0	11-	
3	PD	2		Total: 3 PD (0 rPD)
8	ED	5		Total: 8 ED (0 rED)
4	SPD	12		Phases: 3, 6, 9, 12
4	REC	0		
26	END	0		
20	STUN	2		Total Characteristics Cost: 33

Movement: Running: 2"/4"
Leaping: 1"/2"

Cost	Powers	END
5	<i>Bite:</i> HKA 1 point (½d6 with STR)	1
30	<i>Fiery Hot Body:</i> HKA 1d6, Continuous (+1), Damage Shield (does damage in HTH Combat; +¾), Inherent (+¼), Persistent (+½), Reduced Endurance (0 END; +½); Always On (-½), No STR Bonus (-½)	0
30	<i>Fire-Resistant Body:</i> Armor (0 PD/30 ED); Only Versus Fire/Heat (-½)	0
40	<i>Fire-Resistant Body:</i> Energy Damage Reduction, Resistant, 75%; Only Versus Fire/Heat (-½)	0
2	<i>Fire-Resistant Body:</i> Life Support (Safe Environment: Intense Heat)	0
-8	<i>Short Legs:</i> Running -4"	
25	<i>Firesense:</i> Detect Fire/Extreme Heat 14-, Discriminatory, Analyze, Range, Sense	0
Skills		
20	<i>Hard To Hit:</i> +4 DCV	
7	Concealment 15-; Self Only (-½)	
11	Stealth 17-	

Total Powers & Skills Cost: 162

Total Cost: 195

75+ Disadvantages

- 15 Hunted: certain wizards and alchemists 8- (Mo Pow, Capture)
- 15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
- 10 Physical Limitation: Diminutive (.5m; +6" KB) (Frequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 65 Experience Points

Total Disadvantage Points: 195

Ecology: Creatures from the same Plane of Fire that fire elementals come from, salamanders normally reside in hot or fiery areas — volcanoes, sun-baked deserts, hot springs, and the like. They can survive away from such places, but become irritable, and sometimes even sluggish (-1 SPD). Since it's difficult to observe them in their natural habitat (few scholars can swim through lava to follow them), humans know little about them. They seem to eat combustible materials, or sometimes raw gemstones.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: When roused to fight, salamanders use their bite, and naturally intense body heat, to harm their foes. If injured, they usually break off the combat and flee into lava pools or other places their attackers cannot go.

Some scholars have written about salamanders with venomous bites and bodies. According to these reports, just touching a salamander can kill an adult human (in addition to burning him), and the salamander's bite kills even more quickly. If a salamander wraps himself around a fruit tree, the fruit becomes poisoned; if the fruit drops into a well, the water becomes poisoned also.

Campaign Use: Some wizards and alchemists hunt salamanders, whose skins and bodies are ingredients in many potions or magical workings. They could hire the PCs to capture some for them, or the PCs might protect the innocent (and perhaps intelligent?) salamanders from poachers. Some wizards or creatures of Elemental Fire might keep salamanders as guards or pets.

Appearance: The salamander resembles an ordinary lizard or newt, but with fiery coloration. Waves of heat rise from its body.

Satyr

SATYR

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 [1]
15	DEX	15	12-	OCV: 5/DCV: 5
15	CON	10	12-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
4	PD	1		Total: 4 PD (0 rPD)
4	ED	1		Total: 4 ED (0 rED)
3	SPD	5		hases: 4, 8, 12
6	REC	0		
30	END	0		
25	STUN	0		
				Total Characteristics Cost: 40

Movement: Running: 8"/16"
Leaping: 3"/6"

Cost Powers

46 *Haunting Melody:* Mind Control 10d6, Telepathic (+¼), Area Of Effect (10" Radius; +1), Personal Immunity (+¼), Reduced Endurance (0 END; +½); OAF (panpipes or other instrument; -1), Gestures (play instrument; -¼), No

END

Range (-½), Set Effect (see text; -¼), Does Not Affect Deaf People Or People With Heavy Ear Coverings (-¼) 0
4 *Goat's Legs:* Running +2" (8" total) 1
9 *Perceptive:* +3 PER with all Sense Groups 0
5 *Satyr's Eyes:* Nightvision 0

Skills

6 +3 OECV with Haunting Melody
2 KS: Wine 11-
3 Persuasion 12-
7 PS: Play Instrument Of Choice 16-
3 Seduction 12-
3 Stealth 12-
2 WF: Bows, Polearms

Total Powers & Skills Cost: 90

Total Cost: 130

75+ Disadvantages

0 Physical Limitation: Human Size
20 Psychological Limitation: Hedonist (Very Common, Strong)
15 Psychological Limitation: Mischievous (Common, Strong)
20 Experience Points

Total Disadvantage Points: 130

Ecology: Satyrs live in temperate woodlands, often in hilly regions. They tend to congregate in groups of two to twelve, sometimes more. They eat fruits and nuts they gather, and sometimes small game they hunt. They particularly enjoy wine, and trade for it whenever they can.

Personality/Motivation: Rampant hedonists, satyrs believe life is to be enjoyed. To them, it's all one big party. They spend their days gamboling through the woods, making music, seducing human women, playing pranks, and having parties. They fight only if they must; they'd rather make love than war.

Powers/Tactics: Satyrs can fight with weapons if need be (they lack claws, and their horns are too short for use in battle), but prefer to use their magical music to convince troublesome people and creatures to leave them alone. Most beings who hear a satyr's tunes cannot help but follow whatever compulsion he lays in their minds, though he can only choose from the following: wander away and forget about me; go to sleep; run away in fear; join my/our party.

Campaign Use: Although frequently troublesome, satyrs are rarely annoying enough for characters to kill. Instead, they can make good woodland allies, for they learn much in their wanderings.

Appearance: Satyrs are creatures with the upper bodies of men, the legs of goats, and short goat's horns growing from their heads. They usually have dark skins and short, pointed beards. They always seem to have musical instruments, food, and wine.



Sea Serpent

SEA SERPENT

Val	Char	Cost	Roll	Notes
60	STR	50	21-	Lift 100 tons; 12d6 [6]
18	DEX	24	13-	OCV: 6/DCV: 6
35	CON	50	16-	
25	BODY	30	14-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
35	PRE	25	16-	PRE Attack: 7d6
8	COM	-1	11-	
20	PD	8		Total: 26 PD (6 rPD)
15	ED	8		Total: 21 ED (6 rED)
3	SPD	2		Phases: 4, 8, 12
19	REC	0		
70	END	0		
73	STUN	0		
Total Characteristics Cost: 184 (+127 with NCM)				

Movement: Running: 0"/0"
Leaping: 0"/0"
Swimming: 22"/44"

Cost	Powers	END
30	<i>Bite:</i> HKA 2d6 (4d6 with STR)	3
10	<i>Tail Bash:</i> HA +3d6; Hand-To-Hand Attack (-½)	1
22	<i>Tough Skin:</i> Armor (6 PD/6 ED), Hardened (+¼)	0
30	<i>Heavy:</i> Knockback Resistance -15"	0
4	<i>Underwater Adaptation:</i> Life Support (Extended Breathing: 1 END per 20 Minutes)	0
20	<i>Swift Swimmer:</i> Swimming +20" (22" total)	2
-12	<i>Only Swims:</i> Running -6"	
22	<i>Underwater Senses:</i> Spatial Awareness	0

Skills

9 +3 with Bite, Grab, Tail Bash

Total Powers & Skills Cost: 135
Total Cost: 319

75+ Disadvantages

- 15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
- 15 Physical Limitation: Gargantuan (64m long; -10 DCV, +10 to PER Rolls to perceive) (Frequently, Greatly Impairing)
- 12 Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 187 Experience Points

Total Disadvantage Points: 319

Ecology: Sea serpents live in the deep ocean, surfacing only to breathe (and that rarely). They live mostly on large fish, but have been known to go after larger prey, including kraken and whales. They seem to enjoy the taste of human flesh, and destroy ships so they may pluck the survivors out of the water at their leisure.

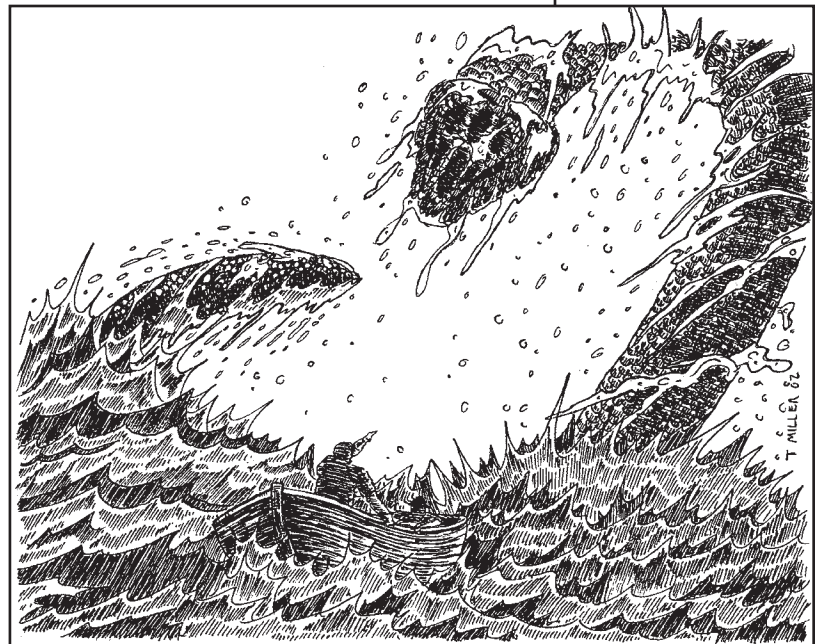
Personality/Motivation: Normal animal motivations.

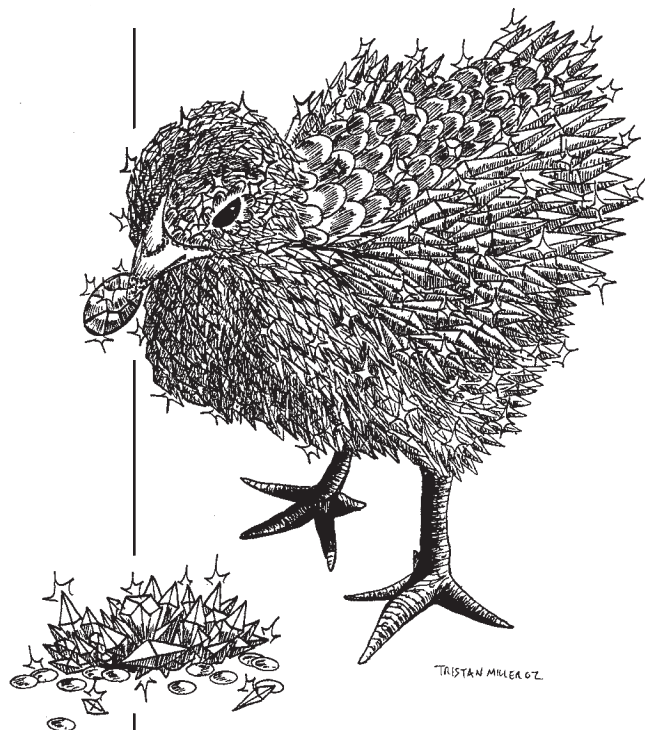
Powers/Tactics: The sea serpent's standard tactic is to swallow human-size victims whole (see page 33; it does Very Strong swallow damage). If an opponent is too large for it to swallow, it wraps itself around the target and squeezes and bites it to death. When it attacks ships, it tries to constrict the ship and crush it into two pieces (if the ship's small enough for it to do that) or bashes it to pieces with its tail (if not).

Some sea serpents reportedly have venomous bites. You can simulate this by adding the *Lethal Venom* template to this character sheet.

Campaign Use: Sea serpents are a classic encounter in fantasy campaigns when the PCs must take to the waves. Characters with the ability to breathe and function underwater could go on sea serpent hunts, or perhaps try to capture young sea serpents and train them to become guardian animals.

Appearance: A sea serpent is a gargantuan snake with a wedge-shaped head, large mouth, and various fins along the length of its body to help it swim. Its skin lacks the scaly appearance of land-based serpents, instead having a slick, shiny look like eels' skin.





Simurgh

SIMURGH

Val	Char	Cost	Roll	Notes
-10	STR	-20	7-	Lift 6.4 kg; 0d6 [1]
10	DEX	0	11-	OCV: 3/DCV: 3
20	CON	20	13-	
20	BODY	20	13-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
10	PRE	0	11-	PRE Attack: 2d6
20	COM	5	13-	
8	PD	8		Total: 8 PD (8 rPD)
8	ED	4		Total: 8 ED (8 rED)
3	SPD	10		Phases: 4, 8, 12
4	REC	0		
40	END	0		
30	STUN	0		Total Characteristics Cost: 35

Movement:	Running:	6"/12"
	Leaping:	0"/0"
	Flight:	5"/10"

Cost	Powers	END
5	<i>Beak:</i> HKA 1 point (1 point with STR)	1
8	<i>Feathers Of Gold And Silver:</i> Damage Resistance (8 PD/8 ED)	0
2	<i>Mild Appetite:</i> Life Support (Diminished Eating: eats once per month)	0
7	<i>Wings:</i> Flight 5"; Restrainable (-½)	1
18	<i>Smell Gold And Silver:</i> Detect Precious Metals 14- (Smell/Taste Group), Discriminatory, Analyze	0
18	<i>Smell Gems:</i> Detect Gems 14- (Smell/Taste Group), Discriminatory, Analyze	0

Skills

30	<i>Hard To Hit:</i> +6 DCV
3	Concealment 11-
3	Stealth 11-

Total Powers & Skills Cost: 94

Total Cost: 129

75+ Disadvantages

15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
10	Physical Limitation: Tiny (.25m; +9" KB) (Frequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
14	Experience Points

Total Disadvantage Points: 129

Ecology: The simurgh is a rare and fabulous bird that lives by eating gold, silver, and gems. These precious substances filter out through its body and into its plumage, making it look wondrously beautiful. It must consume at least a handful of gold, silver, and/or gems once per month. The simurgh favors dry, warm climates, such as scrub deserts, but ventures throughout temperate, subtropical, and tropical regions in search of food.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: The simurgh only fights if cornered; otherwise it flees. Fortunately for it, its gold and silver feathers protect it from most attacks.

Campaign Use: A clever GM can get many uses out of the simurgh. If the PCs aren't careful, they may return home to find a simurgh sitting contentedly in their treasure vaults where once there were piles of gold and gems. Or, they could turn a simurgh loose on their enemies, or train one to use its ability to sniff out treasure on their behalf.

Appearance: The simurgh is a bird roughly chicken-like in form and size, with glittering gold and silver feathers.

Siren

SIREN

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
15	DEX	15	12-	OCV: 5/DCV: 5
13	CON	6	12-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
13	EGO	6	12-	ECV: 4
13	PRE	3	12-	PRE Attack: 2½d6
18	COM	4	13-	
5	PD	3		Total: 5 PD (0 rPD)
3	ED	0		Total: 3 ED (0 rED)
3	SPD	5		Phases: 4, 8, 12
5	REC	0		
26	END	0		
22	STUN	0		
Total Characteristics Cost: 42				

Movement: Running: 6"/12"
 Leaping: 2"/4"
 Flight: 10"/20"

Cost Powers

45	<i>Luring Melody:</i> Mind Control 12d6, Telepathic (+¼), Area Of Effect (12" Radius; +1), Personal Immunity (+¼), Reduced Endurance (0 END; +½); Incantations (sing; -¼), No Range (-½), Set Effect (inspire longing for the siren; -1), Only Versus Men (-1), Does Not Affect Deaf People Or People With Heavy Ear Coverings (-¼)	0
8	<i>Taloned Feet:</i> HKA ½d6 (1d6+1 with STR); Reduced Penetration (-¼)	0
13	<i>Wings:</i> Flight 10"; Restrainable (-½)	2

END

Talents

3 Perfect Pitch

Skills

2 AK: Home Territory 11-
 9 Mimicry 14-
 3 Persuasion 12-
 5 PS: Singing 14-
 3 Seduction 12-
 3 Stealth 12-

Total Powers & Skills Cost: 94

Total Cost: 136

75+ Disadvantages

20 Enraged: if hear someone making more beautiful music than their own (Uncommon), go 14-, recover 11-
 0 Physical Limitation: Human Size
 20 Psychological Limitation: Wanton And Cruel; View Humans Only As Food (Very Common, Strong)
 21 Experience Points

Total Disadvantage Points: 136

Ecology: Sirens feed upon the flesh of men. To obtain it, they live along seaside cliffs and shores near dangerous waters (where hidden coral reefs or rocks exist, or the bay is much shallower than it seems). When a ship appears, they use their songs to inspire longing in the sailors, causing them to dive overboard and swim to shore, or run their ship aground. When the entranced victim gets close enough, the siren tears him apart with her talons and devours his flesh.

Personality/Motivation: Normal sentient motivations, tainted by a selfish cruelty.

Powers/Tactics: Sirens rely on their seductive song whenever possible, but if forced to fight (for example, when confronted by a woman), they use their talons, often performing flying Move Bys. If injured, they flee rather than fight to the death.

Campaign Use: You can adapt the siren for use in many other situations besides seaside fantasy encounters. With a few changes, you can use this character sheet for a strange alien creature who uses telepathic powers to lure victims to its lair, a "living idol" of gold who attracts greedy victims and then devours them, and so forth.

Appearance: A siren has the upper body and head of a human female, and the lower body and legs of a bird, with bird's wings projecting from its shoulder blades.



SNAKES, FANTASTIC

Ecology: Fantastic snakes live, eat, and breed like regular snakes (see page 177), but typically require more prey, or a specific type of prey. They live wherever normal snakes live and there's enough food to support them.

Personality/Motivation: Normal animal motivations. Some fantastics snakes seem unusually intelligent, and sometimes seem to possess malevolent intentions toward humanity. On the other hand, legends describe some that are benevolent and good.

Powers/Tactics: Giant constrictors try to Grab and crush; giant venomous serpents and amphisbaenas rely on their bite(s).

Campaign Use: You can easily customize the basic fantastic snake character sheets, particularly "Giant Snake," to create other creatures. Optional packages are provided for horns and wings, two additional features commonly described in folklore and myth, and wise serpents.

AMPHISBAENA

Val	Char	Cost	Roll	Notes
0	STR	-10	9-	Lift 25 kg; 0d6 [1]
17	DEX	21	12-	OCV: 6/DCV: 6
10	CON	0	11-	
8	BODY	-4	11-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
13	PRE	3	12-	PRE Attack: 2½d6
6	COM	-2	10-	
				Total: 4 PD (2 rPD)
				Total: 4 ED (2 rED)
				Phases: 3, 6, 9, 12
4	PD	4		
4	ED	2		
4	SPD	13		
4	REC	4		
20	END	0		
20	STUN	7		
				Total Characteristics Cost: 26

Movement: Running: 4"/8"
Leaping: 0"/0"

Cost	Powers	END
10	<i>Front Head:</i> HKA ½d6 (½d6 with STR)	1
33	<i>Front Head Venom:</i> Drain CON 3d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1), Personal Immunity (+¼); 4 Charges (-1), HKA Must Do BODY (-½), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), Gradual Effect (15 Minutes; 1d6/5 Minutes; -¾) plus RKA 2d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1), Personal Immunity (+¼); No Range (-½), 4 Charges (-1), HKA Must Do BODY (-½), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), Gradual Effect (10 Minutes; 1d6/5 minutes; -¾), Linked (-½)	[4]

43	<i>Rear Head And Venom:</i> As Front Head and Front Head Venom	
2	<i>Scaly Skin:</i> Damage Resistance (2 PD/2 ED)	0
-4	<i>Slow:</i> Running -2"	
6	<i>Serpentine Senses:</i> +2 PER with all Sense Groups	0

Skills

10	<i>Hard To Hit:</i> +2 DCV
6	Concealment 14-; Self Only (-½)
7	Stealth 14-

Total Powers & Skills Cost: 113

Total Cost: 139

75+ Disadvantages

15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
15	Physical Limitation: Cold-Blooded (Frequently, Greatly Impairing)
5	Physical Limitation: Small (1m; +3" KB) (Infrequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
14	Experience Points

Total Disadvantage Points: 139

Description: An amphisbaena is a meter-long serpent with a second head at the tail end of its body. In combat it curls up so that it may strike with either head, often using both for a multiple-Power attack on a single target.

GIANT SNAKE

Val	Char	Cost	Roll	Notes
35	STR	25	16-	Lift 3,200 kg; 7d6 [3]
14	DEX	12	12-	OCV: 5/DCV: 5
25	CON	30	14-	
20	BODY	20	13-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
25	PRE	15	14-	PRE Attack: 5d6
8	COM	-1	11-	
				Total: 12 PD (6 rPD)
				Total: 8 ED (6 rED)
				Phases: 4, 8, 12
12	PD	5		
8	ED	3		
3	SPD	6		
12	REC	0		
50	END	0		
51	STUN	0		
				Total Characteristics Cost: 103 (+34 with NCM)

Movement: Running: 15"/30"
Leaping: 0"/0"
Swimming: 10"/20"

Cost	Powers	END
15	<i>Bite:</i> HKA 1d6 (2d6 with STR)	1
6	<i>Scaly Skin:</i> Damage Resistance (6 PD/6 ED)	0
18	<i>Heavy:</i> Knockback Resistance -9"	0
18	<i>Long Body:</i> Running +9" (15" total)	2
8	<i>Long Body:</i> Swimming +8" (10" total)	1

Skills

- 3 Concealment 12-; Self Only (-½)
- 3 Stealth 12-

Total Powers & Skills Cost: 71

Total Cost: 174

75+ Disadvantages

- 15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
- 15 Physical Limitation: Cold-Blooded (Frequently, Greatly Impairing)
- 10 Physical Limitation: Huge (16m tall; -6 DCV, +6 to PER Rolls to perceive) (Frequently, Slightly Impairing)
- 7 Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 37 Experience Points

Total Disadvantage Points: 174

OPTIONS

Cost Giant Constrictor

- +7 Coils: +15 STR; Only To Grab (-1) 1
- 6 +3 with Grab

Total cost: +13 points

Cost Giant Horned Snake

- 15 Horns: HKA 1d6 (2d6 with STR) 1

Total cost: +15 points

Cost Giant Venomous Snake

- 121 *Venomous Bite*: Drain CON 5d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1), Personal Immunity (+¼); 4 Charges (-1), Bite Must Do BODY (-½), Extra Time (onset time begins 1 Segment after victim is bitten; -½), Gradual Effect (5 Segments; 1d6/1 Segment; -¼), Linked (to RKA; -½) **plus** RKA 6d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1), Personal Immunity (+¼); No Range (-½), 4 Charges (-1), Bite Must Do BODY (-½), Extra Time (onset time begins 1 Segment after victim is bitten; -½), Gradual Effect (6 Segments; 1d6/1 Segment; -¼) [4]

- 9 +3 DEX

- 10 +1 SPD

Total cost: +140 points

Cost Giant Winged Snake

- 17 *Bat-Wings*: Flight 13"; Restrainable (-½) 3
- 4 +2 with Flight

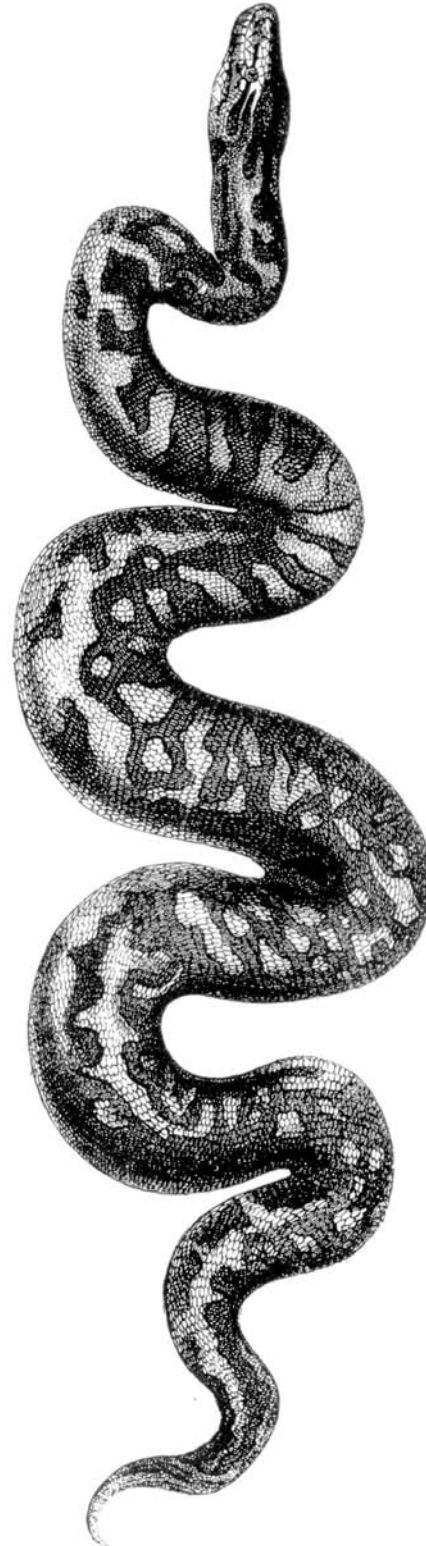
Total cost: +21 points

Cost Giant Wise Snake

- 2 +2 INT (10 INT total)
- 20 +10 EGO (15 EGO total)
- 3 Language: English (or whatever the campaign's default language is; add Literate if necessary)

Total cost: +25 points

Description: This character sheet represents a basic giant serpent. Add the constrictor, venomous, or other packages to it to customize it.



Sphinx

SPHINX

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
14	BODY	8	12-	
18	INT	8	13-	PER Roll 13-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
14	COM	2	12-	
				Total: 10 PD (2 rPD)
10	PD	6		Total: 10 ED (2 rED)
10	ED	6		Phases: 3, 6, 9, 12
4	SPD	10		
8	REC	0		
40	END	0		
40	STUN	6		Total Characteristics Cost: 126 (+6 with NCM)

Movement:	Running:	11"/22"
	Leaping:	4"/8"
	Flight:	15"/30"

Cost	Powers	END
16	<i>Claws:</i> HKA 1d6+1 (2½d6 with STR); Reduced Penetration (-¼)	2
2	<i>Tough Skin:</i> Damage Resistance (2 PD/2 ED)	0
6	<i>Heavy:</i> Knockback Resistance -3"	0
20	<i>Wings:</i> Flight 15"; Restrainable (-½)	3
4	<i>Long Legs:</i> Running +5" (11" total); Increased Endurance Cost (x4 END; -1½)	4
9	<i>Sphinx's Senses:</i> +3 PER with all Sense Groups	0
5	<i>Sphinx's Nose:</i> Tracking for Normal Smell	0

Skills

10	+2 Hand-To-Hand
3	KS: History 13-
6	KS: Riddles 16-

Total Powers & Skills Cost: 81
Total Cost: 207

75+ Disadvantages

5	Physical Limitation: Large (4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
10	Psychological Limitation: Likes To Challenge/Toy With Human Prey (Common, Moderate)
102	Experience Points

Total Disadvantage Points: 207

OPTIONS

Cost Magic Powers

30	30 points' worth of spells (alternately, give the sphinx a small Variable Power Pool)
15	Power: Magic 19-
Total cost: +45 points	

Cost Criosphinx (Ram-Headed Sphinx)

6	<i>Horns:</i> HA +3d6; Hand-To-Hand Attack (-½), Only With Move Through (-1)	1
Total cost: +6 points		

Cost Hieracosphinx (Falcon-Headed Sphinx)

20	<i>Beak:</i> HKA 1d6+1 (2½d6 with STR)	2
Total cost: +20 points		

Ecology: Sphinxes inhabit temperate regions, favoring wilderness and wasteland. However, they primarily eat humans, and so must remain close enough to a town, road, or other place of men to keep their appetites satisfied. Some build lairs in isolated places and then fly in search of food.

Personality/Motivation: Sphinxes are crafty and cruel. They enjoy taunting and toying with their human prey when they can. A favorite game is to ask a human a riddle, promising not to eat him if he can answer it. Whether the sphinx actually keeps its promise depends on its individual personality and mood.

Powers/Tactics: Sphinxes prefer not to fight creatures they cannot obviously defeat and slay (such as the average human). If they cannot avoid a confrontation, they use their claws. A few sphinxes are said to possess mighty powers of magic, useful not only in combat but other situations as well.

Campaign Use: Sphinxes come in many varieties. The *criosphinx* has a ram's head; the *hieracosphinx* the head of a falcon. You can easily create other sphinxes by mixing and matching appropriate animal parts.

Appearance: The sphinx has the head and breasts of a woman, body of a lion, and wings of an eagle. If it has the head and chest of a man, it's known as an *androsphinx* instead.



Treeman

TREEMAN

Val	Char	Cost	Roll	Notes
45	STR	35	18-	Lift 12.5 tons; 9d6 [4]
12	DEX	6	11-	OCV: 4/DCV: 4
30	CON	40	15-	
22	BODY	24	13-	
10	INT	0	11-	PER Roll 11-
12	EGO	4	11-	ECV: 4
25	PRE	15	14-	PRE Attack: 5d6
8	COM	-1	11-	
14	PD	5		Total: 20 PD (6 rPD)
8	ED	2		Total: 12 ED (4 rED)
3	SPD	8		Phases: 4, 8, 12
15	REC	0		
60	END	0		
60	STUN	0		
Total Characteristics Cost: 138 (+75 with NCM)				

Movement: Running: 18"/36"
Leaping: 0"/0"

Cost	Powers	END
10	<i>Strength Of The Roots:</i> HA +3d6; Hand-To-Hand Attack (-½)	1
43	<i>Reach:</i> Stretching 10", Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)	0
15	<i>Tough Bark:</i> Armor (6 PD/4 ED)	0
18	<i>Heavy:</i> Knockback Resistance -9"	0
3	<i>Long-Lived:</i> Life Support (Longevity: 800-year lifespan)	0
24	<i>Long Stride:</i> Running +12"	2
5	<i>Treeman Senses:</i> Nightvision	0
19	<i>Weathersense:</i> Detect Weather 13-, Discriminatory, Range, Sense	0

Skills

6	Concealment 16-; Self Only (-½), Only In Forests (-½)
7	AK: Home Forest 16-
7	SS: Dendrology 16-
2	Stealth 11-; Only In Forests (-½)

Total Powers & Skills Cost: 159
Total Cost: 297

75+ Disadvantages

10	Physical Limitation: Huge (16m tall; -6 DCV, +6 to PER Rolls to perceive) (Frequently, Slightly Impairing)
9	Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
20	Psychological Limitation: Protects Trees And Forests (Common, Total)
15	Psychological Limitation: Fear Of Fire (Common, Strong)
20	Vulnerability: 2 x STUN from Fire (Common)

20 Vulnerability: 2 x BODY from Fire (Common)
128 Experience Points

Total Disadvantage Points: 297

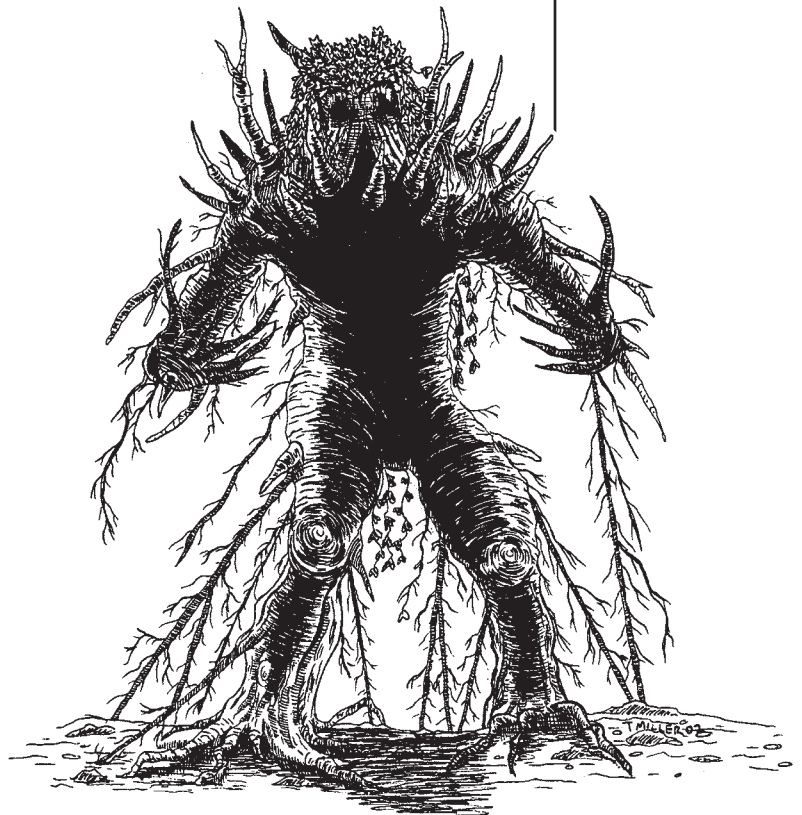
Ecology: Treemen reside in large, thick forests. They derive nourishment from the same sources as ordinary trees: soil, sunlight, water. They do not mate, but occasionally a treeman plants a shoot from his body that grows into another treeman.

Personality/Motivation: Treemen guard trees and forests, preventing the wanton chopping of trees, forest fires, and other threats from destroying their charges. Anyone who harms any part of a treeman's forest without the treeman's permission incurs the treeman's wrath.

Powers/Tactics: Treemen fight by punching with their gnarled wooden fists. The long reach of their arms allows them to keep an opponent at a distance and strike him without suffering counterattack. Although normally courageous, treemen often flee from fire, which causes them significant harm.

Campaign Use: You can easily adapt this character sheet to create larger (or smaller) treemen, or to add other tree-related abilities. For example, some treemen may have Extra Limbs (lots of branches they can fight with), the ability to spit sticky sap (Entangle), or the power to cause their roots (or the roots of other plants) to grow quickly and snare someone (also an Entangle).

Appearance: Treemen look like ordinary trees... until they uproot themselves and start to walk around! Their faces look like features of their bark until they open their mouths and eyes.



THE UNDEAD

The undead — remains of humans who have returned to “life” in a horrifying mockery of their former state — occur frequently in adventure literature, and thus in gaming as well. From simple skeletons and zombies, to fiendish vampires and wraiths, they are a powerful force for evil and destruction. Whether they arise from malign influences, or are created by a necromancer, they hunger for human life.

Many undead are built as Automatons, or have Automaton abilities. This represents their mindless nature and resilient physical form. Automaton undead typically have a Physical Limitation, *Affected By Necromancy*, to reflect the fact that they are susceptible to necromancy spells involving EGO or Presence Attacks, even though Automatons normally have immunity to such things.

Some undead, although not Automatons, have Automaton abilities like *No Hit Locations* to reflect their unliving nature.

GHOST

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
10	CON	0	11-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
18	EGO	16	13-	ECV: 6
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
5	PD	3		Total: 5 PD (0 rPD)
5	ED	3		Total: 5 ED (0 rED)
3	SPD	2		Phases: 4, 8, 12
4	REC	0		
20	END	0		
20	STUN	0		Total Characteristics Cost: 57

Movement:	Running:	6”/12”
	Leaping:	0”/0”
	Flight:	8”/16”

Cost	Powers	END
25	<i>Ghost Powers:</i> Elemental Control, 50-point powers	
45	1) <i>Chilling Touch:</i> Drain STUN 2d6, Affects Physical World (+2), Reduced Endurance (0 END; +½)	0
27	2) <i>Psychokinesis:</i> Telekinesis (10 STR), Affects Physical World (+2), Reduced Endurance (0 END; +½)	0
35	3) <i>Fading:</i> Invisibility to Sight, Hearing, and Smell/Taste Groups, No Fringe, Reduced Endurance (0 END; +½)	0
60	<i>Ghostly Form:</i> Desolidification (affected by magic), Reduced Endurance (0 END; +½), Persistent (+½), Inherent (+¼); Always On (-½)	0
10	<i>Touch Of Fear:</i> +20 PRE; Only For Fear-Based Presence Attacks (-1)	0
47	<i>Undead Vitality:</i> Life Support: Total	

	(except for Diminished Eating; including Longevity: Immortality)	0
10	<i>Undead Form:</i> No Hit Locations	0
24	<i>Ghostwalking:</i> Flight 8”, Reduced Endurance (0 END; +½)	0
22	<i>Ghost Senses:</i> Spatial Awareness	0
17	<i>Hunger For Life:</i> Detect Life 11-, Range, Sense	0
6	<i>Undead Senses:</i> +4 PER with all Sense Groups; Only To Perceive Images Created By Means Other Than Necromancy (-1)	0

Skills

20	Various Skills possessed in life
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Total Powers & Skills Cost: 348

Total Cost: 405

75+ Disadvantages

0	Physical Limitation: Human Size
5	Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
20	Psychological Limitation: Hunger For Human Life or Must Complete Death-Task (Very Common, Strong)
305	Experience Points

Total Disadvantage Points: 405

OPTIONS

Cost	Optional Ghost Powers	END
60	<i>Possession:</i> Mind Control 12d6, Telepathic (+¼), Reduced Endurance (0 END; +½); Must Merge With Victim’s Body (-¾)	0
44	<i>Tableau Of Horror:</i> Sight and Hearing Group Images, -2 to PER Rolls, Increased Size (8” radius; +¾), Affects Solid World (+2), Reduced Endurance (0 END; +½); Only To Create Horrifying Images Or Images Of Ghost’s Last Actions (-1)	0
16	<i>Undead Mind:</i> Mental Defense (20 points total)	0

Ecology: Most ghosts inhabit the place or region where they died, though a few have the power to range freely over the world, bringing terror to whomever they encounter. Most feel a driving need to consume the life-force of living beings (by using their Chilling Touch and Presence Attack).

Personality/Motivation: Some ghosts exist only to cause fear in the living and consume their life-force. Others are tied to the place and circumstances of their death by the need to complete an important task they were working on when they died — delivering a message to a loved one, finishing a book or construction project, or something else of deep emotional significance. They try to show the living what it is they want done, and when someone performs the task, the ghost passes away to true death.

Powers/Tactics: Ghosts are incorporeal; only magic can affect them. But they can affect the world of the living with their touch and ability to inspire fear. A few ghosts have mightier powers still — spellcasting or other mystic abilities they possessed in life, and retain in death. They rely on their intangibility



and powers of invisibility to keep themselves safe from harm.

Campaign Use: Ghosts make excellent plot hooks: a group of PCs, upon encountering a ghost, takes up the task it died trying to complete (or finds one of its number possessed by the ghost), and has many adventures finishing it. If necessary, you can easily tailor ghosts to specific circumstances or groups, giving them whatever powers they need to make them challenging (or intriguing) antagonists.

Some ghosts, called *revenants*, have a special mission: they seek revenge on the person who murdered them. Unswerving in their quest for vengeance, they often care little for the harm they wreak on others, as long as they destroy their intended victim. A clever GM can spin many adventures around a revenant's activities.

Appearance: Ghosts typically look like hazy humans with their legs trailing off into vapor. Some display the marks of wounds or disease that killed them.

GHOUL

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
15	DEX	15	12-	OCV: 5/DCV: 5
13	CON	6	12-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
2	COM	-4	9-	
5	PD	3		Total: 5 PD (3 rPD)
4	ED	1		Total: 4 ED (1 rED)
3	SPD	5		Phases: 4, 8, 12
5	REC	0		
26	END	0		
25	STUN	3		Total Characteristics Cost: 34

Movement: Running: 6"/12"
 Leaping: 2"/4"
 Tunneling: 1"/2"

Cost	Powers	END
5	<i>Teeth:</i> HKA 1 point (½d6 with STR)	1
8	<i>Claws:</i> HKA ½d6 (1d6+1 with STR); Reduced Penetration (-¼)	0
2	<i>Undead Body:</i> Damage Resistance (3 PD/1 ED)	0
30	<i>Undead Body:</i> Physical Damage Reduction, Resistant, 50%	0
42	<i>Undead Vitality:</i> Life Support: Total (except for Diminished Eating)	0
5	<i>Digging:</i> Tunneling 1" through 1 DEF materials	1
6	<i>Ghoul's Nose:</i> +3 PER with Smell/ Taste Group	0
5	<i>Ghoul's Nose:</i> Tracking for Normal Smell	0

Skills

3	Concealment 11-
7	Stealth 14-

Total Powers & Skills Cost: 113

Total Cost: 147

75+ Disadvantages

0	Physical Limitation: Human Size
10	Vulnerability: 2 x Effect from the Presence Attacks of holy men (Uncommon)
62	Experience Points

Total Disadvantage Points: 147

Ecology: Ghouls have a ravenous hunger for human flesh and blood. Typically they dig up graves and break into crypts to feed on corpses, but they gladly eat fresh human meat if they can obtain it without great risk to themselves.

Personality/Motivation: Ghouls' personalities barely rise above those of animals; they think about little more than safety, shelter, and feeding. They do possess a devious, malicious cunning that serves them well for eluding or tricking foes.

Powers/Tactics: Ghouls prefer not to fight at all, but if they must, or if they feel they can defeat a victim



with numbers, they use their teeth and claws to rip a victim to shreds. More organized, intelligent groups of ghouls use Tactics and Teamwork to overwhelm their prey.

Campaign Use: Ghouls sometimes make tough opponents due to their resistance to physical damage. You can compensate for this by decreasing or removing their Damage Reduction. Alternately, if your PCs find ghouls easy opponents, make them stronger, tougher, and smarter.

Appearance: Ghouls typically look like desiccated human corpses with long, claw-like nails on their hands. Their heads often have a vaguely canine appearance, or prognathous jaws.

MUMMY

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
10	DEX	0	11-	OCV: 3/DCV: 3
10	CON	0	11-	
15	BODY	10	12-	
8	INT	-2	11-	PER Roll 11-
0	EGO	0	—	ECV: N/A
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
8 PD				Total: 8 PD (8 rPD)
4 ED				Total: 4 ED (4 rED)
2 SPD				Phases: 6, 12
10 REC				
0 END				
— STUN				
Total Characteristics Cost: 55 (+5 with NCM)				

Movement: Running: 4"/8"
Leaping: 1"/2"



Cost	Powers	END
15	<i>Mighty Fists:</i> HA +3d6, Reduced Endurance (0 END; +½); Hand-To-Hand Attack (-½)	0
4	<i>Strangling Grip:</i> Choke Hold (Grab One Limb, 2d6 NND(2))	0
12	<i>Untiring Body:</i> Reduced Endurance (0 END; +½) for STR	0
15	<i>Mummy's Body:</i> Does Not Bleed	0
10	<i>Mummy's Body:</i> No Hit Locations	0
45	<i>Mummy's Body:</i> Takes No STUN	0
90	<i>Undead Body:</i> Energy Damage Reduction, Resistant, 75%; Does Not Work Against Magic Or Fire (-1)	0
30	<i>Undead Body:</i> Physical Damage Reduction, Resistant, 25%; Does Not Work Against Magic (-½)	0
4	<i>Undead Body:</i> +2 PD; Only Protects Against Crushing Or Piercing Attacks (-½)	0
3	<i>Undead Body:</i> +2 PD; Only Protects Against Piercing Attacks (-1)	0
24	<i>Undead Body:</i> Damage Resistance (12 PD/4 ED)	0
50	<i>Undead Vitality:</i> Life Support: Total (including Longevity: Immortality)	0
4	<i>Tireless:</i> Reduced End (0 END; +½) on Running	0
1	<i>Tireless:</i> Reduced End (0 END; +½) on Leaping	0
1	<i>Tireless:</i> Reduced End (0 END; +½) on Swimming	0
-4	<i>Slow:</i> Running -2"	
6	<i>Undead Senses:</i> +4 PER with all Senses; Only To Perceive Images Created By Means Other Than Necromancy (-1)	0

Skills

- 15 +3 Hand-To-Hand
- 3 Climbing 11-
- 1 Language (GM's choice)
- 9 Stealth 14-
- 2 WF: Common Melee Weapons

Total Powers & Skills Cost: 340

Total Cost: 395

75+ Disadvantages

- 10 Physical Limitation: Affected By Necromancy (has EGO 20 for purposes of necromancy spells, and can be affected by necromancy-based Presence Attacks) (Infrequently, Greatly Impairing)
- 0 Physical Limitation: Human Size
- 15 Physical Limitation: Machine Intelligence (Frequently, Greatly Impairing)
- 5 Physical Limitation: Reduced Leap, can only leap 1" (Infrequently, Slightly Impairing)
- 20 Vulnerability: 2 x BODY from Fire (Common)
- 270 Experience Points

Total Disadvantage Points: 395

OPTIONS

Cost	Optional Mummy Powers	
40	<i>Curse Fulfillment</i> : Detect Tomb-Robber 16-, Range, Sense, Targeting, Telescopic (+10 versus Range Modifier), Tracking	0
105	<i>Curse Of The Mummy's Touch</i> : Drain BODY 3d6, Delayed Return Rate (points fade at the rate of 5 per Month; +2), Reduced Endurance (0 END; +½)	0
39	<i>Wall-Smashing</i> : Tunneling 1" through 8 DEF material, Reduced Endurance (0 END; +½)	0

Ecology: Certain cultures preserve their dead by removing most of the organs from the body, replacing them with herbs, flowers, and precious substances, anointing the body with preservative oils and salts, and then wrapping the body in linen bandages before placing it in a crypt or tomb (and usually in a sarcophagus as well). If the person returns to life as one of the undead, it becomes a mummy.

Most mummies arise for specific reasons: either a necromancer animates them; or powerful magic spells placed on them after their death cause them to rise up and seek vengeance on those who desecrate or rob their tombs. Occasionally, a mummified corpse comes back to life of its own accord, perhaps (in revenant-like fashion) to avenge itself on its killers or tormentors.

Personality/Motivation: Mummies have no personalities. They simply follow the orders given them by their creators. When they have fulfilled these commands, they return to their sarcophagi.

Powers/Tactics: Mummies use their tremendous strength in battle to smash and strangle, attacking tirelessly until they slay their target. They can also wield weapons.

Campaign Use: Mummies are strong opponents with plenty of story hooks. The PCs might find themselves pursued by one after robbing a tomb (if necessary, be sure to increase the mummy's abilities so it presents a threat to the entire group), or receive a request for help from some scholar with a mummy on his trail. A semi-intelligent mummy might even seek the PCs' aid to accomplish whatever goal it came back to life to achieve.

Appearance: Mummies are shambling human corpses entwined with linen bandages. Often the bandages begin to come loose, showing the desiccated brown flesh beneath.

SKELETON

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
12	DEX	6	11-	OCV: 4/DCV: 4
10	CON	0	11-	
10	BODY	0	11-	
5	INT	-5	10-	PER Roll 10-
0	EGO	0	—	ECV: N/A
13	PRE	3	12-	PRE Attack: 2½d6
6	COM	-2	10-	
2	PD	3		Total: 2 PD (2 rPD)
2	ED	3		Total: 2 ED (2 rED)
2	SPD	0		Phases: 6, 12
5	REC	0		
0	END	-10		
—	STUN	—		Total Characteristics Cost: 3

Movement: Running: 6"/12"
Leaping: 1"/2"

Cost	Powers	END
7	<i>Untiring Body</i> : Reduced Endurance (0 END; +½) for STR	0
15	<i>Skeleton's Body</i> : Does Not Bleed	0
10	<i>Skeleton's Body</i> : No Hit Locations	0
45	<i>Skeleton's Body</i> : Takes No STUN	0
4	<i>Undead Body</i> : +2 PD; Only Protects Against Slashing Or Piercing Attacks (-½)	0
3	<i>Undead Body</i> : +2 PD; Only Protects Against Piercing Attacks (-1)	0
12	<i>Undead Body</i> : Damage Resistance (6 PD/2 ED)	0
50	<i>Undead Vitality</i> : Life Support: Total (including Longevity: Immortality)	0
6	<i>Tireless</i> : Reduced End (0 END; +½) on Running	0
1	<i>Tireless</i> : Reduced End (0 END; +½) on Leaping	0
1	<i>Tireless</i> : Reduced End (0 END; +½) on Swimming	0
5	<i>See Life</i> : Infrared Perception (Sight Group)	0
6	<i>Undead Senses</i> : +4 PER with all Senses; Only To Perceive Images Created By Means Other Than Necromancy (-1)	0

Skills

3	Climbing 11-
1	Language (GM's choice)
3	Stealth 11-
4	WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 176

Total Cost: 179

75+ Disadvantages

10	Physical Limitation: Affected By Necromancy (has EGO 10 for purposes of necromancy spells, and can be affected by necromancy-based Presence Attacks) (Infrequently, Greatly Impairing)
0	Physical Limitation: Human Size
15	Physical Limitation: Machine Intelligence (Frequently, Greatly Impairing)

- 5 Physical Limitation: Reduced Leap, can only leap 1" (Infrequently, Slightly Impairing)
 30 Vulnerability: 2 x BODY from Blunt Weapons (Very Common)
 44 Experience Points

Total Disadvantage Points: 179

OPTIONS

Cost Optional Skeleton Powers

- 12 *Fingerbones Like Claws*: HKA ½d6 (1d6+1 with STR), Reduced Endurance (0 END; +½); Reduced Penetration (-¼) 0
 17 *Hunger For Life*: Detect Life 10-, Range, Sense 0

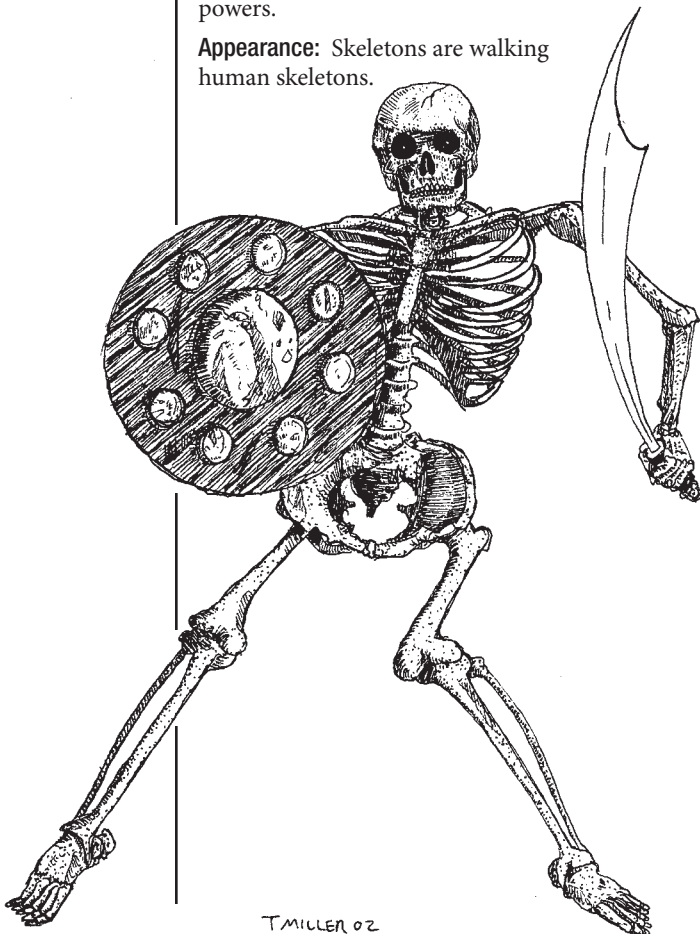
Ecology: Skeletons are the bones of the dead, re-animated through necromantic magics.

Personality/Motivation: Skeletons have no personalities. They simply follow the orders given them by their creators.

Powers/Tactics: In battle, skeletons wield weapons (typically swords), though they can use their bony fists if they must. They never flee (except when exposed to certain necromantic or holy powers); they fight until victorious or destroyed.

Campaign Use: Skeletons are a basic, low-powered foe in many *Fantasy Hero* games. If you want to improve them for use against more powerful PCs, you can increase their STR and other Characteristics, make them larger (the skeletons of giants and the like), or give them eerie necromantic powers.

Appearance: Skeletons are walking human skeletons.



Vampire

Ecology: Vampires are a powerful form of undead. Necromancers create some with spells, but most are “born” when an existing vampire drains a victim’s blood and then forces the victim to drink some of the vampire’s own blood. That creates a “lesser vampire,” without the ability to sire progeny of its own. Lesser vampires become greater vampires by acquiring power and experience on their own, or sometimes upon the death of their sire.

Vampires survive by drinking the blood of the living. Typically they need at least one adult human’s worth of blood per week (more when they’re younger, less when they’re older), though they can substitute less tasty animal blood if they must.

Personality/Motivation: Vampires are thoroughly wicked. They exist only to satisfy their perverse and deadly appetites, and gladly toy with humans and meddle in human affairs purely for the joy of causing misery, despair, and havoc. But each vampire is an individual, with his own approach to evil; a few are even said to be kindhearted and gentle instead.

Powers/Tactics: Vampires possess a plethora of powers and abilities, making them the ideal predator. Most obvious are their fangs and claws, backed by their immense strength, but they possess many other weapons as well. For one, they have hypnotic gazes, which they use to render prey helpless so they can feed. For another, they can assume three forms — bat, wolf, and mist — and use them to approach by stealth or escape a dangerous foe. Third, they can summon and control wolves, bats, and rats to aid them. Fourth, they can only be slain if run through the heart with a wooden stake, or if their bodies are utterly destroyed; otherwise they soon return from the dead again.

But vampires have a number of severe weaknesses. First, they suffer horrendous burns if they touch, or are touched by, holy objects or places. Second, sunlight burns and destroys them; each day they must sleep in a coffin filled with earth from their grave (or, in the case of more powerful vampires, anywhere out of the sunlight). Third, they cannot cross running water (except via a bridge), and take extra damage from water-based attacks. Fourth, they cannot enter a dwelling unless invited in by someone inside. Fifth, garlic repels them.

Campaign Use: These vampires represent the stereotypical European vampire as depicted in countless movies, novels, television shows, and comic books. However, vampires and vampire-like monsters exist all over the world, with a bewildering variety of powers, weaknesses, and customs. In Europe alone, dozens of variations exist! With a little research, you can find ways to customize or adapt these character sheets to create many different types of monsters.

Appearance: Vampires look like normal human beings, with pale skin and dark hair. Some dress at the height of fashion; others favor a punk or goth look. Only when they allow their fangs and claws to grow is it obvious they’re not human. Some, mostly lesser vampires, have a bestial or quasi-bestial look at all times.

LESSER VAMPIRE

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
18	DEX	24	13-	OCV: 6/DCV: 6
15	CON	10	12-	
12	BODY	4	11-	
13	INT	3	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
8	PD	3		Total: 8 PD (3 rPD)
4	ED	1		Total: 4 ED (1 rED)
4	SPD	12		Phases: 3, 6, 9, 12
8	REC	0		
30	END	0		
33	STUN	0		
Total Characteristics Cost: 85 (+5 with NCM)				

Movement: Running: 7"/14"
Leaping: 5"/10"

Cost	Powers	END
7	<i>Fangs:</i> HKA 1 point (½d6 with STR), Penetrating (+½)	1
33	<i>Drink Blood:</i> RKA 1d6, NND (defense is not having blood or protective skin or equipment too thick to bite through; +1), Does BODY (+1), Continuous (+1), Reduced Endurance (0 END; +½); No Range (-½), Fangs Must Do BODY First (-½)	0
10	<i>Claws:</i> HKA ½d6 (1d6+1 with STR)	1
47	<i>Hypnotic Gaze:</i> Mind Control 8d6, Telepathic (+¼), Reduced Endurance (0 END; +½); Eye Contact Required (-½)	0
60	<i>Undead Body:</i> Physical and Energy Damage Reduction, Resistant, 50%	0
2	<i>Undead Body:</i> Damage Resistance (3 PD/1 ED)	0
21	<i>Hard To Slay:</i> Healing 3d6 (Regeneration; 3 BODY per Day), Resurrection (others can stop resurrection by burning the body, driving a stake through the vampire's heart, or cutting off its head and filling its mouth with holy wafers), Reduced Endurance (0 END; +½), Persistent (+½); Self Only (-½), Extra Time + Increased Time Increment (3 BODY/Day; -2¾), Resurrection Only (-½)	0
47	<i>Undead Vitality:</i> Life Support: Total (except Diminished Eating; including Longevity: Immortality)	0
2	<i>Swift:</i> Running +1" (7" total)	1
5	<i>Vampire's Eyes:</i> Nightvision	0
27	<i>Mist Form:</i> Desolidification (affected by wind, heat, or cold); Cannot Pass Through Solid Objects (-½)	4
30	<i>Wolf and Bat Forms:</i> Multiform (assume 125-point wolf or bat form)	0

Skills

5	+1 Hand-To-Hand
20	Skills and Talents (abilities and interests in life)
3	Climbing 13-
3	Concealment 12-
5	Stealth 14-

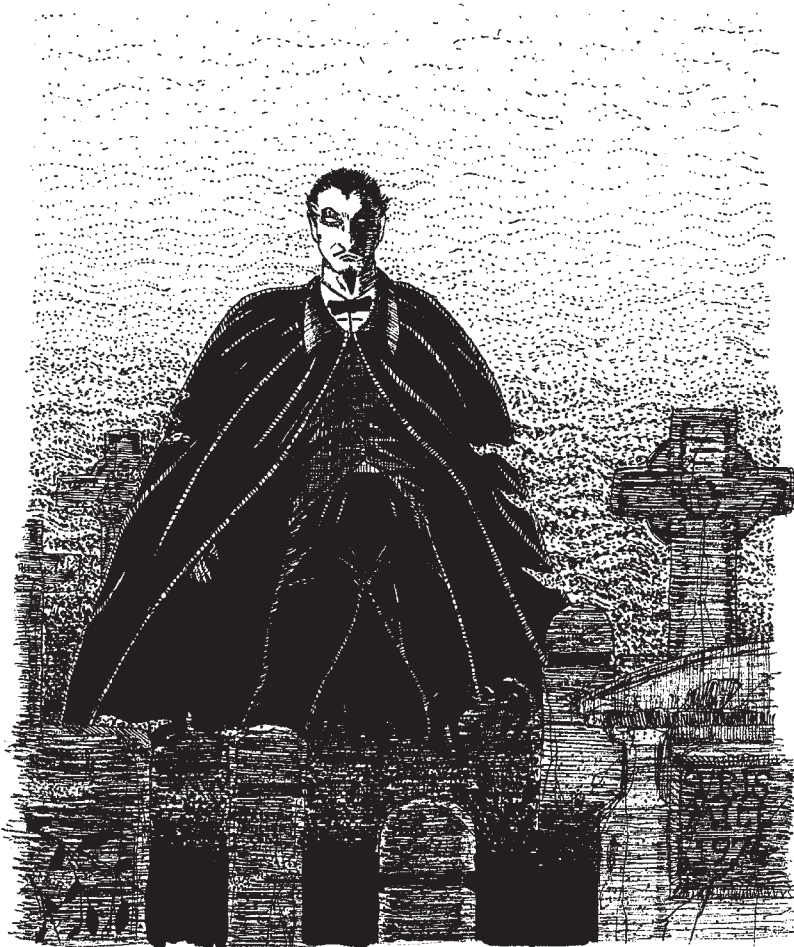
Total Powers & Skills Cost: 327

Total Cost: 412

75+ Disadvantages

5	Dependence: must sleep each night in a coffin containing earth from its gravesite (or any cemetery, if inapplicable) or suffer Weakness (Uncommon, Difficult to obtain)
20	Distinctive Features: No Reflection (Not Concealable; Causes Major Reaction)
20	Enraged: at the sight or smell of blood (Common), go 11-, recover 11-
0	Physical Limitation: Human Size
20	Psychological Limitation: Cannot Enter A Dwelling Without Invitation (Common, Total)
20	Psychological Limitation: Aversion To Garlic (Common, Total)
15	Psychological Limitation: Must Obey Sire's Orders (Common, Strong)
15	Psychological Limitation: Will Only Cross Running Water Via Bridges (Uncommon, Total)
10	Psychological Limitation: Considers Humanity Cattle (Common, Moderate)
25	Susceptibility: to holy objects and places, takes 2d6 per Phase is in contact with them (Common)
35	Susceptibility: to direct sunlight, takes 2d6 per Segment (Very Common)
10	Vulnerability: 2 x STUN from Water Attacks (Uncommon)
10	Vulnerability: 2 x BODY from Water Attacks (Uncommon)
132	Experience Points

Total Disadvantage Points: 412



GREATER VAMPIRE

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]
24	DEX	42	14-	OCV: 8/DCV: 8
20	CON	20	13-	
18	BODY	16	13-	
20	INT	10	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
25	PRE	15	14-	PRE Attack: 5d6
12	COM	1	11-	
				Total: 12 PD (4 rPD)
6	ED	2		Total: 6 ED (2 rED)
5	SPD	16		Phases: 3, 5, 8, 10, 12
10	REC	0		
40	END	0		
50	STUN	7		Total Characteristics Cost: 175 (+41 with NCM)

Movement: Running: 9"/18"
Leaping: 6"/12"

Cost Powers

7	<i>Fangs:</i> HKA 1 point (½d6 with STR), Penetrating (+½)	1
33	<i>Drink Blood:</i> RKA 1d6, NND (defense is not having blood or protective skin or equipment too thick to bite through; +1), Does BODY (+1), Continuous (+1), Reduced Endurance (0 END; +½); No Range (-½), Fangs Must Do BODY	

END

	First (-½)	0
64	<i>Create Vampire:</i> Major Transform 10d6 (humans into lesser vampires, heals back through special exorcisms and holy rituals), Reduced Endurance (0 END; +½); No Range (-½), Must Drain All But 1 BODY Of Victim's Blood With Drink Blood, Then Have Him Drink ½d6 BODY's Worth Of Vampire's Blood (-1), All Or Nothing (-½), Limited Target (humans; -½)	0
10	<i>Claws:</i> HKA ½d6 (1d6+1 with STR)	1
70	<i>Hypnotic Gaze:</i> Mind Control 12d6, Telepathic (+¼), Reduced Endurance (0 END; +½); Eye Contact Required (-½)	0
60	<i>Undead Body:</i> Physical and Energy Damage Reduction, Resistant, 50%	0
3	<i>Undead Body:</i> Damage Resistance (4 PD/2 ED)	0
21	<i>Hard To Slay:</i> Healing 3d6 (Regeneration; 3 BODY per Day), Resurrection (others can stop resurrection by burning the body, driving a stake through the vampire's heart, or cutting off its head and filling its mouth with holy wafers), Reduced Endurance (0 END; +½), Persistent (+½); Self Only (-½), Extra Time + Increased Time Increment (3 BODY/Day; -2¾), Resurrection Only (-½)	0
47	<i>Undead Vitality:</i> Life Support: Total (except Diminished Eating; including Longevity: Immortality)	0
6	<i>Swift:</i> Running +3" (9" total)	1
6	<i>Vampire's Senses:</i> +2 PER with all Sense Groups	0
5	<i>Vampire's Eyes:</i> Nightvision	0
27	<i>Mist Form:</i> Desolidification (affected by wind, heat, or cold); Cannot Pass Through Solid Objects (-½)	4
35	<i>Wolf and Bat Forms:</i> Multiform (assume 150-point wolf or bat form)	0
52	<i>Call Dark Creatures:</i> Summon up to 16 90-point wolves, rats, or bats, Expanded Class (+¼), Slavishly Devoted (+1), Reduced Endurance (0 END; +½); Arrive Under Own Power (-½), Summoned Being Must Inhabit Locale (-½)	0

Skills

15	+3 Hand-To-Hand
40	Skills and Talents (abilities and interests in life, or learned since undeath)
7	Climbing 16-
3	Concealment 13-
3	Seduction 14-
7	Stealth 16-

Total Powers & Skills Cost: 521**Total Cost: 696****75+ Disadvantages**

20	Distinctive Features: No Reflection (Not Concealable; Causes Major Reaction)
0	Physical Limitation: Human Size
20	Psychological Limitation: Cannot Enter

- A Dwelling Without Invitation (Common, Total)
- 20 Psychological Limitation: Aversion To Garlic (Common, Total)
- 15 Psychological Limitation: Will Only Cross Running Water Via Bridges (Uncommon, Total)
- 10 Psychological Limitation: Considers Humanity Cattle (Common, Moderate)
- 25 Susceptibility: to holy objects and places, takes 2d6 per Phase is in contact with them (Common)
- 35 Susceptibility: to direct sunlight, takes 2d6 per Segment (Very Common)
- 10 Vulnerability: 2 x STUN from Water Attacks (Uncommon)
- 10 Vulnerability: 2 x BODY from Water Attacks (Uncommon)
- 456 Experience Points

Total Disadvantage Points: 696

ZOMBIE

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
10	DEX	0	11-	OCV: 3/DCV: 3
10	CON	0	11-	
10	BODY	0	11-	
5	INT	-5	10-	PER Roll 10-
0	EGO	0	—	ECV: N/A
13	PRE	3	12-	PRE Attack: 2½d6
6	COM	-2	10-	
4	PD	9		Total: 4 PD (4 rPD)
2	ED	3		Total: 2 ED (2 rED)
2	SPD	0		Phases: 6, 12
6	REC	0		
0	END	-10		
—	STUN	—		Total Characteristics Cost: 8

Movement: Running: 2"/4"
Leaping: 1"/2"

Cost	Powers	END
10	<i>Untiring Body:</i> Reduced Endurance (0 END; +½) for STR	0
15	<i>Zombie's Body:</i> Does Not Bleed	0
10	<i>Zombie's Body:</i> No Hit Locations	0
45	<i>Zombie's Body:</i> Takes No STUN	0
4	<i>Undead Body:</i> +2 PD; Only Protects Against Slashing Or Piercing Attacks (-½)	0
3	<i>Undead Body:</i> +2 PD; Only Protects Against Piercing Attacks (-1)	0
15	<i>Undead Body:</i> Damage Resistance (8 PD/2 ED)	0
50	<i>Undead Vitality:</i> Life Support: Total (including Longevity: Immortality)	0
-8	<i>Slow:</i> Running -4"	
2	<i>Tireless:</i> Reduced End (0 END; +½) on Running	0
1	<i>Tireless:</i> Reduced End (0 END; +½) on Leaping	0
1	<i>Tireless:</i> Reduced End (0 END; +½) on Swimming	0

- 5 *See Life:* Infrared Perception (Sight Group) 0
- 6 *Undead Senses:* +4 PER with all Senses; Only To Perceive Images Created By Means Other Than Necromancy (-1) 0

Skills

- 3 Climbing 11-
- 1 Language (GM's choice)
- 3 Stealth 11-
- 4 WF: Common Melee Weapons, Common Missile Weapons

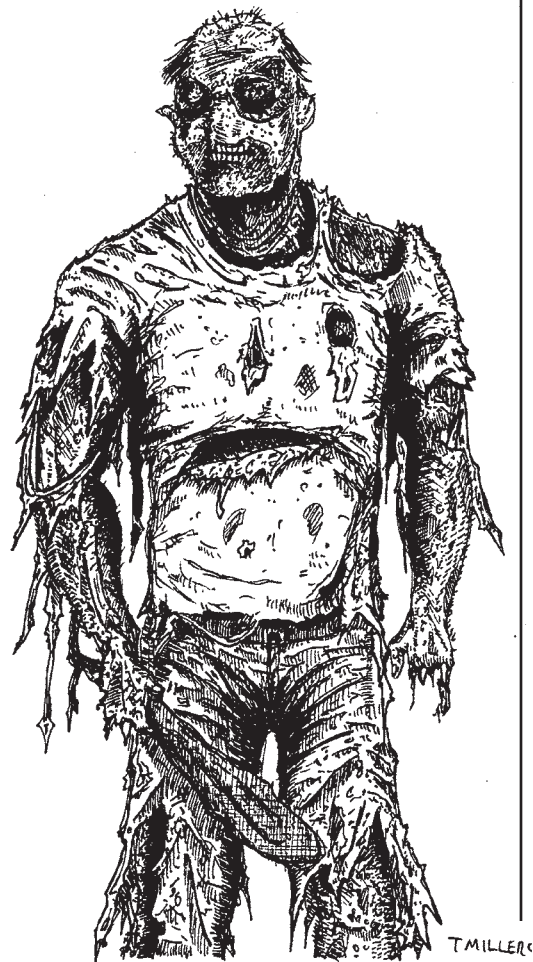
Total Powers & Skills Cost: 170

Total Cost: 178

75+ Disadvantages

- 10 Physical Limitation: Affected By Necromancy (has EGO 13 for purposes of necromancy spells, and can be affected by necromancy-based Presence Attacks) (Infrequently, Greatly Impairing)
- 0 Physical Limitation: Human Size
- 15 Physical Limitation: Machine Intelligence (Frequently, Greatly Impairing)
- 5 Physical Limitation: Reduced Leap, can only leap 1" (Infrequently, Slightly Impairing)
- 73 Experience Points

Total Disadvantage Points: 178



OPTIONS

Cost Optional Zombie Powers

5	<i>Teeth</i> : HKA 1 point (½d6 with STR)	1
8	<i>Claws</i> : HKA ½d6 (1d6+1 with STR); Reduced Penetration (-¼)	0
17	<i>Hunger For Life</i> : Detect Life 10-, Range, Sense	0

Ecology: Zombies are the corpses of the dead, re-animated through necromantic magics.

Although the zombie character sheet indicates Total Life Support (meaning the monster doesn't have to eat), some versions of zombies hunger for human brains.

Personality/Motivation: Zombies have no personalities. They simply follow the orders given them by their creators.

Powers/Tactics: In battle, zombies use their powerful fists, or wield weapons. They never flee; they fight until victorious or destroyed.

Campaign Use: Zombies are a basic, low-powered foe in many *Fantasy Hero* games, *Horror Hero* campaigns, and games featuring "weird" occult phenomena. If you want to improve them for use against more powerful PCs, you can increase their DEX and other Characteristics, make them larger (the bodies of giants and the like), or give them eerie necromantic powers.

Appearance: Zombies are walking human corpses in various stages of decay.



Unicorn

UNICORN

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]
20	DEX	30	13-	OCV: 7/DCV: 7
24	CON	28	14-	
20	BODY	20	13-	
12	INT	2	11-	PER Roll 11-
15	EGO	10	12-	ECV: 5
25	PRE	15	14-	PRE Attack: 5d6
18	COM	4	13-	
10	PD	4		Total: 10 PD (2 rPD)
8	ED	3		Total: 8 ED (2 rED)
4	SPD	10		Phases: 3, 6, 9, 12
11	REC	0		
48	END	0		
47	STUN	0		
Total Characteristics Cost: 146 (+35 with NCM)				

Movement: Running: 15"/30"
Leaping: 6"/12"

Cost	Powers	END
30	<i>Alicorn</i> : HKA 1d6+1 (2½d6 with STR), Armor Piercing (+½)	3
5	<i>Bite</i> : HKA 1 point (½d6 with STR)	1
10	<i>Kick/Rear</i> : HA +3d6; Hand-To-Hand Attack (-½)	1
2	<i>Tough Skin</i> : Damage Resistance (2 PD/2 ED)	0
8	<i>Heavy</i> : Knockback Resistance -4"	0
10	<i>Alicorn</i> : Life Support (Immunity: to all poisons)	0
18	<i>Horse's Legs</i> : Running +9" (15" total)	2
6	<i>Unicorn's Senses</i> : +2 PER with all Sense Groups	0

Skills

10	+2 Hand-To-Hand
2	Riding 14-; Complementary To Rider's Skill Only (-1)
3	Stealth 13-

Total Powers & Skills Cost: 104

Total Cost: 250

75+ Disadvantages

5	Physical Limitation: Large (4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipula- tion (Frequently, Greatly Impairing)
155	Experience Points

Total Disadvantage Points: 250

Ecology: Unicorns live in idyllic woodlands, faerie forests, beautiful meadows, and similar places. They prefer peace and quiet, and flee from the noisiness of men and monsters to gentler places when they can. They usually live alone, or in mated pairs, though some adventurers claim to have encoun-

tered entire herds of the beautiful creatures.

Personality/Motivation: Typically normal animal motivations, though the unicorn's intelligence and innately magical nature sometimes make it act differently. It may oppose evil powers or corrupting influences, or volunteer to act as a scout or steed for those who do.

Unlike most herbivores, the unicorn is strong-willed and fierce. It stands its ground and fights, rather than running from predators, though it's smart enough to know when it should flee (as it usually does from human hunters). Some legends describe the unicorn and the lion as fierce and bitter enemies.

Powers/Tactics: Unicorns fight primarily with their alicorns, or horns. Strong and needle-sharp, the alicorn inflicts terrible wounds and can easily penetrate plate armor. Unicorns can also rear, bite, and kick, just like ordinary horses.

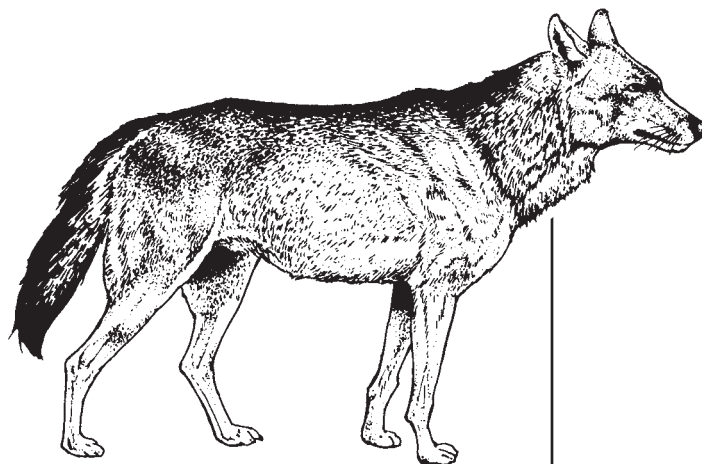
Its alicorn also grants a unicorn immunity to venoms. Supposedly, if the horn is taken from the animal, it retains this property, making it extremely valuable to those who fear poisoners.

Although many men have tried to capture a unicorn, either for use as a steed or to take its valuable horn, few have succeeded. The best known method by which to lure a unicorn is to send a beautiful human or elven maiden alone into the forest to sit in a clearing. Enchanted by her beauty, the unicorn will approach her, lay down, and place its head in her lap. While it relaxes, hunters can steal upon it and capture or slay it.

Campaign Use: Unicorns often represent a difficult to reach or unattainable goal. Participating in a unicorn hunt — or, perhaps, preventing one — may present an intriguing challenge for PCs that differs from the usual adventure.

Legends describe many different versions of unicorns which you can incorporate into your game for a change of pace. Some have forks at the tips of the horns, or the legs and body parts of other beasts. A few can speak the tongue of men, or elves.

Appearance: A unicorn is a large, beautiful horse, typically solid white but sometimes other colors, with a long, straight, curlicue horn projecting from its forehead. Its eyes clearly display its intelligence.



Wolf, Giant

GIANT WOLF

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
15	DEX	15	12-	OCV: 5/DCV: 5
20	CON	20	13-	
15	BODY	10	12-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
10	PD	5		Total: 10 PD (2 rPD)
6	ED	2		Total: 6 ED (2 rED)
3	SPD	5		Phases: 4, 8, 12
9	REC	0		
40	END	0		
38	STUN	0		Total Characteristics Cost: 69 (+9 with NCM)

Movement: Running: 11"/22"
Leaping: 5"/10"

Cost	Powers	END
12	<i>Bite:</i> HKA 1d6 (2d6 with STR); Reduced Penetration (-¼)	1
2	<i>Tough Skin:</i> Damage Resistance (2 PD/2 ED)	0
6	<i>Heavy:</i> Knockback Resistance -3"	0
10	<i>Swift:</i> Running +5" (11" total)	1
3	<i>Wolf's Senses:</i> +1 PER with all Sense Groups but Sight Group	0
5	<i>Wolf's Eyes:</i> Nightvision	0
6	<i>Wolf's Nose:</i> +3 PER with Smell/Taste Group	0
5	<i>Wolf's Nose:</i> Tracking for Normal Smell	0
6	<i>Wolf's Ears:</i> +3 PER with Hearing Group	0
3	<i>Wolf's Ears:</i> Ultrasonic Perception (Hearing Group)	0

Skills	
10	+2 Hand-To-Hand
3	Concealment 11-
3	Stealth 12-
3	Tactics 11-
3	Teamwork 12-

Total Powers & Skills Cost: 80

Total Cost: 149

75+ Disadvantages

- 15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
- 5 Physical Limitation: Large (4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
- 15 Physical Limitation: Poor Eyesight, suffers -2 to all Sight PER Rolls (Frequently, Greatly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 24 Experience Points

Total Disadvantage Points: 149

Ecology: Giant wolves live and hunt like ordinary wolves, but pursue larger prey (including humans).

Personality/Motivation: Normal animal motivations. Evil humanoids and wizards often employ giant wolves as mounts or guards, usually training them to have a touch of bestial malevolence.

Powers/Tactics: Giant wolves hunt in packs, like wolves of normal size.

Campaign Use: You can use this character sheet for larger than normal versions of other canines, such as hyenas.

Appearance: A grey-furred wolf, but twice as large as normal.

Worm, Giant

GIANT WORM

Val	Char	Cost	Roll	Notes
45	STR	35	18-	Lift 12.5 tons; 9d6 [4]
12	DEX	6	11-	OCV: 4/DCV: 4
50	CON	80	19-	
40	BODY	60	17-	
5	INT	-5	10-	PER Roll 10-
5	EGO	-10	10-	ECV: 2
35	PRE	25	16-	PRE Attack: 7d6
4	COM	-3	10-	
				Total: 28 PD (8 rPD)
				Total: 28 ED (8 rED)
				Phases: 4, 8, 12
19	REC	0		
100	END	0		
88	STUN	0		
				Total Characteristics Cost: 217 (+181 with NCM)

Movement: Running: 20"/40"
Leaping: 0"/0"
Tunneling: 10"/20"

Cost Powers

- 52 *Toothy Maw:* HKA 2d6 (3½d6 with STR), Area Of Effect (2" Radius; +¾) 5
- 10 *Tail Bash:* HA +3d6; Hand-To-Hand Attack (-½) 1
- 9 *Roar:* +20 PRE; Only For Fear-Based

- Presence Attacks (-1), Incantations (must roar; -¼) 0
- 24 *Tough Skin:* Armor (8 PD/8 ED) 0
- 30 *Heavy:* Knockback Resistance -15" 0
- 62 *Boring:* Tunneling 10" through 10 DEF material, Reduced Endurance (½ END; +¼) 2
- 28 *Slithering:* Running +14" (20" total) 3
- 38 *Sense Vibrations:* Detect Physical Vibrations 13- (Touch Group), Discriminatory, Analyze, Range, Targeting 0

Total Powers & Skills Cost: 253

Total Cost: 470

75+ Disadvantages

- 15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
- 15 Physical Limitation: Gargantuan (64m; -10 DCV, +10 to PER Rolls to perceive) (Frequently, Greatly Impairing)
- 15 Physical Limitation: Poor Eyesight, suffers -2 to all Sight PER Rolls (Frequently, Greatly Impairing)
- 10 Physical Limitation: Poor Hearing, suffers -2 to all Hearing PER Rolls (Frequently, Slightly Impairing)
- 9 Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 316 Experience Points

Total Disadvantage Points: 470

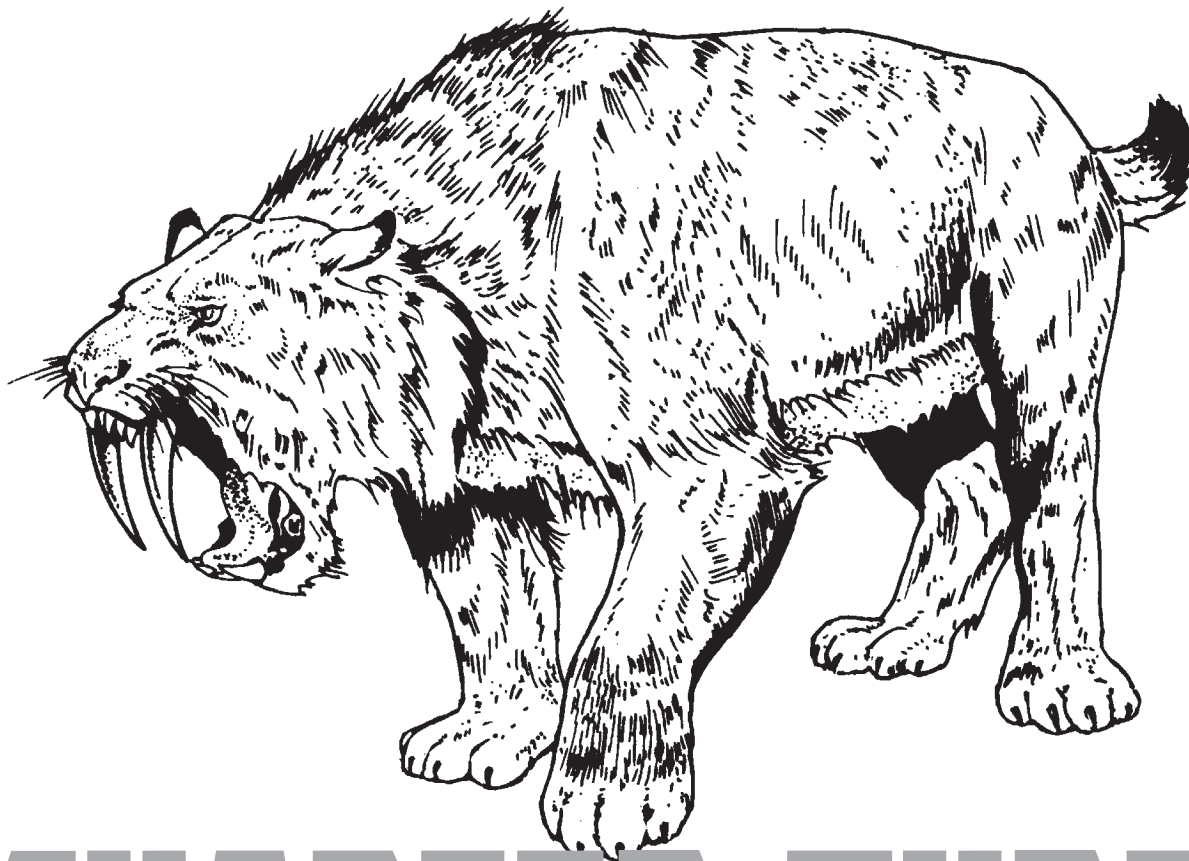
Ecology: The giant worm typically lives underground, where it feeds on other underground animals (including members of its own species). Solitary, and regarding all other creatures as either threats or food (or both), it mates only once every decade. Adventurers whisper strange rumors of a giant worm "breeding ground" where mating takes place and dozens or hundreds of worm eggs are laid.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: The giant worm fights by using its gargantuan size to its advantage. Its maw is big enough to bite several people at once, and it can swallow many adult humans whole before sating its appetite (see page 33; it does Very Strong swallow damage). It can also bash with its tail, or perform a Move By or Move Through simply by slithering over a person or creature with its immense bulk.

Campaign Use: You can adapt a giant worm for many other settings if you desire. Some versions may live aboveground (in which case they probably lack the *Poor Hearing* and *Poor Eyesight* Physical Limitations), or in large bodies of water. A few may even have wings and contest with rocs for mastery of the skies.

Appearance: A giant worm is just that — a gigantic worm, typically pale pinkish in color, but sometimes displaying other, darker hues (such as brown or purple). Its enormous mouth is ringed with sharp, glittering fangs.



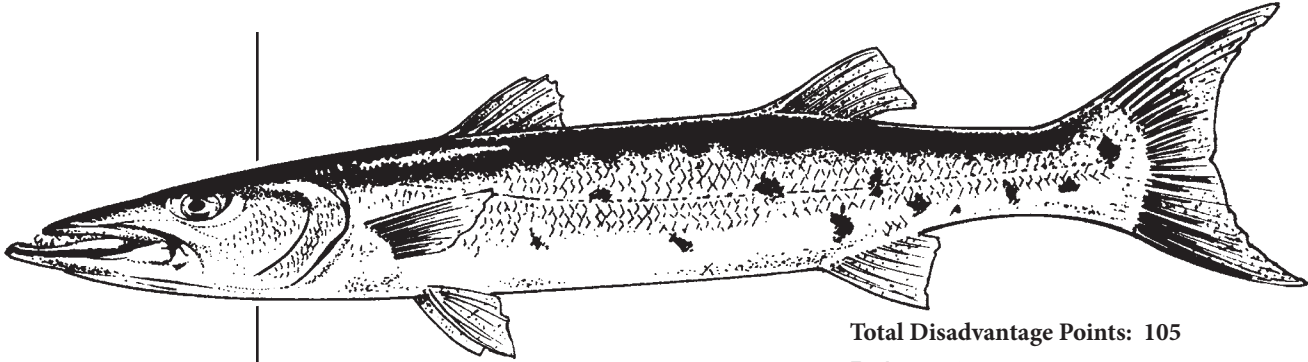
CHAPTER THREE: MUNDANE BEASTS

This chapter focuses on ordinary creatures — the sort of animals you might see in a zoo or the wild areas near your home. The creatures chosen were selected for their usefulness in adventure stories as adversaries, companions, or the like.

Many creatures in this section do not have their own “Campaign Use” information. For the most part, GMs use them as they would any ordinary animal: as food for PCs to hunt; or as a potential adversary or attacker. Animals requiring more informa-

tion have their own listing.

Some creatures end up with more points from Disadvantages than they spend on abilities and Characteristics. In this case, either ignore the surplus points, or spend them on additional abilities suitable for individual members of the species who appear in your game.



Barracuda

BARRACUDA

Val	Char	Cost	Roll	Notes
5	STR	-5	10-	Lift 50 kg; 1d6 [1]
16	DEX	18	12-	OCV: 5/DCV: 5
10	CON	0	11-	
8	BODY	-4	11-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
15	PRE	5	12-	PRE Attack: 3d6
8	COM	-1	11-	
3	PD	2		Total: 3 PD (0 rPD)
2	ED	0		Total: 2 ED (0 rED)
3	SPD	4		Phases: 4, 8, 12
3	REC	0		
20	END	0		
16	STUN	0		
Total Characteristics Cost: 7 (+9 with NCM)				

Movement:	Running:	0"/0"
	Leaping:	1"/2"
	Swimming:	14"/28"

Cost	Powers	END
10	<i>Bite:</i> HKA ½d6 (1d6 with STR)	0
12	<i>Fast Swimmer:</i> Swimming +12" (14" total)	1
-12	<i>Only Swims:</i> Running -6"	
6	<i>Sharp Senses:</i> +2 PER with all Sense Groups	0
5	<i>Keen Nose:</i> Tracking for Normal Smell	0

Skills	
2	+1 OCV with Bite
5	+1 DCV

3	Tactics 11-
3	Teamwork 12-
3	Stealth 12-

Total Powers & Skills Cost: 37
Total Cost: 44

75+ Disadvantages

15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
0	Physical Limitation: Human Size (up to six feet long)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)

Total Disadvantage Points: 105

Ecology: The barracuda lives in warm seas around most of the world. It eats fish and other sealife smaller than itself, but also hunts in packs to pursue larger prey. If disturbed or provoked, it will attack humans; it has also been known to attack swimming humans who carry or wear something shiny that the barracuda mistakes for a fish.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Barracuda swim up to their prey and attempt to bite/swallow it. On larger prey, they may try Move By bites.

Appearance: A slender, silvery fish reaching lengths of up to six feet, the barracuda has a long jaw filled with needle-sharp teeth.

Bat

BAT

Val	Char	Cost	Roll	Notes
-25	STR	-35	4-	Lift .8 kg; 0d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
5	CON	-10	10-	
2	BODY	-16	9-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
10	PRE	0	11-	PRE Attack: 2d6
4	COM	-3	10-	
1	PD	1		Total: 1 PD (0 rPD)
1	ED	0		Total: 1 ED (0 rED)
3	SPD	0		Phases: 4, 8, 12
2	REC	2		
10	END	0		
5	STUN	0		
Total Characteristics Cost: -43				

Movement:	Running:	0"/0"
	Leaping:	0"/0"
	Flight:	5"/10"

Cost	Powers	END
5	<i>Bite:</i> HKA 1 point (1 point with STR)	1
7	<i>Bat's Wings:</i> Flight 5"; Restrained (-½)	1
-12	<i>Tiny, Awkward Legs:</i> Running -6"	
15	<i>Sonar:</i> Active Sonar	0
6	<i>Bat's Ears:</i> +3 PER with Hearing Group	0

Skills	
40	<i>Hard To Hit:</i> +8 DCV
5	<i>Agile Flyer:</i> +2 DCV; Only While Using Flight (-½), Costs END (-½)

- 15 Concealment 21-; Self Only (-½)
- 19 Stealth 21-

Total Powers & Skills Cost: 100

Total Cost: 57

75+ Disadvantages

- 15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
- 15 Physical Limitation: Minute (.064m; +15" KB) (Frequently, Greatly Impairing)
- 15 Physical Limitation: Poor Eyesight, suffers -3 to all Sight PER Rolls (Frequently, Greatly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 20 Psychological Limitation: Aversion To Sunlight (Common, Total)
- 20 Vulnerability: 2 x Effect from light-based Sight Group Flash Attacks (Common)

Total Disadvantage Points: 175

Ecology: Bats live all over the world (even in places cold enough that they must hibernate in the winter). Most species eat insects; some eat fruit or small animals; some, like the vampire bat, make tiny cuts in large animals and lap up their blood.

Bats are nocturnal. They spend the day in large roosts where they hang upside-down from the ceiling. When darkness falls, they leave the roost and go in search of food. Although their eyes are poor, they use a form of echolocation ("sonar") to locate and catch prey.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Bats swoop down on their prey and snatch it on the wing. Extremely dexterous and nimble flyers, they are difficult to hit or catch while they're in the air. They are the only type of mammal that can fly.

Appearance: A bat resembles a small rodent, such as a mouse, with large, leathery wings in place of forelimbs, large ears, and often a prominent nose. Their fur is dark, usually brown or black.



BEARS

Ecology: Bears are omnivores; they eat meat, insects, fruit, honey, roots, and just about anything else that seems appetizing. They are usually solitary, but are sometimes found in small family groups (such as a mother and her cubs). Many species hibernate in the winter, sleeping for months while they live off body fat accumulated during the warmer seasons, but they can awaken quickly if disturbed.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Bears use their size and strength in combat, delivering powerful blows with their clawed paws and biting with their large jaws. Although normally slow-moving, they can put on short bursts of speed when chasing prey, then knock the prey down and crush it as they attack.

Appearance: Bears are large, furry creatures with thick limbs, broad heads, and wide bodies. They can stand on their hind legs for limited periods of time. They can be as much as ten feet long/tall and weigh up to about 650 kilograms.

AMERICAN BLACK BEAR

Val	Char	Cost	Roll	Notes
23	STR	13	14-	Lift 600 kg; 4½d6 [2]
15	DEX	15	12-	OCV: 5/DCV: 5
18	CON	16	13-	
12	BODY	4	11-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
				Total: 8 PD (2 rPD)
8	PD	3		Total: 6 ED (2 rED)
6	ED	2		Phases: 4, 8, 12
3	SPD	5		
10	REC	2		
36	END	0		
33	STUN	0		Total Characteristics Cost: 57
				(+3 with NCM)

Movement: Running: 6"/12"
Leaping: 1"/2"

Cost	Powers	END
15	<i>Bite:</i> HKA 1d6 (2d6 with STR)	1
16	<i>Claws:</i> HKA 1d6+1 (2½d6 with STR); Reduced Penetration (-¼)	2
4	<i>Growl:</i> +10 PRE; Only For Fear-Based Presence Attacks (-1), Incantations (must growl or roar; -¼)	0
2	<i>Tough Skin/Fat:</i> Damage Resistance (2 PD/2 ED)	0
1	<i>Burst Of Speed:</i> Running +3" (9" total); Increased Endurance Cost (x8 END; -3½)	8
4	<i>Bear's Nose:</i> +2 PER with Smell/ Taste Group	0

Talents
3 Lightsleep

Skills

- 5 +1 Hand-To-Hand
 3 Climbing 12-
 2 Concealment 11-; Self Only (-½)

Total Powers & Skills Cost: 55

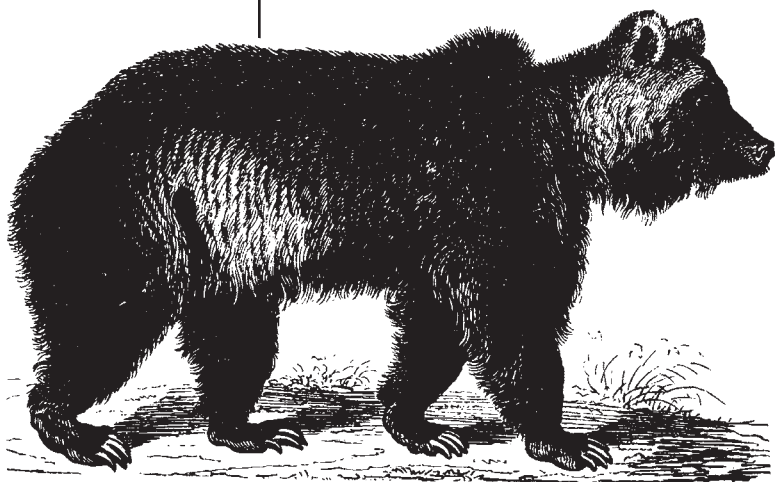
Total Cost: 112

75+ Disadvantages

- 15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
 15 Physical Limitation: Hibernates In Winter (Infrequently, Fully Impairing)
 0 Physical Limitation: Human Size
 15 Physical Limitation: Poor Eyesight, suffers -2 to all Sight PER Rolls (Frequently, Greatly Impairing)
 10 Physical Limitation: Poor Hearing, suffers -2 to all Hearing PER Rolls (Frequently, Slightly Impairing)
 5 Physical Limitation: Reduced Leap, can only leap 1" (Infrequently, Slightly Impairing)
 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)

Total Disadvantage Points: 150

Description: The smallest of the North American bears (about six feet long), the black bear also has the widest range (it's found throughout most of the continent, even northern Mexico). It's named for its black fur, which can actually be brown, reddish-brown, or some other colors. It can become dangerous if taunted or it feels the need to protect its young.

**GRIZZLY (BROWN) BEAR**

Val	Char	Cost	Roll	Notes
26	STR	16	14-	Lift 800 kg; 5d6 [2]
15	DEX	15	12-	OCV: 5/DCV: 5
20	CON	20	13-	
16	BODY	12	12-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
9	PD	4		Total: 9 PD (2 rPD)
6	ED	2		Total: 6 ED (2 rED)
3	SPD	5		Phases: 4, 8, 12
10	REC	2		
40	END	0		
39	STUN	0		Total Characteristics Cost: 73 (+7 with NCM)

Movement: Running: 6"/12"
 Leaping: 1"/2"

Cost	Powers	END
15	<i>Bite:</i> HKA 1d6 (2d6 with STR)	1
16	<i>Claws:</i> HKA 1d6+1 (2½d6 with STR); Reduced Penetration (-¼)	2
4	<i>Growl:</i> +10 PRE; Only For Fear-Based Presence Attacks (-1), Incantations (must growl or roar; -¼)	0
2	<i>Tough Skin/Fat:</i> Damage Resistance (2 PD/2 ED)	0
6	<i>Heavy:</i> Knockback Resistance -3"	0
1	<i>Burst Of Speed:</i> Running +3" (9" total); Increased Endurance Cost (x8 END; -3½)	8
4	<i>Bear's Nose:</i> +2 PER with Smell/ Taste Group	0

Talents

- 3 Lightsleep

Skills

- 5 +1 Hand-To-Hand
 0 ES: Climbing 8-
 2 Concealment 11-; Self Only (-½)

Total Powers & Skills Cost: 58

Total Cost: 131

75+ Disadvantages

- 15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
 15 Physical Limitation: Hibernates In Winter (Infrequently, Fully Impairing)
 5 Physical Limitation: Large (up to 3m and 450 kg; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
 15 Physical Limitation: Poor Eyesight, suffers -2 to all Sight PER Rolls (Frequently, Greatly Impairing)
 10 Physical Limitation: Poor Hearing, suffers -2 to all Hearing PER Rolls (Frequently, Slightly Impairing)
 5 Physical Limitation: Reduced Leap, can only leap 1" (Infrequently, Slightly Impairing)

15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)

Total Disadvantage Points: 155

Description: The grizzly bear, also known as the brown, Kodiak, or Kamchatkan bear, gets its name from the grey-white "grizzled" tips of its fur. It can grow up to nine feet long, and has a reputation for ferocity and unpredictability. It does not climb as well as smaller bears.



POLAR BEAR

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]
15	DEX	15	12-	OCV: 5/DCV: 5
22	CON	24	13-	
20	BODY	20	13-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
10	PD	4		Total: 10 PD (2 rPD)
8	ED	4		Total: 8 ED (2 rED)
3	SPD	5		Phases: 4, 8, 12
10	REC	0		
44	END	0		
46	STUN	0		
Total Characteristics Cost: 89				
(+16 with NCM)				

Movement: Running: 6"/12"
Leaping: 1"/2"
Swimming: 4"/8"

Cost	Powers	END
20	<i>Bite:</i> HKA 1d6+1 (2½d6 with STR)	1
20	<i>Claws:</i> HKA 1½d6 (3d6+1 with STR); Reduced Penetration (-¼)	2
4	<i>Growl:</i> +10 PRE; Only For Fear-Based Presence Attacks (-1), Incantations (must growl or roar; -¼)	0
2	<i>Tough Skin/Fat:</i> Damage Resistance (2 PD/2 ED)	0
6	<i>Heavy:</i> Knockback Resistance -3"	0
1	<i>Used To The Cold:</i> Life Support (Safe Environment: Intense Cold); Requires A Survival Roll (-½)	0
1	<i>Burst Of Speed:</i> Running +3" (9" total); Increased Endurance Cost (x8 END; -3½)	8
2	<i>Large Paws:</i> Swimming +2"	1
4	<i>Bear's Nose:</i> +2 PER with Smell/ Taste Group	0

Skills

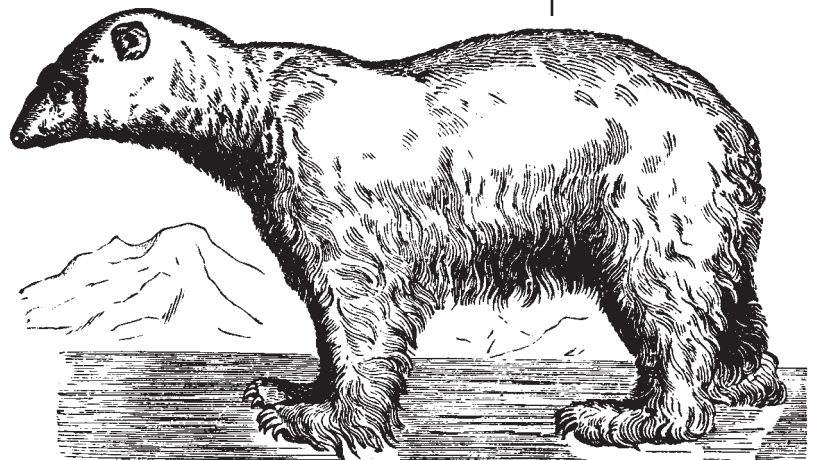
5	+1 Hand-To-Hand
0	ES: Climbing 8-
2	Concealment 11-; Self Only (-½)
3	<i>Winter Coat:</i> +4 to Concealment; Self Only (-½), Only In Snow/Ice (-1)
2	<i>Winter Coat:</i> +2 to Stealth; Only In Snow/Ice (-1)

Total Powers & Skills Cost: 72

Total Cost: 161

75+ Disadvantages

- 15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
- 15 Physical Limitation: Hibernates In Winter (Infrequently, Fully Impairing)
- 5 Physical Limitation: Large (up to 3m and 650 kg; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
- 15 Physical Limitation: Poor Eyesight, suffers -2 to all Sight PER Rolls (Frequently, Greatly Impairing)
- 10 Physical Limitation: Poor Hearing, suffers -2 to all Hearing PER Rolls (Frequently, Slightly Impairing)



- 5 Physical Limitation: Reduced Leap, can only leap 1" (Infrequently, Slightly Impairing)
 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
 6 Experience Points

Total Disadvantage Points: 161

Description: The polar bear, the largest land carnivore on Earth, lives in Arctic regions. In the summer it eats rodents, berries, and fish; in the winter it replaces much of that diet with seals it catches at airholes in the ice. Its thick fur, broad feet, and claws make it well-suited to life in a wintry environment where it frequently walks on ice. It's also a superb swimmer; polar bears have been sighted hundreds of miles from land.

BIRDS OF PREY

Ecology: Birds of prey, or raptors, are carnivorous birds with hooked beaks and sharp talons. They include eagles, hawks, falcons, owls, harriers, vultures, condors, kites, and others. They live throughout the world.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Except for owls, raptors hunt by day, using their sharp eyesight to spot prey and then swooping or diving down to catch it. Fish, small rodents, and small birds are the most common prey. Humans can train many species for use in falconry.

**EAGLE/HAWK**

Val	Char	Cost	Roll	Notes
-8	STR	-18	7-	Lift 8 kg; 0d6 [1]
16	DEX	18	12-	OCV: 5/DCV: 5
8	CON	-4	11-	
5	BODY	-10	10-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
13	PRE	3	12-	PRE Attack: 2½d6
10	COM	0	11-	
3	PD	3		Total: 3 PD (0 rPD)
3	ED	1		Total: 3 ED (0 rED)
3	SPD	4		Phases: 4, 8, 12
3	REC	2		
16	END	0		
16	STUN	7		Total Characteristics Cost: -6

Movement:

Running:	1"/2"
Leaping:	0"/0"
Swimming:	0"/0"
Flight:	20"/40"
Gliding:	12"/24"

Cost	Powers	END
12	<i>Talons:</i> HKA 1d6 (1d6 with STR); Reduced Penetration (-¼)	1
5	<i>Beak:</i> HKA 1 point (1 point with STR)	1
33	<i>Wings:</i> Multipower, 50-point reserve, all Restrainable (-½)	
3u	1) <i>Flying:</i> Flight 20", Reduced Endurance (½ END; +¼); Restrainable (-½)	2
1u	2) <i>Riding The Thermals:</i> Gliding 12"; Restrainable (-½)	0
29	<i>Stooping:</i> Flight +24", Reduced Endurance (0 END; +½); Restrainable (-½), Only To Dive At Prey For Move Bys (-1)	0
-10	<i>Short Legs:</i> Running -5"	
-2	<i>No Swimming:</i> Swimming -2"	
10	<i>Eagle Eyes:</i> +5 PER with Sight Group	0
16	<i>Eagle Eyes:</i> +16 versus Range for Normal Sight	0

Skills

4	+2 with Talons
10	<i>Hard To Hit:</i> +2 DCV
3	<i>Easily Hidden:</i> +2 to Concealment; Self Only (-½)
4	<i>Hard To Perceive:</i> +2 to Stealth

Total Powers & Skills Cost: 118

Total Cost: 112

75+ Disadvantages

- 15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
 5 Physical Limitation: Small (from about .4m to 1m long; +3" KB) (Infrequently, Slightly Impairing)
 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
 2 Experience Points

Total Disadvantage Points: 112

Description: This character sheet represents a typical eagle or hawk (such as a bald eagle, golden eagle, harpy eagle, red-tailed hawk, or northern goshawk). They're well-known for their superb eyesight; some eagles can distinguish a rabbit from its surroundings at 1.5 kilometers (whereas a human must approach to within 500 meters to do the same).

Campaign Use: You can also use this character sheet for vultures and condors. Eliminate the Stooping, increase Riding The Thermals to 20", and reduce the Talons to HKA 1 point.



FALCON

Val	Char	Cost	Roll	Notes
-10	STR	-20	7-	Lift 6.4 kg; 0d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
8	CON	-4	11-	
4	BODY	-12	10-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
12	PRE	2	11-	PRE Attack: 2d6
10	COM	0	11-	
Total Characteristics Cost: 4				
3	PD	3		Total: 3 PD (0 rPD)
3	ED	1		Total: 3 ED (0 rED)
4	SPD	12		Phases: 3, 6, 9, 12
3	REC	2		
16	END	0		
16	STUN	8		

Movement:
 Running: 1"/2"
 Leaping: 0"/0"
 Swimming: 0"/0"
 Flight: 24"/48"
 Gliding: 12"/24"

Cost	Powers	END
8	Talons: HKA ½d6 (½d6 with STR); Reduced Penetration (-¼)	1
5	Beak: HKA 1 point (1 point with STR)	1
40	Wings: Multipower, 60-point reserve, all Restrainable (-½)	
4u	1) Flying: Flight 24", Reduced Endurance (½ END; +¼); Restrainable (-½)	2
1u	2) Riding The Thermals: Gliding 12"; Restrainable (-½)	0
58	Stooping: Flight +48", Reduced Endurance (0 END; +½); Restrainable (-½), Only To Dive At Prey For Move Bys (-1)	0
-10	Short Legs: Running -5"	
-2	No Swimming: Swimming -2"	
8	Falcon Eyes: +4 PER with Sight Group	0
12	Falcon Eyes: +12 versus Range for Normal Sight	0
Skills		
6	+2 OCV with Talons, Move By, Greb By	
4	+2 with Flight	
20	Hard To Hit: +4 DCV	
5	Easily Hidden: +4 to Concealment; Self Only (-½)	
8	Hard To Perceive: +4 to Stealth	

Total Powers & Skills Cost: 167
Total Cost: 171

75+ Disadvantages

- 15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
- 10 Physical Limitation: Diminutive (up to about .5m; +6" KB) (Frequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 56 Experience Points

Total Disadvantage Points: 171

Description: This character sheet represents a typical falcon (such as a peregrine falcon, gyrfalcon, or kestrel/sparrowhawk). They're fast flyers, especially when stooping (diving at prey). The peregrine falcon can reach speeds of 112 miles per hour (180 kilometers per hour), making it the fastest of terrestrial birds. Falcons typically prey on rodents and birds, using their speed and power to hit the latter in flight with a Move By with Talons.

OWL

Val	Char	Cost	Roll	Notes
-10	STR	-20	7-	Lift 6.4 kg; 0d6 [1]
16	DEX	18	12-	OCV: 5/DCV: 5
8	CON	-4	11-	
5	BODY	-10	10-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
13	PRE	3	12-	PRE Attack: 2½d6
10	COM	0	11-	
Total Characteristics Cost: -8				
3	PD	3		Total: 3 PD (0 rPD)
3	ED	1		Total: 3 ED (0 rED)
3	SPD	4		Phases: 4, 8, 12
3	REC	2		
16	END	0		
16	STUN	7		

Movement:	Running:	1"/2"
	Leaping:	0"/0"
	Swimming:	0"/0"
	Flight:	18"/36"

Cost Powers

12	<i>Talons:</i> HKA 1d6 (1d6 with STR); Reduced Penetration (-¼)	1
5	<i>Beak:</i> HKA 1 point (1 point with STR)	1
30	<i>Wings:</i> Flight 18"; Reduced Endurance (½ END; +¼); Restrained (-½)	2
-10	<i>Short Legs:</i> Running -5"	
-2	<i>No Swimming:</i> Swimming -2"	
5	<i>Owl Eyes:</i> Nightvision	0
6	<i>Owl Eyes:</i> +3 PER with Sight Group	0
8	<i>Owl Eyes:</i> +8 versus Range for Normal Sight	0
4	<i>Owl Ears:</i> +2 PER with Hearing Group	0

Skills

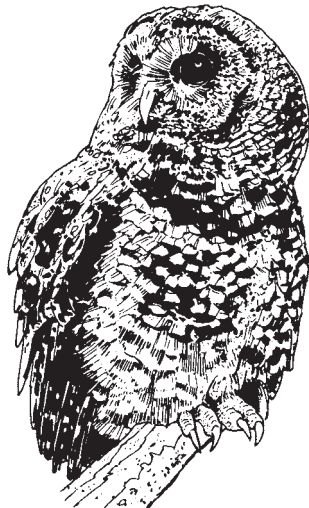
4	+2 with Talons
20	<i>Hard To Hit:</i> +4 DCV
5	<i>Easily Hidden:</i> +4 to Concealment; Self Only (-½)
11	Stealth 16-

Total Powers & Skills Cost: 98**Total Cost: 90****75+ Disadvantages**

15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
10	Physical Limitation: Diminutive (up to about .6m; +6" KB) (Frequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipula- tion (Frequently, Greatly Impairing)

Total Disadvantage Points: 115

Description: This character sheet represents a typical owl. Although considered "birds of prey," owls actually belong to a different order of birds. Most owls are nocturnal, using their heightened vision and hearing to detect prey and swoop down on it in near-silence using Stealth.



Sf

BIRDS, OTHER

Besides birds of prey, there are thousands of species of birds on Earth, ranging from enormous albatrosses to tiny hummingbirds. They fill virtually every ecological niche and live in just about all types of climate and environment.

HOMING PIGEON

Val	Char	Cost	Roll	Notes
-25	STR	-35	4-	Lift .8 kg; 0d6 [1]
12	DEX	6	11-	OCV: 4/DCV: 4
4	CON	-12	10-	
2	BODY	-16	9-	
6	INT	-4	10-	PER Roll 10-
5	EGO	-10	10-	ECV: 2
3	PRE	-7	10-	PRE Attack: ½d6
8	COM	-1	11-	
1	PD	1		Total: 1 PD (0 rPD)
1	ED	0		Total: 1 ED (0 rED)
2	SPD	0		Phases: 6, 12
1	REC	0		
8	END	0		
6	STUN	2		Total Characteristics Cost: -76

Movement:	Running:	1"/2"
	Leaping:	0"/0"
	Flight:	14"/28"
	Swimming:	0"/0"

Cost Powers

28	<i>Wings:</i> Flight 14"; Reduced Endurance (0 END; +½); Restrained (-½)	0
-10	<i>Short Legs:</i> Running -5"	
-2	<i>Nonaquatic:</i> Swimming -2"	
5	<i>Bird's Eyes:</i> Increased Arc Of Perception (240 Degrees) for Sight Group	0
24	<i>Homing Sense:</i> Detect Home 14-, Range, Sense, Telescopic (+10 versus Range Modifier)	0

Talent

3	Bump Of Direction
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Skills

20	<i>Hard To Hit:</i> +4 DCV
8	<i>Easily Hidden:</i> +6 to Concealment; Self Only (-½)
15	Stealth 17-

Total Powers & Skills Cost: 91**Total Cost: 15****75+ Disadvantages**

15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
10	Physical Limitation: Tiny (about .33m; +9" KB) (Frequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipula- tion (Frequently, Greatly Impairing)
15	Psychological Limitation: Timid (Common,

Strong)
 20 Psychological Limitation: Domesticated
 (Very Common, Strong)

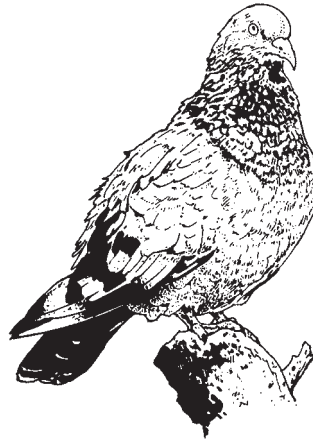
Total Disadvantage Points: 150

Ecology: Homing pigeons are domesticated pigeons. When not used for carrying messages, they live in large cages and eat seed.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Homing pigeons possess the ability to locate their “home” and return to it, no matter how far away a person takes them. This makes them ideally suited for carrying messages — particularly when more high-tech methods won’t work.

Appearance: A medium-sized bird, no more than about 13 inches long, usually dove-grey or light brown in color.



- 10 Physical Limitation: Diminutive (from about .3m up to about .6m; +6” KB) (Frequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)

RAVEN/CROW

Val	Char	Cost	Roll	Notes
-20	STR	-30	5-	Lift 1.6 kg; 0d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
6	CON	-8	10-	
3	BODY	-14	10-	
10	INT	0	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
8	PRE	-2	11-	PRE Attack: 1½d6
8	COM	-1	11-	
Total Characteristics Cost: -40				
2	PD	2		Total: 2 PD (0 rPD)
2	ED	1		Total: 2 ED (0 rED)
2	SPD	0		Phases: 6, 12
2	REC	2		
16	END	2		
12	STUN	6		

Movement: Running: 1”/2”
 Leaping: 0”/0”
 Flight: 9”/18”
 Swimming: 0”/0”

Cost	Powers	END
5	Beak: HKA 1 point (1 point with STR)	1
12	Wings: Flight 9”; Restrainable (-½)	2
-10	Short Legs: Running -5”	
-2	Nonaquatic: Swimming -2”	
5	Bird’s Eyes: Increased Arc Of Perception (240 Degrees) for Sight Group	0

Skills

- 10 Hard To Hit: +2 DCV
- 5 Easily Hidden: +4 to Concealment; Self Only (-½)
- 3 Mimicry 11-

Total Powers & Skills Cost: 28

Total Cost: -12

75+ Disadvantages

- 15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)

Total Disadvantage Points: 115

Ecology: Ravens, and their smaller cousins crows, are omnivores who survive not only on seeds and berries, but on carrion (the raven sometimes hunt small prey as well). They often come together in flocks for protection and socialization purposes.

Personality/Motivation: Normal animal motivations. Corvids are noted for their cleverness and guile.

Powers/Tactics: A raven dispatches prey with blows from its beak, which is strong enough to break a man’s finger. Ravens normally communicate with croaking calls, and crows with a distinctive cawing, but both are good at imitating sounds — up to and including human speech, if they’re properly trained.

Campaign Use: Ravens and crows frequently appear in fantasy stories as wizards’ familiars or pets, the servants of gods such as Odin or the Morrigan, or as harbingers of doom and despair. With a few adaptations, you can also use this character sheet for parrots and like birds.

Ravens and crows should be considered to have a Total Cost of 5 Character Points for purposes of buying them as Followers, Summoning them, and so forth.

Appearance: Both ravens and crows are solid black, though many other corvids (including jays and magpies) are brightly colored. Ravens are about 25 inches (65 cm) long, and can have wingspans of up to five feet. Crows are somewhat shorter and smaller.



SONGBIRD

Val	Char	Cost	Roll	Notes
-30	STR	-40	3-	Lift .4 kg; 0d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
4	CON	-12	10-	
1	BODY	-18	9-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
2	PRE	-8	9-	PRE Attack: 0d6
12	COM	1	11-	
1	PD	1		Total: 1 PD (0 rPD)
1	ED	0		Total: 1 ED (0 rED)
2	SPD	0		Phases: 6, 12
1	REC	0		
8	END	0		
6	STUN	3		Total Characteristics Cost: -73

Movement: Running: 1"/2"
Leaping: 0"/0"
Flight: 8"/16"
Swimming: 0"/0"

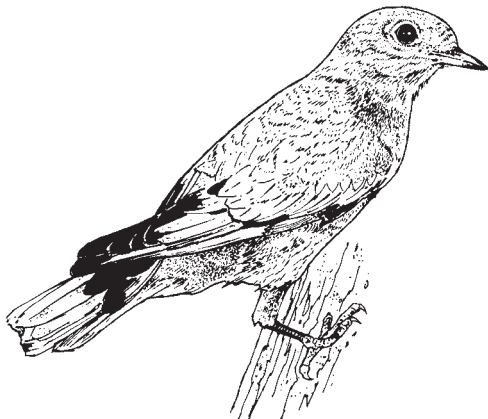
Cost	Powers	END
11	<i>Wings:</i> Flight 8"; Restrainable (-½)	0
-10	<i>Short Legs:</i> Running -5"	
-2	<i>Nonaquatic:</i> Swimming -2"	
5	<i>Bird's Eyes:</i> Increased Arc Of Perception (240 Degrees) for Sight Group	0

Skills

20	<i>Hard To Hit:</i> +4 DCV
5	<i>Easily Hidden:</i> +4 to Concealment; Self Only (-½)
7	Stealth 14-

Total Powers & Skills Cost: 36**Total Cost: -37****75+ Disadvantages**

15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
15	Physical Limitation: Minuscule (.125m; +12" KB) (Frequently, Greatly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
15	Psychological Limitation: Timid (Common, Strong)

Total Disadvantage Points: 135

Description: This character sheet represents a typical songbird, from a wren, to a chickadee, to a mockingbird, to thousands of other species in between. You should consider them to have a Total Cost of 5 Character Points for purposes of buying them as Followers, Summoning them, and so forth.

Boar

BOAR

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
15	CON	10	12-	
12	BODY	4	11-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
13	PRE	3	12-	PRE Attack: 2½d6
6	COM	-2	10-	
6	PD	3		Total: 6 PD (3 rPD)
4	ED	1		Total: 4 ED (3 rED)
3	SPD	6		Phases: 4, 8, 12
6	REC	0		
30	END	0		
30	STUN	3		Total Characteristics Cost: 31

Movement: Running: 6"/12"
Leaping: 3"/6"

Cost	Powers	END
15	<i>Tusks:</i> HKA 1d6 (1½d6 with STR)	1
8	<i>Bite:</i> HKA ½d6 (1d6+1 with STR); Reduced Penetration (-¼)	1
3	<i>Tough Skin:</i> Damage Resistance (3 PD/3 ED)	0
1	<i>Charge:</i> Running +3" (9" total); Increased Endurance Cost (x8 END; -3½)	8
5	<i>Boar's Eyes:</i> Nightvision	0
6	<i>Boar's Nose:</i> +3 PER with Smell/Taste Group	0

Skills

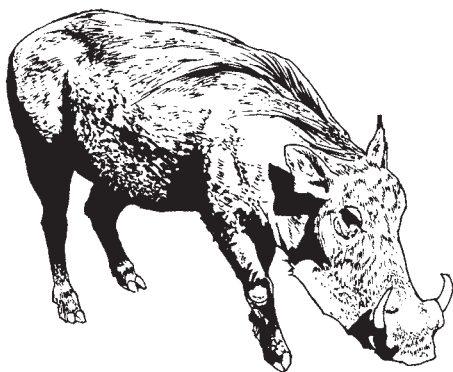
4	+2 with Move By
3	Stealth 12-

Total Powers & Skills Cost: 45**Total Cost: 76****75+ Disadvantages**

15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
0	Physical Limitation: Human Size
15	Physical Limitation: Poor Eyesight, suffers -2 to all Sight PER Rolls (Frequently, Greatly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)

Total Disadvantage Points: 120

Ecology: Boars eat primarily roots, tubers, acorns, and the like, using their sensitive noses to locate



food at night. They live in small groups of up to 20 in temperate regions and breed throughout the year.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: When threatened, disturbed, or cornered, boars can become dangerous. They charge their opponent, performing a Move By to slash with their tusks in an attack capable of disemboweling a man.

Appearance: Boars are large (5 foot long) wild porcines with short, grey-brown fur and distinctive tusks.

Buffalo/Cattle

BUFFALO/CATTLE

Val	Char	Cost	Roll	Notes
35	STR	25	16-	Lift 3,200 kg; 7d6 [3]
13	DEX	9	12-	OCV: 4/DCV: 4
23	CON	26	14-	
22	BODY	24	13-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
15	PRE	5	12-	PRE Attack: 3d6
8	COM	-1	11-	
				Total: 7 PD (2 rPD)
7	PD	0		
				Total: 5 ED (2 rED)
5	ED	0		
				Phases: 4, 8, 12
3	SPD	7		
12	REC	0		
46	END	0		
52	STUN	0		
				Total Characteristics Cost: 83
				(+25 with NCM)

Movement: Running: 10"/20"
Leaping: 4"/8"

Cost	Powers	END
15	<i>Horns:</i> HKA 1d6 (2d6 with STR)	1
2	<i>Tough Skin:</i> Damage Resistance (2 PD/2 ED)	0
10	<i>Heavy:</i> Knockback Resistance -5"	0
8	<i>Long Legs:</i> Running +4" (10" total)	1
1	<i>Charge:</i> Running +3" (13" total); Increased Endurance Cost (x8 END; -3½)	8
3	<i>Heightened Senses:</i> +1 PER with all Sense Groups	0

Skills

6 *Charge:* +3 OCV with Move Through

Total Powers & Skills Cost: 45

Total Cost: 128

75+ Disadvantages

- 15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
- 5 Physical Limitation: Large (4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
- 5 Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 15 Psychological Limitation: Timid (Common, Strong)

Total Disadvantage Points: 130

OPTIONS

In addition to eliminating the *Timid* Psychological Limitation for especially temperamental or aggressive bovids (or perhaps substituting *Temperamental* or an *Enraged*), you can apply the following packages to simulate the abilities of particular species:

Cost Cape Buffalo

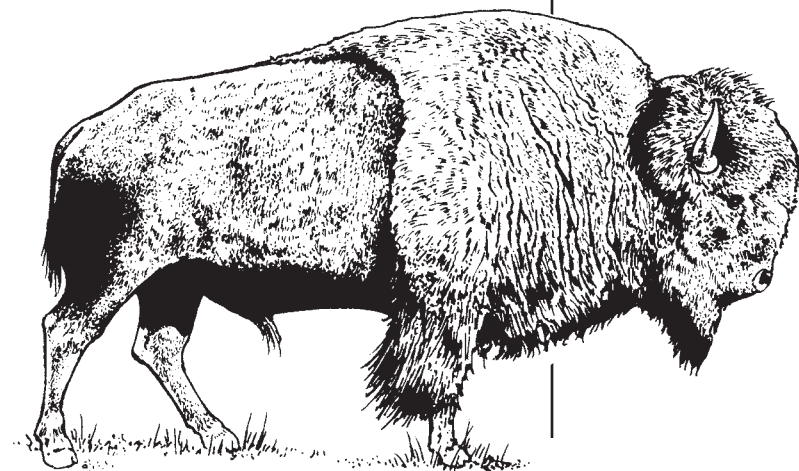
- +10 Increase horns to 1½d6 (3d6+1 with STR) 2
- 3 *Horns:* Armor (4 PD/4 ED); Only Protects Location 3 (-3) 0
- 19 *Charge:* Running +19" (32" total); Increased Endurance Cost (x3 END; -1) 12
- 10 *Fast:* +5 DEX (base of 15 Active Points, -5 for alteration to cost of 3 SPD) 0
- 3 *Impressive:* +3 PRE

Total cost: +45 points

Cost American Bison

- 5 Reduce horns to HKA 1d6-1 (1d6+1 with STR) 1

Total cost: -5 points



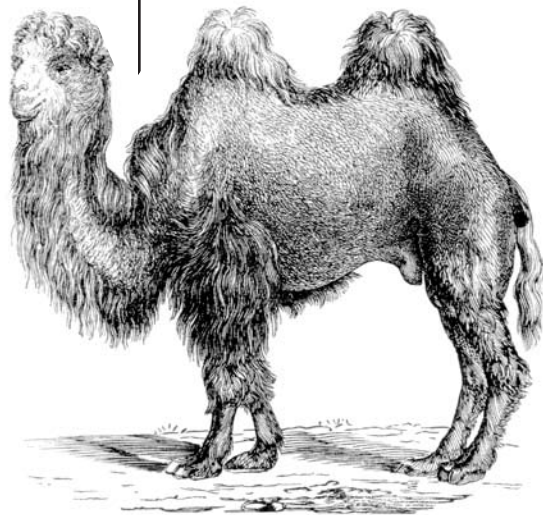
Ecology: Buffaloes and cattle — collectively, bovids — live in grasslands and light forest, where they graze on low-lying vegetation. They live in herds, sometimes enormous ones that can take days to pass a given spot.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Buffaloes and cattle would rather flee than fight, but sometimes become aggressive if startled or cornered. The cape buffalo is particularly noted for its temper and dangerousness. It can quickly become aggressive and charge with little or no provocation, reaching speeds of up to 36 miles per hour and doing enough damage with its horns to kill an adult male lion. It has even been known to wait for pursuing hunters and attack them by surprise.

Campaign Use: This character sheet represents a wide variety of bovids, from bulls fought in the bullring by daring pulp adventurers, to bison hunted by cowboys in *Western Hero*, to the Cape Buffalo, to the wildebeest, and many others. It can serve as a template for winged bulls and similar fantastic beasts.

Appearance: As much as nine to ten feet tall at the shoulder, and eleven feet long from nose to rump, and weighing a ton or more, large bovids such as the American bison, cape buffalo, or domestic bull are large and powerful. Coloration ranges from white to dark brown and black, and the males of all species have horns projecting from the sides of their heads.



Camel

CAMEL

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
11	DEX	3	11-	OCV: 4/DCV: 4
20	CON	20	13-	
13	BODY	6	12-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
15	PRE	5	12-	PRE Attack: 3d6
8	COM	-1	11-	
				Total: 5 PD (1 rPD)
5	PD	0		Total: 4 ED (1 rED)
4	ED	0		Phases: 6, 12
2	SPD	0		
9	REC	0		
40	END	0		
36	STUN	0		
				Total Characteristics Cost: 36 (+9 with NCM)

Movement: Running: 12"/24"
Leaping: 3"/6"

Cost	Powers	END
5	<i>Bite:</i> HKA 1 point (½d6 with STR)	1
1	<i>Tough Skin:</i> Damage Resistance (1 PD/1 ED)	0
6	<i>Heavy:</i> Knockback Resistance -3"	0
3	<i>Long Eyelashes:</i> Sight Group Flash Defense (3 points)	0
2	<i>Desert Adaptation:</i> Life Support (Diminished Eating: once per month)	0
12	<i>Long Legs:</i> Running +6" (12" total)	1
3	<i>Camel's Senses:</i> +1 PER with all Sense Groups	0

Total Powers & Skills Cost: 32

Total Cost: 68

75+ Disadvantages

- 15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
- 5 Physical Limitation: Large (up to 3.5m long, and 2.5m feet tall at the shoulder; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
- 5 Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 20 Psychological Limitation: Domesticated (Very Common, Strong)

Total Disadvantage Points: 135

Ecology: Camels were first domesticated about 5,000 years ago, and the wild species have since died out in most places. There are two types: the dromedary, or African camel, which has only one hump; and the Bactrian, or Asian camel, which has two.

Camels are adapted for life in desert regions. They can survive months without water, relying on the fat (not water) stored in their humps. A camel can

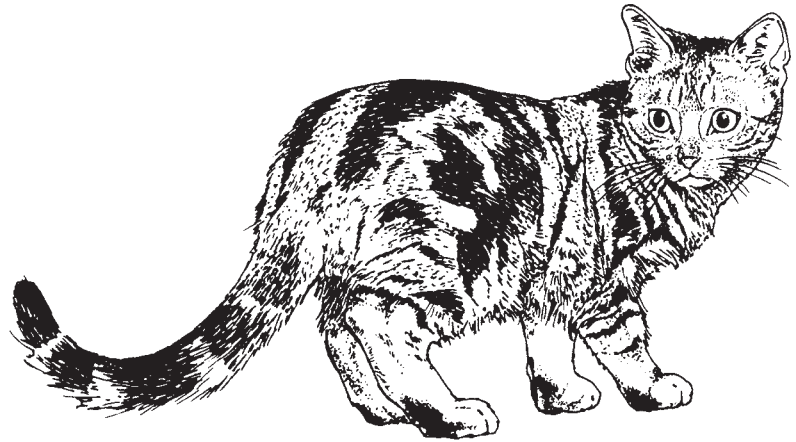
lose 27% of its body weight without ill effect. When the opportunity arises, it can drink up to 13 gallons of water, quickly regaining much of the weight lost in the interim. It eats dry, salty, or thorny plants no other desert animal can. Its two-toed feet keep it from sinking into the sand, and its eyelashes and slit nostrils keep sand from getting in its eyes and nose.

Personality/Motivation: Normal animal motivations. However, camels are known for their stubbornness and foul tempers. If unhappy, they may spit on their keepers or find even less pleasant ways to express their disapproval.

Powers/Tactics: Camels have large, combat-adapted teeth with which they can deliver painful bites.

Campaign Use: With a few changes (such as getting rid of the Desert Adaptation), you can use this writ-up for other members of the camel family, such as the llama or the vicuña.

Appearance: Camels are large, tan-colored, one- or two-humped quadrupeds with long, upward-curving necks and small heads.



Cat, Domestic

DOMESTIC CAT

Val	Char	Cost	Roll	Notes
-15	STR	-25	6-	Lift 3.2 kg; 0d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
10	CON	0	11-	
5	BODY	-10	10-	
10	INT	0	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
8	PRE	-2	11-	PRE Attack: 1½d6
12	COM	1	11-	
2	PD	2		Total: 2 PD (0 rPD)
2	ED	0		Total: 2 ED (0 rED)
3	SPD	2		Phases: 4, 8, 12
4	REC	4		
20	END	0		
12	STUN	2		Total Characteristics Cost: -12

Movement: Running: 6"/12"
Leaping: 2"/4"

Cost	Powers	END
5	<i>Bite:</i> HKA 1 point (1 point with STR)	1
5	<i>Claws:</i> HKA 1 point (1 point with STR)	1
2	<i>Pounce:</i> Leaping +2" (2" total)	1
9	<i>Cat's Senses:</i> +3 PER with all Sense Groups	0
5	<i>Cat's Eyes:</i> Nightvision	0
5	<i>Cat's Nose:</i> Tracking for Normal Smell	0

Skills	
15	<i>Hard To Hit:</i> +3 DCV
5	+1 Hand-To-Hand
3	Breakfall 13-
3	Climbing 13-
13	Concealment 19-; Self Only (-½)
15	Stealth 19-

Total Powers & Skills Cost: 85
Total Cost: 73

75+ Disadvantages

- 15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
- 10 Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
- 10 Physical Limitation: Tiny (.25m; +9" KB) (Frequently, Slightly Impairing)
- 20 Psychological Limitation: Lets Humans Think They Own It, When It Really Owns Them (Common, Total)

Total Disadvantage Points: 130

OPTIONS

Cost General Cat Options

- 7 *Conquer With Cuteness:* Seduction 13-
- 1 *Flee!*: Running +3" (9" total); Increased Endurance Cost (x8 END; -3½) 8
- 2 *Flurry Of Claws:* Autofire (5 shots; +½) for Claws 1

Cost Black Cat Option

- 52 *Don't Let A Black Cat Cross Your Path:* Major Transform 7d6 (standard effect: 21 BODY) (humans to humans with Unluck 3d6; heals back automatically after one day), Reduced Endurance (0 END; +½); Limited Target (humans; -½), Must Cross Human's Path (-1), All Or Nothing (-½) 0

Ecology: Cats were domesticated thousands of years ago. Meat-eaters, they live on food served them by their supposed human masters, and/or on small rodents, insects, and birds they catch on their own. Skilled hunters, they can even snatch flying birds out of the air with a well-timed leap.

Personality/Motivation: Normal animal motivations. Cats have a well-deserved reputation for cleverness and sly behavior, though they are often quite loving and friendly as well. Moving objects often fascinate them.

Powers/Tactics: Most cats flee rather than fight (at least from larger opponents). If forced to fight, they arch their backs and puff up their fur (to make themselves look larger), and use their teeth and claws.

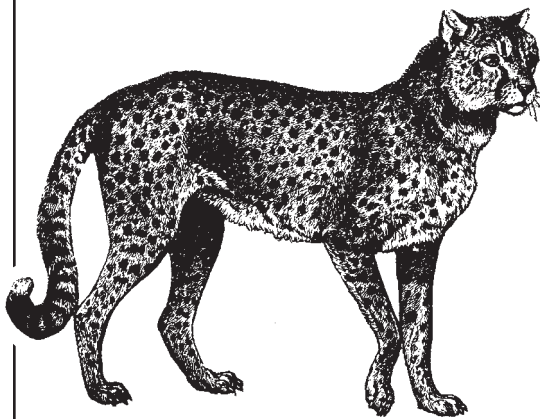
Cats have acute senses. Their eyes are sensitive enough to allow them to move and act at night without difficulty, and their other senses are similarly developed.

Campaign Use: Cats appear frequently in adventure stories as wizard's familiars, talking creatures, and the like. Old superstitions attribute many powers to them, or claim they work for the Devil.

Appearance: Domesticated cats are small, usually about a foot long and weighing about ten pounds (some more, some less). They have pointed ears that they can move slightly to help focus on sounds, four agile, clawed feet, and long tails to help them keep their balance.

CATS, GREAT

The accompanying writeups describe the major great cats of the world, such as tigers and lions. These animals appear frequently in adventure stories, whether as man-eaters the PCs must hunt down and kill, the pets and soldiers of jungle-themed villains, or the faithful companions of heroes.



Cheetah

CHEETAH

Val	Char	Cost	Roll	Notes
18	STR	8	13-	Lift 300 kg; 3½d6 [2]
18	DEX	24	13-	OCV: 6/DCV: 6
18	CON	16	13-	
12	BODY	4	11-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
15	PRE	5	12-	PRE Attack: 3d6
12	COM	1	11-	
6	PD	2		Total: 6 PD (1 rPD)
4	ED	0		Total: 4 ED (1 rED)
4	SPD	12		Phases: 3, 6, 9, 12
8	REC	0		
36	END	0		
30	STUN	0		
				Total Characteristics Cost: 60

Movement: Running: 9"/18"
Leaping: 4"/8"

Cost	Powers	END
10	<i>Bite:</i> HKA ½d6 (1d6+1 with STR)	1
8	<i>Claws:</i> HKA ½d6 (1d6+1 with STR); Reduced Penetration (-¼)	1
3	<i>Trip Prey:</i> Sacrifice Throw (STR Strike, Target Falls, Cheetah Falls)	0
1	<i>Tough Skin:</i> Damage Resistance (1 PD/1 ED)	0
6	<i>Swift Runner:</i> Running +3" (9" total)	1
76	<i>Burst Of Speed:</i> Running +38" (47" total)	8
9	<i>Cat's Senses:</i> +3 PER with all Sense Groups	0
5	<i>Cat's Nose:</i> Tracking with Normal Smell	0

Skills

15	+3 Hand-To-Hand
2	Concealment 11-; Self Only (-½)
3	<i>Camouflage Coloration:</i> +4 to Concealment; Self Only (-½), Only In Home Environment (-1)
5	Stealth 14-
1	<i>Camouflage Coloration:</i> +1 to Stealth; Only In Home Environment (-1)

Total Powers & Skills Cost: 144

Total Cost: 204

75+ Disadvantages

15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
0	Physical Limitation: Human Size
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
99	Experience Points

Total Disadvantage Points: 204

Ecology: The cheetah lives in the grasslands, savannahs, and plains of Africa and Asia, where it hunts small mammals, antelopes, and similar prey. It hunts by day, allowing it to co-exist with the more nocturnal lion and leopard. Females stay by themselves, or with their young, whereas males gather in small groups to hunt together.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Cheetahs are the fastest land animal on Earth, but only over short distances. They can reach speeds of about 70 miles per hour, but can only maintain that pace for about 20 seconds before becoming overheated. A cheetah chases down prey, leaps on it or knocks it down (often using its Sacrifice Throw), and then kills by biting the victim's throat with its fangs. Unlike other cats, it cannot retract its claws.

Appearance: The cheetah is a thin-bodied hunting cat that reaches lengths of up to six feet. Its long legs and flexible spine show how well it's built to run swiftly. Its fur is gold-yellow with black spots (smaller than those of the leopard), and it has two black lines down the side of its nose that make it appear to be weeping.

Leopard

LEOPARD

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
18	DEX	24	13-	OCV: 6/DCV: 6
18	CON	16	13-	
12	BODY	4	11-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
18	PRE	8	13-	PRE Attack: 3½d6
12	COM	1	11-	
8	PD	4		Total: 8 PD (1 rPD)
5	ED	1		Total: 5 ED (1 rED)
4	SPD	12		Phases: 3, 6, 9, 12
8	REC	0		
36	END	0		
31	STUN	0		
				Total Characteristics Cost: 68

Movement: Running: 8"/16"
Leaping: 4"/8"

Cost	Powers	END
15	<i>Bite:</i> HKA 1d6 (2d6 with STR)	1
12	<i>Claws:</i> HKA 1d6 (2d6 with STR); Reduced Penetration (-¼)	1
1	<i>Tough Skin:</i> Damage Resistance (1 PD/1 ED)	0
4	<i>Swift Runner:</i> Running +2" (8" total)	1
9	<i>Cat's Senses:</i> +3 PER with all Sense Groups	0
5	<i>Cat's Eyes:</i> Nightvision	0
2	<i>Leopard's Ears:</i> +1 PER with Hearing Group	0
5	<i>Cat's Nose:</i> Tracking with Normal Smell	0

Skills

15	+3 Hand-To-Hand	
5	Climbing 14-	
2	Concealment 11-; Self Only (-½)	
3	<i>Camouflage Coloration:</i> +4 to Concealment; Self Only (-½), Only In Home Environment (-1)	
5	Stealth 14-	
1	<i>Camouflage Coloration:</i> +1 to Stealth; Only In Home Environment (-1)	

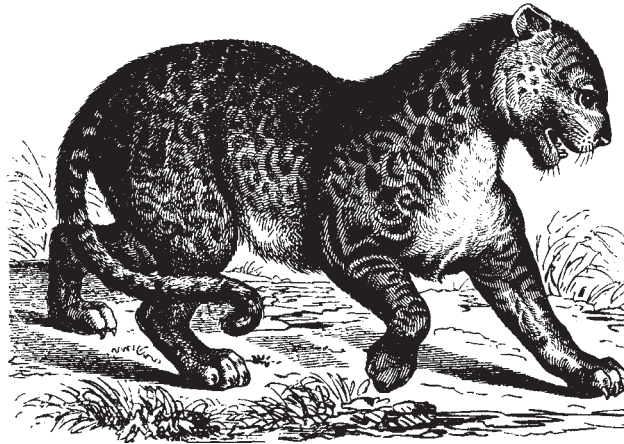
Total Powers & Skills Cost: 84
Total Cost: 152

75+ Disadvantages

15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
0	Physical Limitation: Human Size
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
47	Experience Points

Total Disadvantage Points: 152

Ecology: Solitary and nocturnal, leopards live in forests and grasslands (some species, like the snow leopard, live in the mountains). They hunt mostly other mammals (ranging from small monkeys to large antelope), killing with a bite to the throat or



by breaking the victim's neck. Skilled climbers, they often rest on tree branches, and sometimes drag dead prey up into a tree and wedge it into a notch or fork so other predators can't get at it.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Leopards hunt by sneaking close to their prey (or lying in wait) and then attacking. Their powerful jaws and sharp claws allow them to Grab and kill even large animals quickly.

Campaign Use: You can also use this write-up for panthers and jaguars.

Appearance: Leopards are large cats with yellow-gold or grey coats marked with distinctive black spots. Some, called black panthers, are born with completely black fur instead.

Lion

LION

Val	Char	Cost	Roll	Notes
23	STR	13	14-	Lift 600 kg; 4½d6 [2]
18	DEX	24	13-	OCV: 6/DCV: 6
20	CON	20	13-	
14	BODY	8	12-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
20	PRE	10	13-	PRE Attack: 4d6
12	COM	1	11-	
10	PD	5		Total: 10 PD (1 rPD)
5	ED	1		Total: 5 ED (1 rED)
4	SPD	12		Phases: 3, 6, 9, 12
10	REC	2		
40	END	0		
36	STUN	0		
				Total Characteristics Cost: 84 (+5 with NCM)

Movement: Running: 7"/14"
Leaping: 5"/10"

Cost	Powers	END
25	<i>Bite:</i> HKA 1½d6 (3d6 with STR)	2
16	<i>Claws:</i> HKA 1d6+1 (2½d6 with STR); Reduced Penetration (-¼)	2
4	<i>Roar:</i> +10 PRE; Only For Fear-Based Presence Attacks (-1), Incantations (must	

	roar; -¼)	0
1	<i>Tough Skin</i> : Damage Resistance (1 PD/1 ED)	0
2	<i>Swift Runner</i> : Running +1" (7" total)	1
9	<i>Cat's Senses</i> : +3 PER with all Sense Groups	0
5	<i>Cat's Eyes</i> : Nightvision	0
5	<i>Cat's Nose</i> : Tracking with Normal Smell	0

Skills

15	+3 Hand-To-Hand	
3	Climbing 13-	
2	Concealment 11-; Self Only (-½)	
3	<i>Camouflage Coloration</i> : +4 to Concealment; Self Only (-½), Only In Home Environment (-1)	
5	Stealth 14-	
1	<i>Camouflage Coloration</i> : +1 to Stealth; Only In Home Environment (-1)	
3	Tactics 11-	
3	Teamwork 13-	

Total Powers & Skills Cost: 102**Total Cost: 186****75+ Disadvantages**

15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)	
0	Physical Limitation: Human Size	
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)	
81	Experience Points	

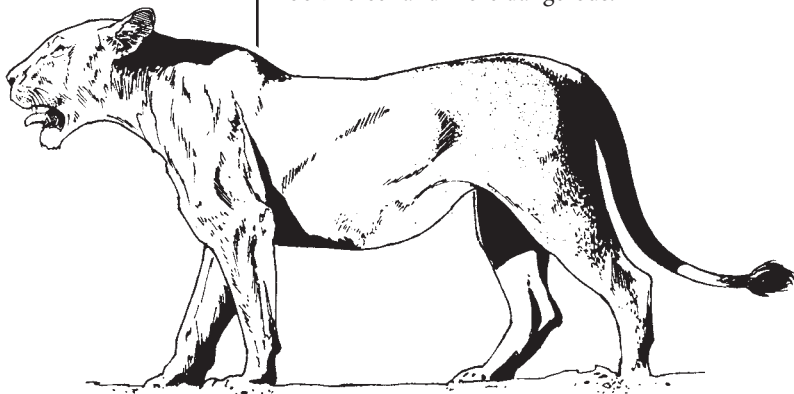
Total Disadvantage Points: 186

Ecology: The second largest of the great cats, lions live in the grasslands and savannahs of Africa (though they also inhabited Asia and southern Europe thousands of years ago). Unlike other cats, they live together in prides of up to about 15 animals, and hunt together to bring down large prey and defend their kills from scavengers.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Female lions do most of the hunting, leaving the lazier males to sleep about 20 hours out of every day. They work in groups, using pack tactics.

Appearance: Lions are large cats with tawny skin that blends in well with their home environment. Males have large manes of hair to make themselves look fiercer and more dangerous.

**Sabretooth Tiger (Smilodon)****SABRETOOTH TIGER (SMILODON)**

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
18	DEX	24	13-	OCV: 6/DCV: 6
20	CON	20	13-	
12	BODY	4	11-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
20	PRE	10	13-	PRE Attack: 4d6
12	COM	1	11-	
8	PD	3		Total: 8 PD (1 rPD)
5	ED	1		Total: 5 ED (1 rED)
4	SPD	12		Phases: 3, 6, 9, 12
9	REC	0		
40	END	0		
35	STUN	0		
				Total Characteristics Cost: 78 (+5 with NCM)

Movement: Running: 7"/14"
Leaping: 5"/10"

Cost	Powers	END
30	<i>Sabretooth Bite</i> : HKA 2d6 (3½d6 with STR)	3
16	<i>Claws</i> : HKA 1d6+1 (2½d6 with STR); Reduced Penetration (-¼)	2
4	<i>Roar</i> : +10 PRE; Only For Fear-Based Presence Attacks (-1), Incantations (must roar; -¼)	0
1	<i>Tough Skin</i> : Damage Resistance (1 PD/1 ED)	0
2	<i>Swift Runner</i> : Running +1" (7" total)	1
9	<i>Cat's Senses</i> : +3 PER with all Sense Groups	0
5	<i>Cat's Eyes</i> : Nightvision	0
5	<i>Cat's Nose</i> : Tracking with Normal Smell	0
Skills		
5	+1 Hand-To-Hand	
4	+2 OCV with Sabretooth Bite	
3	Climbing 13-	
2	Concealment 11-; Self Only (-½)	
3	<i>Camouflage Coloration</i> : +4 to Concealment; Self Only (-½), Only In Home Environment (-1)	
5	Stealth 14-	
1	<i>Camouflage Coloration</i> : +1 to Stealth; Only In Home Environment (-1)	

Total Powers & Skills Cost: 95**Total Cost: 173****75+ Disadvantages**

15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)	
0	Physical Limitation: Human Size	
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)	
68	Experience Points	

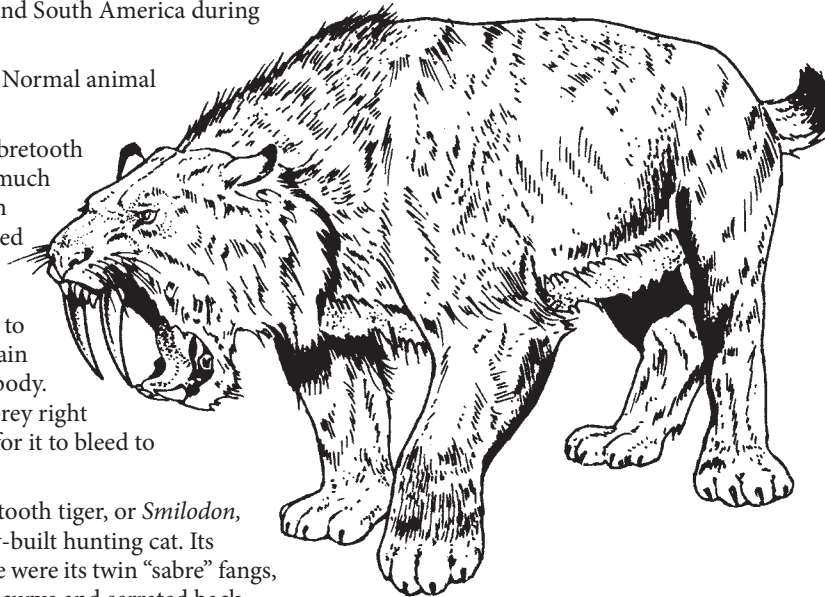
Total Disadvantage Points: 173

Ecology: This small (four feet long) but tough hunting cat lived in North and South America during the late Pleistocene.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: The sabretooth tiger probably hunted much the same way a modern tiger does. Its jaw opened to a 120-degree angle, allowing it to use its powerful neck muscles to plunge its sabre-like main fangs into the victim's body. If it could not kill the prey right away, it simply waited for it to bleed to death.

Appearance: The sabretooth tiger, or *Smilodon*, was a short, powerfully-built hunting cat. Its most prominent feature were its twin "sabre" fangs, with a slight backward curve and serrated back edges.



Tiger

TIGER

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
16	BODY	12	12-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
20	PRE	10	13-	PRE Attack: 4d6
14	COM	2	12-	
9	PD	4		Total: 9 PD (1 rPD)
5	ED	1		Total: 5 ED (1 rED)
4	SPD	10		Phases: 3, 6, 9, 12
10	REC	2		
40	END	0		
39	STUN	0		
Total Characteristics Cost: 94 (+6 with NCM)				

Movement: Running: 9"/18"
Leaping: 5"/10"

Cost	Powers	END
25	<i>Bite:</i> HKA 1½d6 (3d6+1 with STR)	2
16	<i>Claws:</i> HKA 1d6+1 (2½d6 with STR); Reduced Penetration (-¼)	2
4	<i>Roar:</i> +10 PRE; Only For Fear-Based Presence Attacks (-1), Incantations (must roar; -¼)	0
1	<i>Tough Skin:</i> Damage Resistance (1 PD/1 ED)	0
4	<i>Heavy:</i> Knockback Resistance -2"	0
6	<i>Swift Runner:</i> Running +3" (9" total)	1
9	<i>Cat's Senses:</i> +3 PER with all Sense Groups	0
5	<i>Cat's Eyes:</i> Nightvision	0
5	<i>Cat's Nose:</i> Tracking with Normal Smell	0

Skills

15	+3 Hand-To-Hand
3	Climbing 13-
2	Concealment 11-; Self Only (-½)
3	<i>Camouflage Coloration:</i> +4 to Concealment; Self Only (-½), Only In Home Environment (-1)
7	Stealth 15-
1	<i>Camouflage Coloration:</i> +1 to Stealth; Only In Home Environment (-1)

Total Powers & Skills Cost: 106

Total Cost: 200

75+ Disadvantages

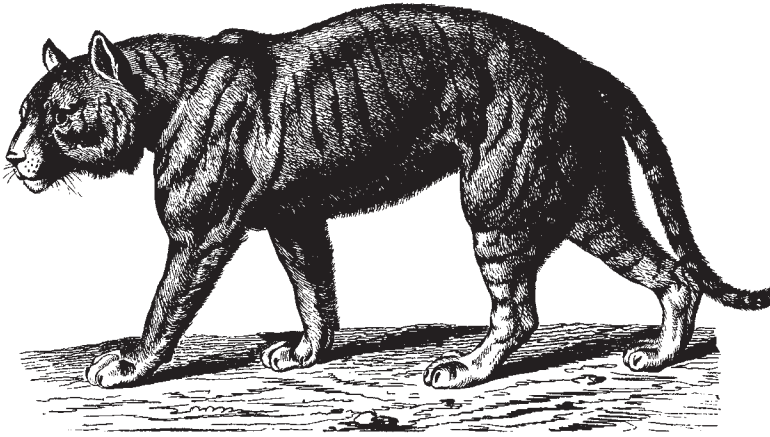
15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
5	Physical Limitation: Large (up to 11 feet long and 660 pounds; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipula- tion (Frequently, Greatly Impairing)
90	Experience Points

Total Disadvantage Points: 200

Ecology: The largest of the great cats (they can grow up to 11 feet long and 660 pounds), tigers live in the jungles, forests, and grasslands of Asia (primarily India). Some subspecies (e.g., the Siberian tiger) also live in mountainous or cold regions. It is solitary and nocturnal.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Tigers kill their prey by using their massive jaws to shear through the spine, or by Grabbing the throat and choking or injuring the animal. They hunt by stealth, pouncing on their prey without warning. They use their immense strength to drag dead prey into thick cover before they feed.



Appearance: Tigers are large cats with distinctive orange coats with black stripes (which provide them with excellent camouflage).

Chimpanzee

CHIMPANZEE

Val	Char	Cost	Roll	Notes
18	STR	8	13-	Lift 300 kg; 3½d6 [2]
15	DEX	15	12-	OCV: 5/DCV: 5
15	CON	10	12-	
8	BODY	-4	11-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
4	PD	0		Total: 4 PD (0 rPD)
3	ED	0		Total: 3 ED (0 rED)
3	SPD	5		Phases: 4, 8, 12
7	REC	0		
30	END	0		
25	STUN	0		Total Characteristics Cost: 22

Movement: Running: 4"/8"
Leaping: 4"/8"
Swimming: 0"/0"

Cost	Powers	END
5	<i>Bite:</i> HKA 1 point (½d6 with STR)	1
-4	<i>Slow:</i> Running -2" (4" total)	
-2	<i>Poor Swimmer:</i> Swimming -2" (0" total)	
6	<i>Agile Feet:</i> Extra Limbs (legs and feet can function almost as well as arms and hands), Inherent (+¼)	0

Skills

3 Acrobatics 12-
3 Breakfall 12-
7 Climbing 14-

Total Powers & Skills Cost: 18

Total Cost: 40

75+ Disadvantages

- 0 Physical Limitation: Human Size (up to five feet tall)
- 10 Physical Limitation: Near-Human Intelligence (Frequently, Slightly Impairing)
- 10 Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)

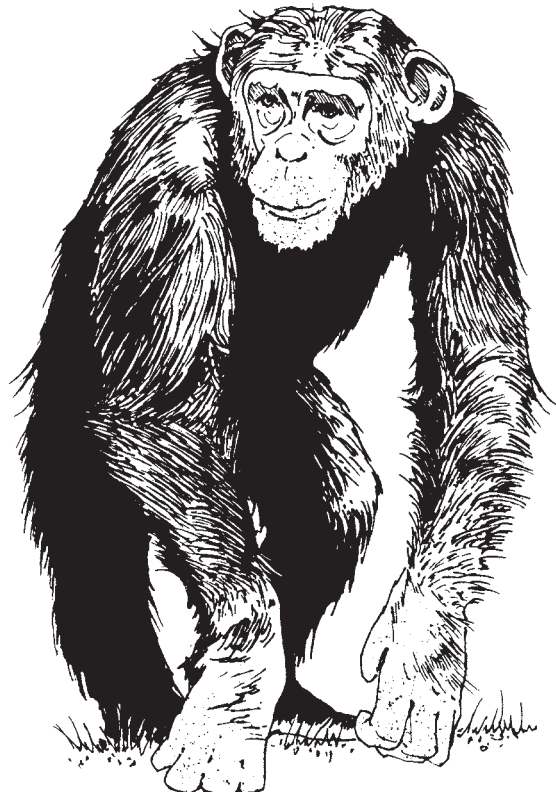
Total Disadvantage Points: 95

Ecology: Chimpanzees are omnivores. They mostly eat leaves, shoots, and nuts, but also consume insects, eggs, and even the flesh of monkeys and other creatures on some occasions. They live in African jungle and woodland savannah environments in troops of up to 70, led by a strong male. From day to day, the troop splits up into small bands of about six chimps to forage for food.

Personality/Motivation: Normal animal motivations, though they are highly intelligent for animals, and can even make crude tools (such as using a clean twig to get termites or ants out of a nest to eat).

Powers/Tactics: Chimpanzees fight by biting. They sometimes have to defend their territory from rival groups of chimps.

Appearance: Chimpanzees are small (two to five feet tall) apes with black fur and light-colored skin. Their faces display a wide range of expressions, and they can make more than thirty different sounds. They lack claws, having nails instead on both feet and hands. They can walk on two legs for short periods, but usually stay on all fours.



Clam, Giant

GIANT CLAM

Val	Char	Cost	Roll	Notes
0	STR	-10	9-	Lift 25 kg; 0d6 [1]
3	DEX	-21	10-	OCV: 1/DCV: 1
10	CON	0	11-	
8	BODY	-4	11-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
3	PRE	-7	10-	PRE Attack: ½d6
6	COM	-2	10-	
1	PD	1		Total: 9 PD (8 rPD)
2	ED	0		Total: 10 ED (8 rED)
1	SPD	0		Phases: 12
2	REC	0		
20	END	0		
13	STUN	0		
Total Characteristics Cost: -55				

Movement: Running: 0"/0"
Leaping: 0"/0"
Swimming: 0"/0"

Cost	Powers	END
18	<i>Grab</i> : +25 STR, Reduced Endurance (0 END; +½); Only For Grabs And Staying In Its Crevice (-1)	0
20	<i>Unimpressed</i> : +40 PRE; Only To Protect Against Presence Attacks (-1)	0
24	<i>Shell</i> : Armor (8 PD/8 ED)	0
12	<i>Wedged In</i> : Knockback Resistance -6"	0
-12	<i>Can't Move</i> : Running -6"	
-2	<i>Can't Swim</i> : Swimming -2"	

Skills

6 +3 OCV with Grab

Total Powers & Skills Cost: 66

Total Cost: 11

75+ Disadvantages

25	Physical Limitation: Blind And Deaf (All The Time, Fully Impairing)
20	Physical Limitation: Instinctive Intelligence (All The Time, Greatly Impairing)
5	Physical Limitation: Small (1m; +3" KB) (Infrequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)

Total Disadvantage Points: 140

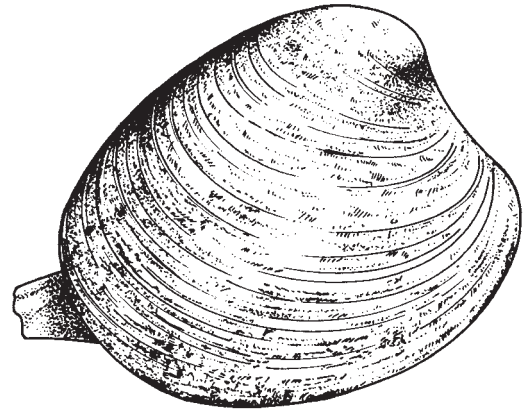
Ecology: Giant clams live in shallow waters on coral reefs. They wedge themselves into a crevice and grow into it, making it difficult to move them. They filter food from the water.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Giant clams don't fight. However, if they feel something enter their shells, they clamp down with 25 STR, possibly holding a hapless character underwater until he drowns.

Campaign Use: No pulp-era campaign would be complete without at least one character getting his foot trapped in a giant clam, now would it?

Appearance: The giant clam is a clam up to one meter across; it can weigh as much as 650 pounds. The microscopic algae in its lips give them a blue color.



Crocodile/Alligator

CROCODILE/ALLIGATOR

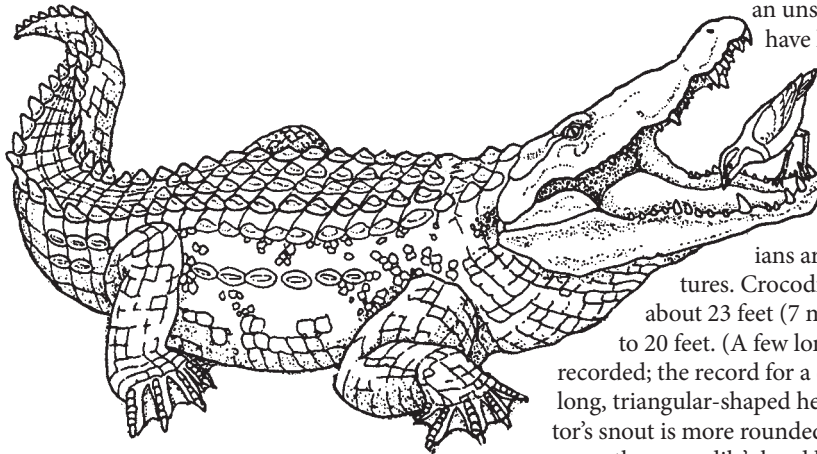
Val	Char	Cost	Roll	Notes
23	STR	13	14-	Lift 600 kg; 4½d6 [2]
15	DEX	15	12-	OCV: 5/DCV: 5
20	CON	20	13-	
16	BODY	12	12-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
20	PRE	10	13-	PRE Attack: 4d6
4	COM	-3	10-	
10	PD	5		Total: 14 PD (4 rPD)
7	ED	3		Total: 9 ED (2 rED)
3	SPD	5		Phases: 4, 8, 12
9	REC	0		
40	END	0		
38	STUN	0		
Total Characteristics Cost: 68 (+5 with NCM)				

Movement: Running: 3"/6"
Leaping: 1"/2"
Swimming: 6"/12"

Cost	Powers	END
10	<i>Bite</i> : HKA 1d6 (2d6 with STR); Restrainable (-½)	1
5	<i>Tail Bash</i> : HA +2d6; Hand-To-Hand Attack (-½), Only With Extra Limb (-½)	0
9	<i>Scaly Skin</i> : Armor (4 PD/2 ED)	0
12	<i>Heavy</i> : Knockback Resistance -6"	0
4	<i>Strong Swimmer</i> : Swimming +4" (6" total)	1
-6	<i>Short Legs</i> : Running -3" (3" total)	
1	<i>Lunge</i> : Leaping +1" (2" forward, 1" upward); Only To Lunge At Things Near The Water (-1)	1
1	<i>Burst Of Speed</i> : Running +3" (6" total); Increased Endurance Cost (x8 END; -3½)	8
6	<i>Crocodilian Senses</i> : +2 PER with all Sense Groups	0
5	<i>Crocodilian Eyes</i> : Nightvision	0
6	<i>Tail</i> : Extra Limb, Inherent (+¼)	0

Talents

3 **Environmental Movement:** Aquatic Movement (no penalties in water)



an unsuspecting victim. They have little fear of humans; the estuarine crocodile of Australia is thought to be responsible for up to 1,000 human fatalities a year.

Appearance: Crocodilians are large lizard-like creatures. Crocodile species can grow up to about 23 feet (7 meters), and alligators up to 20 feet. (A few longer specimens have been recorded; the record for a croc is 28 feet.) They have long, triangular-shaped heads; the tip of the alligator's snout is more rounded, and has a slight upward curve the crocodile's head lacks. The arrangement of the head allows a crocodilian to float through the water with just its eyes and nostrils above the surface. Their thick, grey or green hides protect them, but also make them targets for human hunters who want the valuable leather.

Skills

- 4 +2 OCV with Bite
- 6 +3 OCV with Grab
- 2 Concealment 11-; Self Only (-½)
- 3 Stealth 12-

Total Powers & Skills Cost: 71

Total Cost: 139

75+ Disadvantages

- 15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
- 15 Physical Limitation: Cold-Blooded (Frequently, Greatly Impairing)
- 10 Physical Limitation: Enormous (8m; -4 DCV, +4 to PER Rolls to perceive) (Frequently, Slightly Impairing)
- 5 Physical Limitation: Reduced Leap, can only leap 1" (Infrequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 4 Experience Points

Total Disadvantage Points: 139

Ecology: Crocodiles, and their slightly smaller cousins alligators, live in rivers, lakes, and swamps. Alligator species include the American and Chinese; crocodile species include the Nile, estuarine, and dwarf. Crocodiles are powerful swimmers, and have been sighted dozens of miles out to sea. They eat waterfowl, fish, reptiles, and mammals (even some large ones).

Crocodilians in temperate climates may take the *Hibernates In Winter* Physical Limitation (see "Bears," above), since they dig dens and wait out the colder months in them.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: A crocodilian fights with its powerful bite, with jaws strong enough to sever limbs and crush major bones. (However, the muscles that *open* the jaws are considerably weaker [-15 STR], making it possible for a human to hold them shut.) Crocodiles like to Grab their victims and pull them down to drown as well. They typically hunt prey in the water or along the banks, and can use their Lunge ability to suddenly lash out of the water to snatch

Deer/Antelope

DEER/ANTELOPE

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
13	CON	6	12-	
10	BODY	0	11-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
8	PRE	-2	11-	PRE Attack: 1½d6
10	COM	0	11-	
2	PD	0		Total: 2 PD (0 rPD)
2	ED	-1		Total: 2 ED (0 rED)
3	SPD	6		Phases: 4, 8, 12
5	REC	0		
26	END	0		
22	STUN	0		
				Total Characteristics Cost: 9 (+2 with NCM)

Movement: Running: 11"/22"
Leaping: 5"/10"

Cost	Powers	END
4	<i>Antlers:</i> HKA ½d6; No STR Bonus (-½), Only During Appropriate Times Of Year (-1)	1
10	<i>Swift:</i> Running +5" (11" total)	1
3	<i>Leaper:</i> Leaping +3" (5" forward, 3" upward)	1
5	<i>Quick To Flee:</i> +1 SPD; Only To Run Away From Danger (-1)	0
6	<i>Deer's Senses:</i> +2 PER with all Sense Groups	

Skills

- 2 Concealment 11-; Self Only (-½)
- 3 Stealth 12-

Total Powers & Skills Cost: 33

Total Cost: 42

75+ Disadvantages

- 15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
- 0 Physical Limitation: Human Size
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 15 Psychological Limitation: Timid (Common, Strong)

Total Disadvantage Points: 120

OPTIONS

Cost Antelope (Any)

- 4 Remove *Antlers*
 - 7 *Horns*: HKA ½d6; No STR Bonus (-½)
- Total cost: +3 points**

Cost Bighorn Sheep

- 4 Remove *Antlers*
 - 5 +5 STR 1
 - 7 *Horns*: HA +3d6; Hand-To-Hand Attack (-½), Only With Move Through (-½) 1
 - 4 +2 OCV with Move Through
- Total cost: +12 points**

Cost Moose

- 10 +10 STR 1
 - 10 +5 CON 0
 - 7 +7 PRE 0
 - 6 *Heavy*: Knockback Resistance -3" 0
- Total cost: +33 points**

Cost Mountain Goat

- 4 Remove *Antlers*
 - 7 *Horns*: HKA ½d6; No STR Bonus (-½)
 - 1 *Used To The Cold*: Life Support (Safe Environment: Intense Cold); Requires A Survival Roll (-½) 0
 - 5 Climbing 14+; Mountainsides Only (-½)
 - 3 *Winter Coat*: +4 to Concealment; Self Only (-½), Only In Snow/Ice (-1)
 - 2 *Winter Coat*: +2 to Stealth; Only In Snow/Ice (-1)
- Total cost: +14 points**

Cost Pronghorn Antelope

- 32 *World's Fastest Hoofed Mammal*: Running +16" (27" total) 3
- Total cost: +32 points**

Ecology: Deer, and their cousins antelope, are herbivores (as are related creatures like wild species of sheep and goats). They eat grass and leaves, and rely on their speed to keep themselves safe from predators.

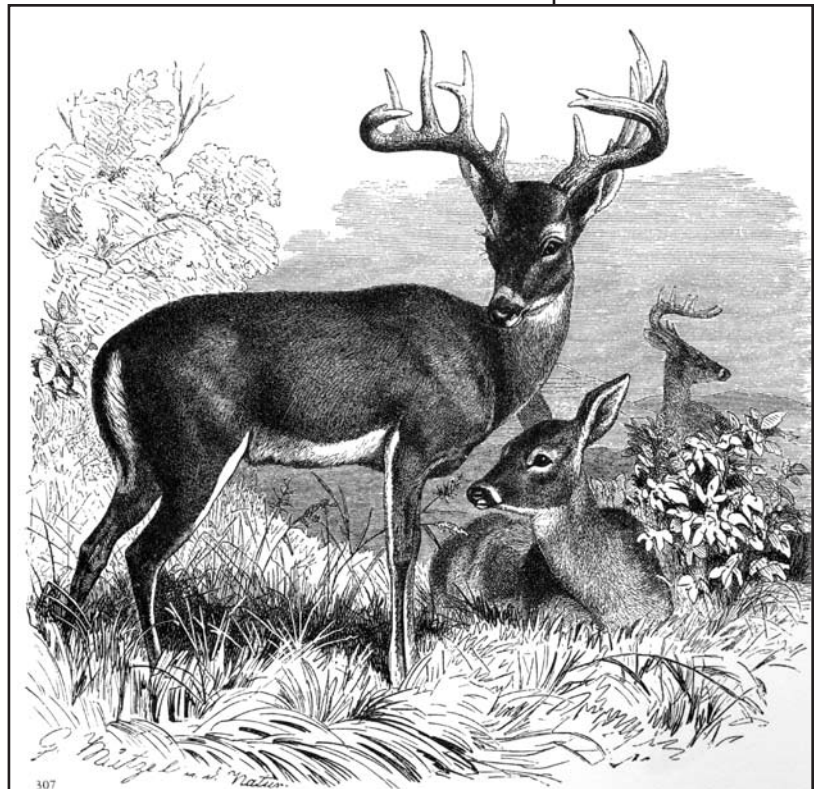
Deer (including elk and moose) grow *antlers* every year. Made of bone, they sprout in spring, and through the summer remain covered in a soft, velvety substance. By late summer or autumn the velvet falls off and they harden, just in time for use in mating season fights. In the winter they fall off. Antelopes have *horns*, made of keratin, which may curve but do not branch as antlers do. Horns

are permanent, and sometimes continue to grow throughout the animal's lifetime. Although they may look large and heavy, they are hollow, and so don't weigh much.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Deer and antelope generally avoid combat (except between males of the species during mating season) — they'd rather run than fight a predator. If they must, they can use their antlers or horns to defend themselves.

Appearance: Deer are large quadrupeds with thin, strong legs, short tails, and for males multi-pronged antlers on their heads. Antelopes are similar, but have horns in various configurations.



DINOSAURS

Dinosaurs are reptiles who lived hundreds of millions of years ago, long before humans evolved. Some were tiny, but many of the best-known ones, including most of the ones described here, were enormous, dwarfing any land-based creatures alive today. They filled all ecological niches, from herbivores, to scavengers, to fierce and deadly predators.

Campaign Use: Dinosaurs crop up frequently in adventure fiction. Supervillains (or greedy corporations) with a talent for genetic manipulation re-create them by obtaining DNA from insects trapped in amber. Lost continents, islands, and plateaus still house populations of them, safe from the catastrophes that destroyed all their kin. Time travelers journey back to the Jurassic Period and study the mating habits of Apatosaurus. With a little creative effort, the possibilities are nearly as vast as the gigantic lizards themselves.

ANKYLOSAURUS

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 [4]
10	DEX	0	11-	OCV: 3/DCV: 3
28	CON	36	15-	
25	BODY	30	14-	
5	INT	-5	10-	PER Roll 10-
5	EGO	-10	10-	ECV: 2
15	PRE	5	12-	PRE Attack: 3d6
6	COM	-2	10-	
				Total: 18 PD (4 rPD)
14	PD	6		Total: 11 ED (4 rED)
7	ED	1		Phases: 6, 12
2	SPD	0		
14	REC	0		
56	END	0		
59	STUN	0		
				Total Characteristics Cost: 91 (+56 with NCM)

Movement: Running: 12"/24"
Leaping: 0"/0"
Swimming: 0"/0"

Cost	Powers	END
10	<i>Tail Bash:</i> HA +4d6; Hand-To-Hand Attack (-½), Only With Extra Limb (-½)	2
22	<i>Spiky Body:</i> HKA 1d6, Continuous (+1), Damage Shield (+½), Inherent (+¼), Persistent (+½), Reduced Endurance (0 END; +½); Always On (-½), Activation Roll 14- (-½), No STR Bonus (-½)	0
12	<i>Armored Body:</i> Armor (4 PD/4 ED)	0
10	<i>Armored Body:</i> Armor (+8 PD/+8 ED); Activation Roll 9- (Does Not Cover Hit Locations 6, 10-16; -1½)	0
24	<i>Heavy:</i> Knockback Resistance -12"	0
12	<i>Big Body And Long Legs:</i> Running +6" (12" total)	1
-2	<i>Can't Swim:</i> Swimming -2"	
3	<i>Dinosaur Senses:</i> +1 PER with all Sense Groups	0
6	<i>Tail:</i> Extra Limb, Inherent (+¼)	0

Skills

5 +1 Hand-To-Hand

Total Powers & Skills Cost: 102

Total Cost: 193

75+ Disadvantages

- 15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
- 10 Physical Limitation: Enormous (about 10m long and 5m wide at its widest point, and weighing approximately four tons; -4 DCV, +4 to PER Rolls to perceive) (Frequently, Slightly Impairing)
- 8 Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 70 Experience Points

Total Disadvantage Points: 193

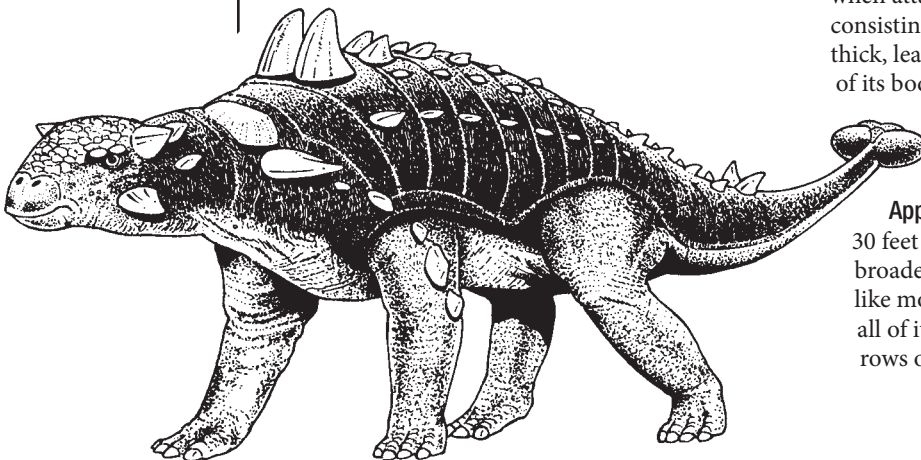
Ecology: This enormous herbivore lived during the late Cretaceous Period. It probably grazed in small groups.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Unlike many herbivores, Ankylosaurus fights aggressively and stands its ground when attacked. It possesses strong natural armor consisting of hundreds of oval bony plates set in a thick, leathery skin. Additionally, spikes grew out of its body, making it difficult for predators to leap on or grapple it without getting hurt.

It fought back with its large tail, which ended in a thick, bony knob.

Appearance: Ankylosaurus has a body over 30 feet long (including tail) and 16 feet wide at its broadest point. Its head, with a toothless beak-like mouth, is about two and a half feet wide, and all of its body is both armored and covered with rows of spikes, as described above.



APATOSAURUS (BRONTOSAURUS)

Val	Char	Cost	Roll	Notes
60	STR	50	21-	Lift 100 tons; 12d6 [6]
8	DEX	-6	11-	OCV: 3/DCV: 3
40	CON	60	17-	
40	BODY	60	17-	
5	INT	-5	10-	PER Roll 10-
5	EGO	-10	10-	ECV: 2
25	PRE	15	14-	PRE Attack: 5d6
8	COM	-1	11-	
20	PD	8		Total: 26 PD (6 rPD)
18	ED	10		Total: 22 ED (4 rED)
2	SPD	2		Phases: 6, 12
20	REC	0		
80	END	0		
90	STUN	0		
Total Characteristics Cost: 183 (+147 with NCM)				

Movement: Running: 12"/24"
Leaping: 0"/0"

Cost	Powers	END
13	<i>Rear:</i> HA +4d6; Hand-To-Hand Attack (-½)	2
7	<i>Tail Bash:</i> HA +3d6; Hand-To-Hand Attack (-½), Only With Extra Limb (-½)	0
15	<i>Thick Skin:</i> Armor (6 PD/4 ED)	0
24	<i>Heavy:</i> Knockback Resistance -12"	0
12	<i>Big Body And Long Legs:</i> Running +6" (12" total)	1
-2	<i>Can't Swim:</i> Swimming -2"	
3	<i>Dinosaur Senses:</i> +1 PER with all Sense Groups	0
6	<i>Tail:</i> Extra Limb, Inherent (+¼)	0

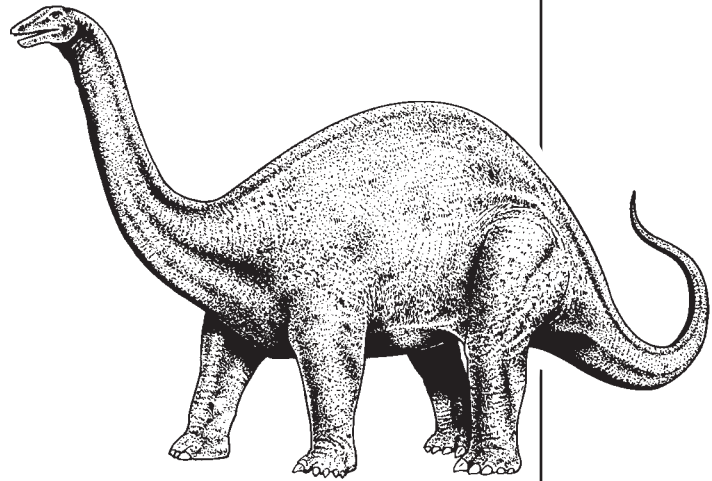
Total Powers & Skills Cost: 78
Total Cost: 261

75+ Disadvantages

- 15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
- 15 Physical Limitation: Gigantic (up to 21m long, and weighing about 30 tons; -8 DCV, +8 to PER Rolls to perceive) (Frequently, Greatly Impairing)
- 12 Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 15 Psychological Limitation: Timid (Common, Strong)
- 114 Experience Points

Total Disadvantage Points: 261

Ecology: Apatosaurus, also known as Brontosaurus ("thunder lizard"), was a gigantic herbivore that spent most of its time eating leaves and plants during the Late Jurassic Period. It wandered across what is now the western United States in herds of ten to forty animals.



Personality/Motivation: Normal animal motivations.

Powers/Tactics: When unable to flee a predator (such as *Allosaurus*), Apatosaurus probably fought in one or both of two ways. First, it could rear up and bring its heavy forelegs and bulk crashing down onto the foe. Second, it could use its long, heavy tail to bash.

Appearance: Apatosaurus was an enormous — up to 70 feet long, 20 feet high, and weighing about 30 tons — dinosaur with four legs, a long neck, a tiny head, and a long tail.

DEINONYCHUS (VELOCIRAPTOR)

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
15	CON	10	12-	
12	BODY	4	11-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
15	PRE	5	12-	PRE Attack: 3d6
6	COM	-2	10-	
8	PD	5		Total: 8 PD (2 rPD)
5	ED	2		Total: 5 ED (2 rED)
3	SPD	2		Phases: 4, 8, 12
6	REC	0		
30	END	0		
30	STUN	2		
Total Characteristics Cost: 45 (+4 with NCM)				

Movement: Running: 12"/24"
Leaping: 4"/8"

Cost	Powers	END
15	<i>Bite:</i> HKA 1d6 (2d6 with STR)	1
12	<i>Hand Claws:</i> HKA 1d6 (2d6 with STR); Reduced Penetration (-¼)	1
30	<i>The Terrible Claw:</i> HKA 1d6+1 (2d6 with STR), Armor Piercing (+½)	3
2	<i>Scaly Skin:</i> Damage Resistance (2 PD/2 ED)	0
12	<i>Swift:</i> Running +6"	1
1	<i>Leaper:</i> Leaping +1" (4" forward, 2" upward)	1

- | | | |
|---|--|---|
| 6 | <i>Dinosaur Senses:</i> +2 PER with all Sense Groups | 0 |
| 6 | <i>Tail:</i> Extra Limb, Inherent (+¼) | 0 |

Skills

- | | |
|----|---------------------------|
| 10 | +2 Hand-To-Hand |
| 4 | +2 OCV with Terrible Claw |
| 3 | Stealth 13- |
| 3 | Tactics 11- |
| 3 | Teamwork 13- |

Total Powers & Skills Cost: 107**Total Cost: 152****75+ Disadvantages**

- | | |
|----|--|
| 15 | Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing) |
| 5 | Physical Limitation: Large (up to 4m long and 2m tall, and weighing about 68 kg; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing) |
| 15 | Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing) |
| 42 | Experience Points |

Total Disadvantage Points: 152**Ecology:** Deinonychus, better known to modern humans as “velociraptor,” was a fast, agile hunter.

In addition to hunting small game on its own, it probably worked with others of its kind in packs to bring down much larger prey. In fact, its anatomy (including a large brain) suggests a lifestyle so active that many scientists argue it, and by extension other dinosaurs, was warmblooded.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Deinonychus is a living killing machine. Swift and nimble, it comes equipped with three weapons for catching and slaughtering its prey. The first is its mouth, filled with sharp, backward-curving fangs. The second are its forelimb “hands,” with three fingers, each tipped with a sharp claw. But most terrifying of all is the six inch long “terrible claw” from which its name comes. It has one of these sickle-shaped, razor-sharp claws on the second toe of each foot. When it runs, the toe angles up to keep the claw sharp. When the velociraptor reaches its prey, it stands on one foot (using its long, straight tail for balance), and raises the other to slash with its terrible claw.

Appearance: Deinonychus stands about six feet tall, and is up to 13 feet long including its tail. It has two short, three-fingered “arms,” or forelimbs, and two larger, stronger hindlimbs. It stands with its head and forelimbs thrust forward, and the weight of its body taken on its hindlimbs, with the tail for balance.



PLESIOSAURUS

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
15	DEX	15	12-	OCV: 5/DCV: 5
20	CON	20	13-	
13	BODY	6	12-	
5	INT	-5	10-	PER Roll 10-
5	EGO	-10	10-	ECV: 2
13	PRE	3	12-	PRE Attack: 2½d6
6	COM	-2	10-	
8	PD	4		Total: 8 PD (2 rPD)
6	ED	2		Total: 6 ED (2 rED)
3	SPD	5		Phases: 4, 8, 12
8	REC	0		
40	END	0		
33	STUN	0		
Total Characteristics Cost: 48 (+5 with NCM)				

Movement: Running: 0"/0"
Leaping: 0"/0"
Swimming: 10"/20"

Cost	Powers	END
10	<i>Bite:</i> HKA ½d6 (1d6+1 with STR)	1
2	<i>Tough Skin:</i> Damage Resistance (2 PD/2 ED)	0
1	<i>Aquatic:</i> Life Support (Extended Breathing: 1 END per Turn)	0
8	<i>Aquatic:</i> Swimming +8" (10" total)	1
-12	<i>Only Swims:</i> Running -6"	
3	<i>Dinosaur Senses:</i> +1 PER with all Sense Groups	0
6	<i>Tail:</i> Extra Limb, Inherent (+¼)	0

Skills
4 +2 with Swimming

Total Powers & Skills Cost: 22
Total Cost: 70

75+ Disadvantages

- 15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
- 0 Physical Limitation: Human Size
- 5 Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)

Total Disadvantage Points: 110

Ecology: Plesiosaurus was a marine hunter who ate fish and smaller aquatic reptiles. Although unable to move on land, it was fast and maneuverable in the water, thanks to its four flippers.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Plesiosaurus uses its long neck to snatch fish and other prey out of the water with its toothy mouth. If confronted by a larger, dangerous opponent, it flees.

Campaign Use: Plesiosaurus is but one member, and one of the smallest, of a large family of dinosaurs with the same general body structure and

ecological niche. By applying the appropriate *Size* template, you can easily create character sheets for its larger relatives, such as *Elasmosaurus*.

Appearance: Plesiosaurus is a six foot-long aquatic dinosaur with a tapered body and tail, and four flippers instead of legs. It has a long neck with a small head at the end, and a mouth filled with short, sharp teeth for grasping and eating fish.



PTERANODON

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
15	DEX	15	12-	OCV: 5/DCV: 5
11	CON	2	11-	
8	BODY	-4	11-	
5	INT	-5	10-	PER Roll 10-
5	EGO	-10	10-	ECV: 2
10	PRE	0	11-	PRE Attack: 2d6
6	COM	-2	10-	
4	PD	2		Total: 4 PD (0 rPD)
3	ED	1		Total: 3 ED (0 rED)
2	SPD	0		Phases: 6, 12
4	REC	0		
22	END	0		
19	STUN	0		
Total Characteristics Cost: -1				

Movement: Running: 1"/2"
Leaping: 0"/0"
Flight: 5"/10"
Gliding: 10"/20"

Cost	Powers	END
3	<i>Bite:</i> HKA 1 point (1 point with STR); No STR Bonus (-½)	1
8	<i>Wings:</i> Multipower, 12-point reserve, all Restrainable (-½)	
1u	1) <i>Flying:</i> Flight 5"; Reduced Endurance (½ END; +¼); Restrainable (-½)	2
1u	2) <i>Riding The Thermals:</i> Gliding 10"; Restrainable (-½)	0
-10	<i>Short Legs:</i> Running -5"	
6	<i>Good Eyes:</i> +3 PER with Sight Group	0

Total Powers & Skills Cost: 9
Total Cost: 8

75+ Disadvantages

- 15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
- 5 Physical Limitation: Large (wingspan of up



- to 7m; -2 DCV, +2 to PER Rolls to perceive)
(Infrequently, Slightly Impairing)
- 5 Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)

Total Disadvantage Points: 115

Ecology: Pteranodon probably lived by flying low over the Late Cretaceous oceans and skimming fish out of the water, much like a modern pelican. Unlike its relatives, pterosaurs such as Pterodactyl and the enormous Quetzalcoatlus, it did not have teeth in its beak. Pteranodon is a weak flyer, preferring to glide.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: If forced to fight, Pteranodon does so with its beak.

Appearance: Pteranodon has a small body with short legs, and a head dominated by a large, pointed beak, and a counterbalancing bony crest that may also have acted as a stabilizer when it flew. Stretching beneath its "arms" are two large, leathery wings it uses to fly and glide.

STEGOSAURUS

Val	Char	Cost	Roll	Notes
35	STR	25	16-	Lift 3,200 kg; 7d6 [3]
11	DEX	3	11-	OCV: 4/DCV: 4
30	CON	40	15-	
30	BODY	40	15-	
3	INT	-7	10-	PER Roll 10-
5	EGO	-10	10-	ECV: 2
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
12	PD	5		Total: 14 PD (4 rPD)
10	ED	4		Total: 12 ED (4 rED)
2	SPD	0		Phases: 6, 12
13	REC	0		
60	END	0		
63	STUN	0		
				Total Characteristics Cost: 109 (+65 with NCM)

Movement: Running: 12"/24"
Leaping: 0"/0"
Swimming: 0"/0"

Cost	Powers	END
25	<i>Tail Spikes:</i> HKA 1½d6 (3d6+1 with STR)	2
19	<i>Dorsal Plates:</i> HKA 1d6, Continuous (+1), Damage Shield (+½), Inherent (+¼), Persistent (+½), Reduced Endurance (0 END; +½); Always On (-½), Activation Roll 11- (-1), No STR Bonus (-½)	0
2	<i>Tough Skin:</i> Damage Resistance (2 PD/2 ED)	0
3	<i>Armored Skin:</i> Armor (2 PD/2 ED); Does Not Protect The Head, Vitals, Or Legs (Hit Locations 3-8, 13, 14-17 on the Quadruped Hit Location Table; -1)	0
16	<i>Heavy:</i> Knockback Resistance -8"	0
12	<i>Big Body And Long Legs:</i> Running +6" (12" total)	1
-2	<i>Can't Swim:</i> Swimming -2"	
3	<i>Dinosaur Senses:</i> +1 PER with all Sense Groups	0
6	<i>Tail:</i> Extra Limb, Inherent (+¼)	0

Total Powers & Skills Cost: 84

Total Cost: 193

75+ Disadvantages

- 15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
- 10 Physical Limitation: Enormous (up to 9m long and up to two tons; -4 DCV, +4 to PER Rolls to perceive) (Frequently, Slightly Impairing)
- 7 Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 71 Experience Points

Total Disadvantage Points: 193

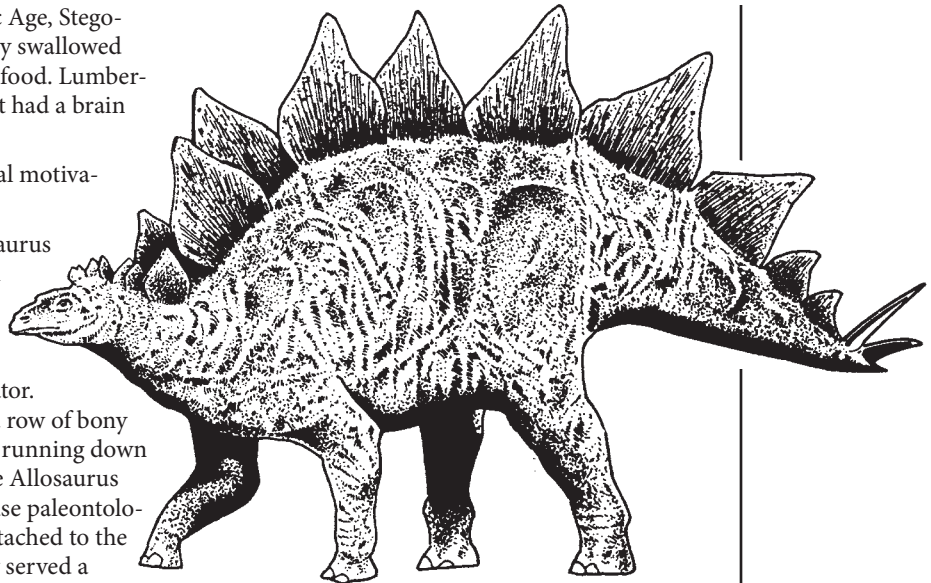
Ecology: An inhabitant of what is now the western United States during the Late Jurassic Age, Stegosaurus was a plant-eater who probably swallowed stones to help grind up and digest its food. Lumbering and slow-moving at most times, it had a brain the size of a walnut.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: If threatened, Stegosaurus fights back by swinging its tail, which is tipped with two or four meter-long spikes. Backed by the creature's enormous strength, these spikes can inflict serious wounds on a predator.

Stegosaurus may also have had a row of bony plates, some as much as two feet tall, running down its backbone to prevent predators like Allosaurus from pouncing on it. However, because paleontologists have never found these plates attached to the backbone, they are not certain if they served a protective function. They may have lain flat against the skin, to act as armor and/or a heat exchange mechanism. This character sheet assumes they stood upright and were defensive in nature.

Appearance: Stegosaurus was a large dinosaur, up to 30 feet long and weighing as much as two tons. Its body narrows down to a small neck and equally small head in front, and a long, spiked tail in back, and has four stumpy legs to support it. Running down its backbone is a row of defensive plates, as described above.



- 30 *Heavy:* Knockback Resistance -15" 0
- 12 *Big Body And Long Legs:* Running +6" (12" total) 1
- 2 *Can't Swim:* Swimming -2"
- 3 *Dinosaur Senses:* +1 PER with all Sense Groups 0
- 6 *Tail:* Extra Limb, Inherent (+¼) 0

Skills

- 4 *Charge:* +2 OCV with Move Through

Total Powers & Skills Cost: 115

Total Cost: 275

75+ Disadvantages

- 15 *Physical Limitation:* Animal Intelligence (Frequently, Greatly Impairing)
- 10 *Physical Limitation:* Enormous (up to 9m long and weighing up to 11 tons; -4 DCV, +4 to PER Rolls to perceive) (Frequently, Slightly Impairing)
- 8 *Physical Limitation:* Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
- 15 *Physical Limitation:* Very Limited Manipulation (Frequently, Greatly Impairing)
- 152 Experience Points

Total Disadvantage Points: 275

Ecology: Triceratops ("three-horned face") lived in what is now western North America during the Late Cretaceous Period. It roamed the lands in herds of up to fifty, eating vegetation. To establish dominance within the herd, the males probably sparred with each other using their horns, but inflicted no serious damage.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Besides being well-armed against attack, especially around the head and neck, Triceratops comes equipped with fearsome weaponry. It has three horns — a small one over the nose, and two large ones projecting forward from above its

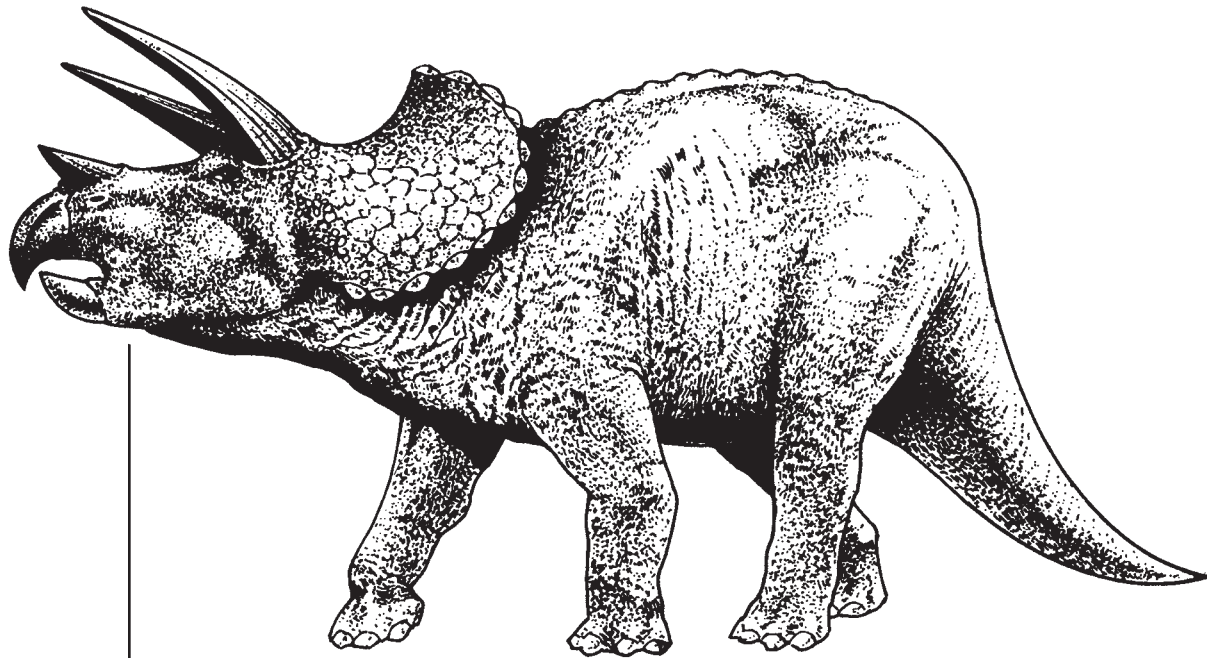
TRICERATOPS

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 [4]
13	DEX	9	12-	OCV: 4/DCV: 4
38	CON	56	17-	
35	BODY	50	16-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
				Total: 21 PD (6 rPD)
15	PD	7		
12	ED	4		Total: 16 ED (4 rED)
3	SPD	7		Phases: 4, 8, 12
16	REC	0		
76	END	0		
74	STUN	0		
				Total Characteristics Cost: 160 (+101 with NCM)

Movement: Running: 12"/24"
Leaping: 0"/0"
Swimming: 0"/0"

Cost Powers END

- 30 *Three Horns:* HKA 2d6 (4d6 with STR) 3
- 10 *Bite:* HKA ½d6 (1d6+1 with STR) 1
- 15 *Thick Skin:* Armor (6 PD/4 ED) 0
- 7 *Head Plate:* Armor (+5 PD/+5 ED); Only Protects The Head/Neck (Hit Locations 3-5 on the Quadruped Hit Location Table) And Against Move Through Damage (-1) 0



eyes. In some species, the horns extended beyond the snout. When threatened, Triceratops could use the horns to defend itself, counting on its bony frill to protect its neck. It may have dispatched predators like Tyrannosaurus by charging them and thrusting all three horns into them with full force. It could also bite with its beak-like mouth.

Appearance: An enormous, lumbering tank of a dinosaur, Triceratops could grow to as much as 30 feet long and weigh up to 11 tons. Its heavy head, with the three horns described above, has a bony frill projecting backward to protect the neck.

TYRANNOSAURUS REX

Val	Char	Cost	Roll	Notes	
50	STR	40	19-	Lift 25 tons; 10d6 [5]	
15	DEX	15	12-	OCV: 5/DCV: 5	
40	CON	60	17-		
35	BODY	50	16-		
8	INT	-2	11-	PER Roll 11-	
5	EGO	-10	10-	ECV: 2	
30	PRE	20	15-	PRE Attack: 6d6	
8	COM	-1	11-		
15 PD				5	Total: 15 PD (5 rPD)
12 ED				4	Total: 12 ED (5 rED)
4 SPD				15	Phases: 3, 6, 9, 12
18 REC				0	
80 END				0	
80 STUN				0	
Total Characteristics Cost: 196					
(+123 with NCM)					

Movement: Running: 12"/24"
Leaping: 0"/0"
Swimming: 0"/0"

Cost	Powers	END
40	Jaws: HKA 2½d6 (5d6+1 with STR)	4
10	Forelimb Claws: HKA ½d6 (1d6+1 with STR)	1

5	Tough Skin: Damage Resistance (5 PD/5 ED)	0
22	Heavy: Knockback Resistance -11"	0
12	Big Body And Long Legs: Running +6" (12" total)	1
-2	Can't Swim: Swimming -2"	
6	Dinosaur Senses: +2 PER with all Sense Groups	0
6	Tail: Extra Limb, Inherent (+¼)	0

Skills

10	+2 Hand-To-Hand
----	-----------------

Total Powers & Skills Cost: 109

Total Cost: 305

75+ Disadvantages

15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
10	Physical Limitation: Huge (up to 15m long/tall and 8 tons; -6 DCV, +6 to PER Rolls to perceive) (Frequently, Slightly Impairing)
10	Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
180	Experience Points

Total Disadvantage Points: 305

TYRANNOSAUR HIT LOCATION TABLE

Roll	Location	STUNx	N STUN	BODYx	To Hit
3-5	Head	x5	x2	x2	-8 OCV
6-7	Forelimbs	x2	x½	x½	-5 OCV
7-11	Body	x3	x1	x1	-3 OCV
12	Stomach	x4	x1½	x1	-7 OCV
13-15	Hindlimbs	x2	x½	x½	-5 OCV
16-18	Tail	x1	x1	x1	-3 OCV

Ecology: A terror of the Late Cretaceous Period, Tyrannosaurus is the largest land-based carnivore known to have ever existed. Scientists disagree as to its primary ecological niche or role. Based on the structure of its leg and hip bones, some argue it was a slow-moving scavenger, not a hunting predator. In support, they cite calculations which may show that if Tyrannosaurus fell while running, it would shatter its own skull. Other scientists, based on Tyrannosaurus's powerful jaw muscles, heightened senses, and possible binocular vision, argue that a predatory role was more likely. They assert Tyrannosaurus probably lurked in forests, chasing down its main prey (duck-billed dinosaurs) with short bursts of speed or surprise attacks.

The character sheet above assumes the "predator" explanation is true, since it's a lot more enjoyable for gaming purposes. If you prefer the "scavenger" approach, reduce Tyrannosaurus's Running to

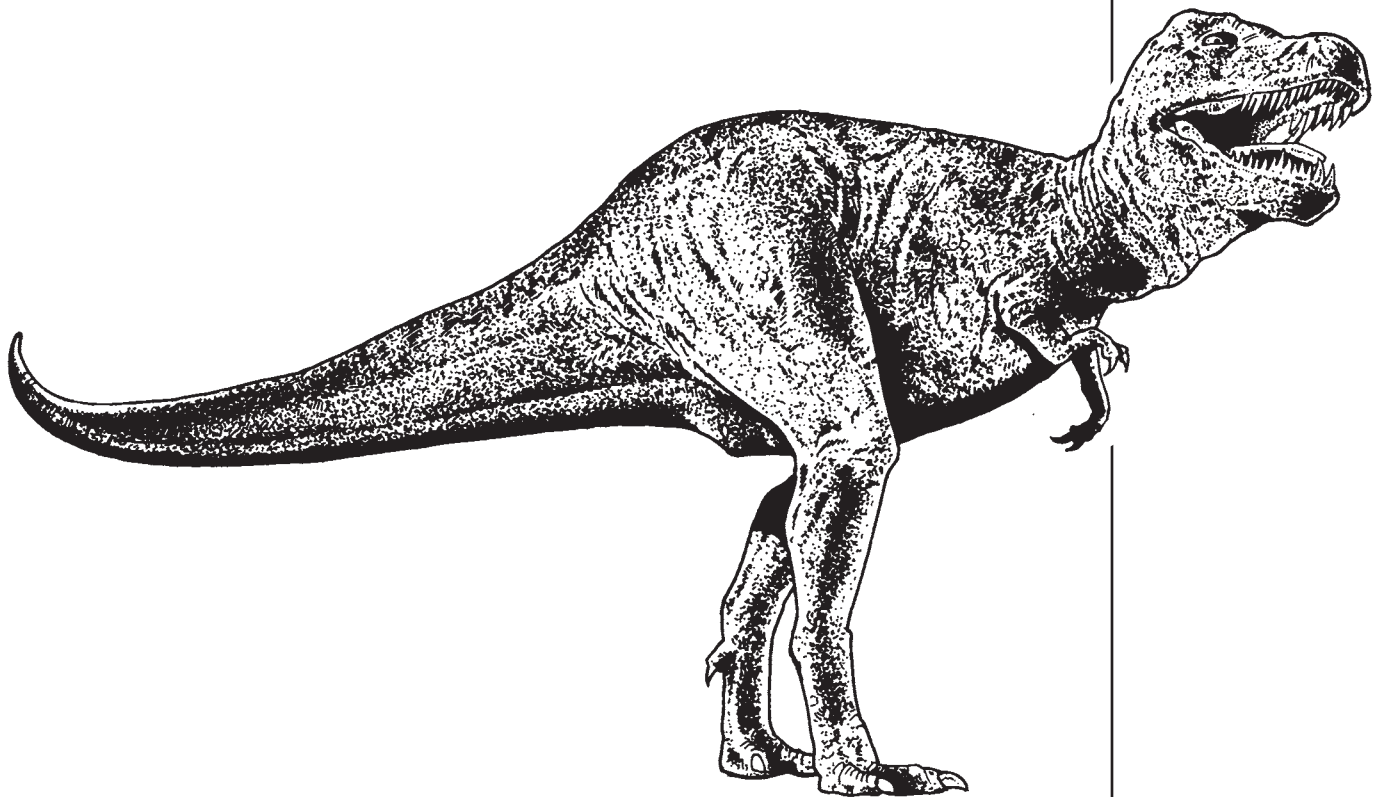
9" total, its SPD to 3, and its PER Roll bonus to +1.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Tyrannosaurus is a fearsome predator. Its enormous jaw contains six inch-long fangs. Its tiny forelimbs, though weak, possess sharp claws. It attacks aggressively, relying on its powerful natural weaponry to overcome its prey's defenses.

Campaign Use: You can also use this character sheet for *Allosaurus*, a similar but slightly smaller predator of the Late Jurassic/Early Cretaceous.

Appearance: Tyrannosaurus is a huge dinosaur (nearly 50 feet long/tall, and weighing eight tons) with a head over four feet long and jaws full of vicious fangs. It walks on its two large hindlimbs, balancing itself with a thick tail; its two two-fingered forelimbs are small and weak.



DOGS

Ecology: Known as “man’s best friend” for their loyalty, companionship, and helpfulness, dogs have been domesticated for thousands of years. Descended from wild canines such as wolves, foxes, and jackals, they range from huge, fierce guard and hunting dogs to small, yapping lapdogs, with thousands of breeds in between. Although they can survive in the wild if necessary, they usually depend on their human masters for food.

Most dogs fall into one of three category: pet (or “toy”) dogs (such as most poodles or Pekingese); working dogs (such as collies, sheepdogs, and police drug-sniffing dogs); and hunting dogs (such as retrievers). Some dogs are also trained for guard duty, or even combat.

Personality/Motivation: Normal animal motivations, though they often learn to perform tricks. Some dogs display an uncanny sense of what their masters want and how to prevent disaster from befalling them. (In game terms, you may want to give dogs like this the *Smart* template.)

Powers/Tactics: Dogs can be aggressive, especially if trained to attack, but most start a fight by growling (a Presence Attack) and trying to establish dominance. If forced to fight, they use their powerful jaws.

SMALL/MEDIUM DOG

Val	Char	Cost	Roll	Notes
-8	STR	-18	7-	Lift 8 kg; 0d6 [1]
11	DEX	3	11-	OCV: 4/DCV: 4
7	CON	-6	10-	
5	BODY	-10	10-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
2	PD	2		Total: 2 PD (0 rPD)
2	ED	1		Total: 1 ED (0 rED)
2	SPD	0		Phases: 6, 12
3	REC	4		
20	END	3		
10	STUN	1		Total Characteristics Cost: -32

Movement: Running: 6"/12"
Leaping: 1"/2"

Cost	Powers	END
5	<i>Bite:</i> HKA 1 point (1 point with STR)	1
1	<i>Leap:</i> Leaping +1" (1" forward, ½" upward)	1
9	<i>Canine Senses:</i> +3 PER with all Sense Groups	0
5	<i>Canine Nose:</i> Tracking for Normal Smell	0
3	<i>Canine Ears:</i> Ultrasonic Perception (Hearing Group)	0

Talents

3 Lightsleep

Skills

- 5 *Hard To Hit:* +1 DCV
5 Concealment 13-; Self Only (-½)
2 PS: Retrieve/Fetch 11-
7 Stealth 13-

Total Powers & Skills Cost: 45

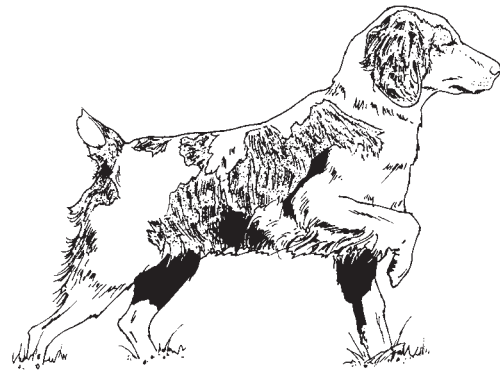
Total Cost: 13

75+ Disadvantages

- 15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
5 Physical Limitation: Small (no larger than about 1m; +3" KB) (Infrequently, Slightly Impairing)
15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)

Total Disadvantage Points: 110

Description: This character sheet represents a typical small or medium dog, such as a poodle, a terrier, or a cocker spaniel. Particularly small dogs may have less Running than indicated.



LARGE/HUNTING DOG

Val	Char	Cost	Roll	Notes
-5	STR	-15	8-	Lift 12.5 kg; 0d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
10	CON	0	11-	
7	BODY	-6	10-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
3	PD	3		Total: 3 PD (0 rPD)
2	ED	0		Total: 1 ED (0 rED)
3	SPD	6		Phases: 4, 8, 12
4	REC	4		
20	END	0		
15	STUN	3		Total Characteristics Cost: -5

Movement: Running: 6"/12"
Leaping: 1"/2"

Cost	Powers	END
10	<i>Bite:</i> HKA ½d6 (½d6 with STR)	1
1	<i>Leap:</i> Leaping +1" (1" forward, ½" upward)	1
9	<i>Canine Senses:</i> +3 PER with all Sense Groups	0

- 5 *Canine Nose*: Tracking for Normal Smell 0
- 3 *Canine Ears*: Ultrasonic Perception (Hearing Group) 0

Talents

- 3 Lightsleep

Skills

- 5 Concealment 13-; Self Only (-½)
- 2 PS: Retrieve/Fetch 11-
- 2 One other PS, representing an additional trick
- 5 Stealth 13-

Total Powers & Skills Cost: 45

Total Cost: 40

75+ Disadvantages

- 15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
- 5 Physical Limitation: Small (no larger than about 1m; +3" KB) (Infrequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)

Total Disadvantage Points: 110

Description: This character sheet represents a typical large dog, working dog, or hunting dog, such as a collie, German shepherd, or Irish setter.

GUARD/COMBAT DOG

Val	Char	Cost	Roll	Notes
0	STR	-10	9-	Lift 25 kg; 0d6 [1]
16	DEX	18	12-	OCV: 5/DCV: 5
12	CON	4	11-	
9	BODY	-2	11-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
5	PD	5		Total: 5 PD (0 rPD)
3	ED	1		Total: 3 ED (0 rED)
3	SPD	4		Phases: 4, 8, 12
5	REC	6		
24	END	0		
20	STUN	5		
				Total Characteristics Cost: 24

Movement: Running: 7"/14"
Leaping: 1"/2"

Cost	Powers	END
15	<i>Bite</i> : HKA 1d6 (1d6 with STR)	1
2	<i>Fast</i> : Running +1" (7" total)	1
1	<i>Leap</i> : Leaping +1" (1" forward, ½" upward)	1
1	<i>Combat-Acclimated</i> : +3 PRE; Only To Protect Against Presence Attacks (-1)	0
9	<i>Canine Senses</i> : +3 PER with all Sense Groups	0
5	<i>Canine Nose</i> : Tracking for Normal Smell	0
3	<i>Canine Ears</i> : Ultrasonic Perception (Hearing Group)	0

Talents

- 3 Lightsleep

Skills

- 5 Concealment 13-; Self Only (-½)
- 2 PS: Attack 11-
- 2 PS: Guard 11-
- 2 PS: Retrieve/Fetch 11-
- 2 PS: Stop Attacking 11-
- 5 Stealth 13-

Total Powers & Skills Cost: 57

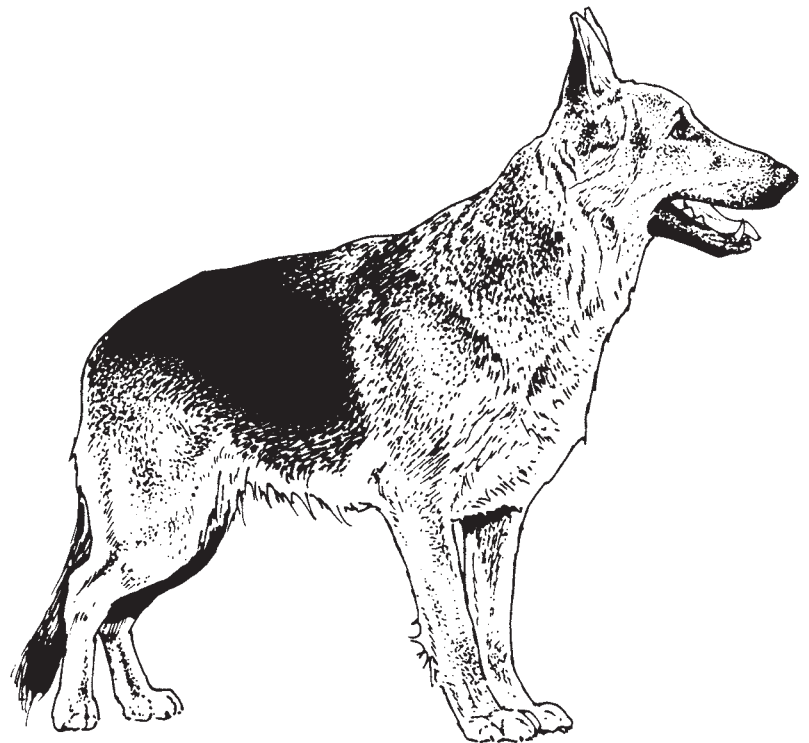
Total Cost: 81

75+ Disadvantages

- 15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
- 5 Physical Limitation: Small (no larger than about 1m; +3" KB) (Infrequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)

Total Disadvantage Points: 110

Description: This character sheet represents a typical large dog trained for guard, combat, or similar duties, such as a Doberman or Rottweiler. In some times and places, dogs used in battle were equipped with barding-like armor, or had spiked collars that might act as a small Damage Shield.



Dolphin

DOLPHIN

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
15	DEX	15	12-	OCV: 5/DCV: 5
15	CON	10	12-	
12	BODY	4	11-	
10	INT	0	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
6	PD	3		Total: 6 PD (1 rPD)
4	ED	1		Total: 4 ED (1 rED)
3	SPD	5		Phases: 4, 8, 12
6	REC	0		
30	END	0		
28	STUN	0		
				Total Characteristics Cost: 33 (+17 with NCM)

Movement:	Running:	0"/0"
	Leaping:	3"/6"
	Swimming:	22"/44"

Cost	Powers	END
5	<i>Bite:</i> HKA 1 point (½d6 with STR)	1
1	<i>Tough Skin:</i> Damage Resistance (1 PD/1 ED)	0
5	<i>Tough Nose:</i> +10 PD; Only To Protect Against Damage Taken When Performing Move Bys/Throughs (-1)	0
2	<i>Aquatic:</i> Life Support (Extended Breathing: 1 END per Turn, Safe Environment: High Pressure)	0
20	<i>Fast Swimmer:</i> Swimming +20" (22" total)	2
-12	<i>Only Swims:</i> Running -6"	
15	<i>Echolocation:</i> Active Sonar	
6	<i>Dolphin's Senses:</i> +2 PER with all Sense Groups	0

Total Powers & Skills Cost: 42

Total Cost: 75

75+ Disadvantages

- 10 Physical Limitation: Near-Human Intelligence (Frequently, Slightly Impairing)
- 5 Physical Limitation: Large (up to 4m long; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)

Total Disadvantage Points: 105

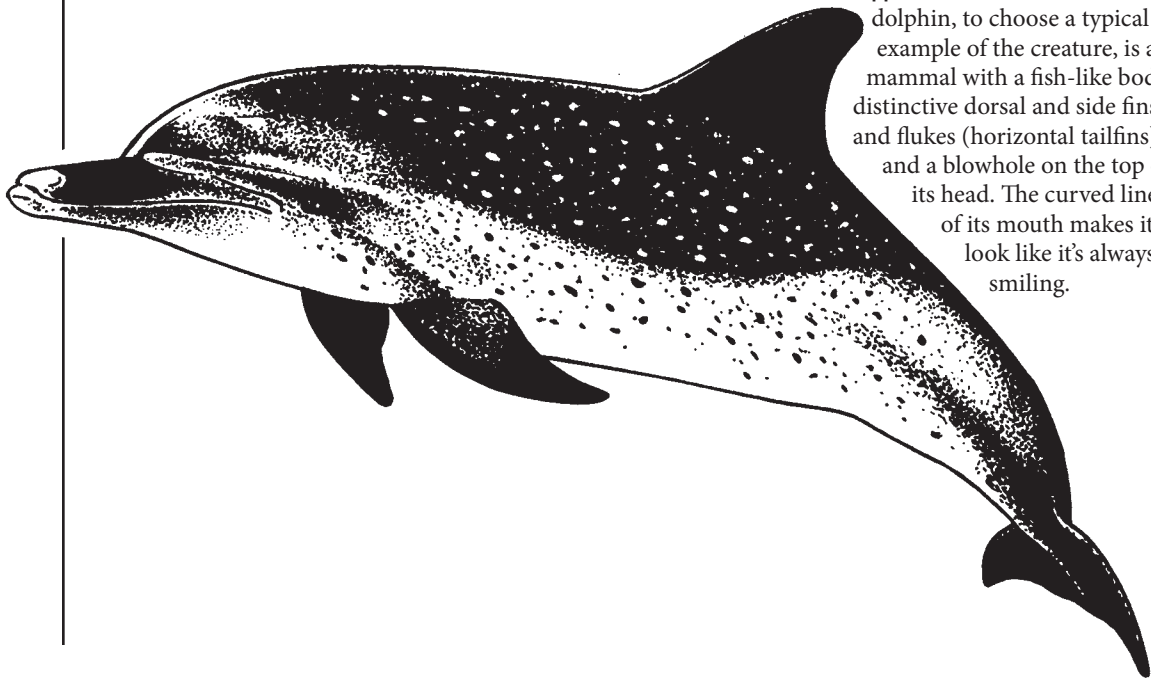
Ecology: Although they look like fish, dolphins are actually mammals — small members of the whale family — and thus must regularly return to the surface to breathe air through their blowholes. However, they are superbly adapted to aquatic life. They typically live in coastal waters throughout the temperate and tropical oceans of the world (and some rivers as well), but can dive as deep as 100 meters in search of the fish and other marine creatures they eat. They use a sonar-like echolocation to “see” while deep underwater.

Dolphins typically live together in groups of 15, or sometimes more, and are sociable and friendly (even to humans, whom they sometimes approach). They are highly intelligent, and can communicate with others through a series of complex clicks and squeaks. Some species can swim as fast as 25 miles per hour.

Personality/Motivation: Normal animal motivations, though they are unusually intelligent.

Powers/Tactics: Dolphins typically prefer to avoid fights, but if they must fight, they rely on their small, sharp teeth. They're also good at performing Move Bys or Move Throughs to ram their hard noses into the sensitive sides of creatures like sharks.

Appearance: The bottlenose dolphin, to choose a typical example of the creature, is a mammal with a fish-like body, distinctive dorsal and side fins and flukes (horizontal tailfins), and a blowhole on the top of its head. The curved line of its mouth makes it look like it's always smiling.



Eel

EEL

Val	Char	Cost	Roll	Notes
-15	STR	-25	6-	Lift 3.2 kg; 0d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
4	CON	-12	10-	
4	BODY	-12	10-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
10	PRE	0	11-	PRE Attack: 2d6
4	COM	-3	10-	
2	PD	2		Total: 2 PD (0 rPD)
2	ED	1		Total: 2 ED (0 rED)
3	SPD	6		Phases: 4, 8, 12
2	REC	2		
8	END	0		
8	STUN	2		
Total Characteristics Cost: -39				

Movement:
 Running: 0"/0"
 Leaping: 0"/0"
 Swimming: 4"/8"

Cost	Powers	END
5	<i>Bite</i> : HKA 1 point (1 point with STR)	1
2	<i>Eel's Body</i> : Swimming +2" (4" total)	1
-12	<i>Only Swims</i> : Running -6"	
6	<i>Eel's Senses</i> : +2 PER with all Sense Groups	0

Total Powers & Skills Cost: 1
Total Cost: -38

75+ Disadvantages

- 15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
- 0 Physical Limitation: Human Size (up to 3m long, but elongated and slender)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)

Total Disadvantage Points: 105

OPTIONS

Cost Electric Eel

50 *Electric Shock*: EB 6d6, NND (defense is rED; +1), Reduced Endurance (0 END; +½); No Range (-½) 0
 2 +2 ED 0

Total cost: +52 points

Cost Moray Eel

+5 Replace *Bite* with *Moray's Bite*: HKA ½d6 (½d6 with STR) 1

Total cost: +5 points

Ecology: Eels live in many places throughout the world, and include many species, such as the moray eel. The moray lives mostly in tropical and warm temperate waters, and is brightly colored. It lurks in underwater crevices, darting out to catch fish and other prey. It can deliver a nasty bite if provoked (such as when a diver accidentally puts a hand into its crevice), and is sometimes aggressive.

Perhaps the best known eel, the electric eel, isn't really an eel at all, but a South American river fish. The electric eel can emit electric shocks of up to 550 volts; a large one's zap can stun an adult human. They also use tiny electric shocks to light the waters around them and help them see where they're going.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: The moray and similar eels fight by biting, and flee if possible. The electric eel uses its electric shocks for defense, usually using a small one (1-3d6) as a warning before unleashing its full power.

Campaign Use: You should consider eels with negative Total Costs to have a Total Cost of 5 Character Points for purposes of buying them as Followers, Summoning them, and so forth.

Appearance: Eels are long, slender creatures that seem to blend the features of fish and snake. They come in a variety of colors.



Elephant

ELEPHANT

Val	Char	Cost	Roll	Notes
45	STR	35	18-	Lift 12.5 tons; 9d6 [4]
13	DEX	9	12-	OCV: 4/DCV: 4
30	CON	40	15-	
30	BODY	40	15-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
25	PRE	15	14-	PRE Attack: 5d6
8	COM	-1	11-	
12	PD	3		Total: 12 PD (2 rPD)
9	ED	3		Total: 9 ED (2 rED)
3	SPD	7		Phases: 4, 8, 12
15	REC	0		
60	END	0		
68	STUN	0		
				Total Characteristics Cost: 139 (+78 with NCM)

Movement: Running: 12"/24"
Leaping: 0"/0"

Cost	Powers	END
12	<i>Tusks:</i> HKA 1d6 (2d6 with STR); Reduced Penetration (-¼)	1
2	<i>Tough Skin:</i> Damage Resistance (2 PD/2 ED)	0
16	<i>Heavy:</i> Knockback Resistance -8"	0
12	<i>Long Legs:</i> Running +6"	1
3	<i>Elephant's Senses:</i> +1 PER with all Sense Groups except Sight Group	0
2	<i>Elephant's Nose:</i> +1 PER with Smell/ Taste Group	0
6	<i>Trunk:</i> Extra Limb, Inherent (+¼)	0

Skills

5 +1 Hand-To-Hand

Total Powers & Skills Cost: 58

Total Cost: 197

75+ Disadvantages

- 15 Hunted: poachers 8- (Mo Pow, Capture/Kill)
- 15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
- 10 Physical Limitation: Enormous (up to 8m long, 4m tall at the shoulder, and 6,000 kg weight; -4 DCV, +4 to PER Rolls to perceive) (Frequently, Slightly Impairing)
- 10 Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
- 15 Physical Limitation: Poor Eyesight, suffers -2 to all Sight PER Rolls except in dim light (Frequently, Greatly Impairing)
- 9 Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
- 48 Experience Points

Total Disadvantage Points: 197

Ecology: Sociable and intelligent, elephants live in groups of eight to twelve females plus young, with the males living by themselves or in male-only herds. They migrate across their grassland and forest homes in search of the vast amounts of provender they eat — an adult elephant can consume up to 650 pounds of vegetation and drink 25 gallons of water per day. Elephants can live for 70 years or more.

Perhaps the most interesting feature of the elephant is its trunk, a long, flexible extension of its nose and upper lip. The trunk is flexible enough to pick up branches and other objects, even ones as small as a coin, and can suck up and spray large amounts of water.

Elephants can communicate with each other using infrasonic sounds, below the range of the human ear. Other elephants as far as a mile and a half away can hear, understand, and respond to another elephant's "speech."

There are two types of elephants, the African and the Asian. The African is larger, and has larger ears. The Asian elephant lives mainly in India and Southeast Asia. Both subspecies are endangered. Asian elephants have been domesticated and used for various tasks for 4,000 years.

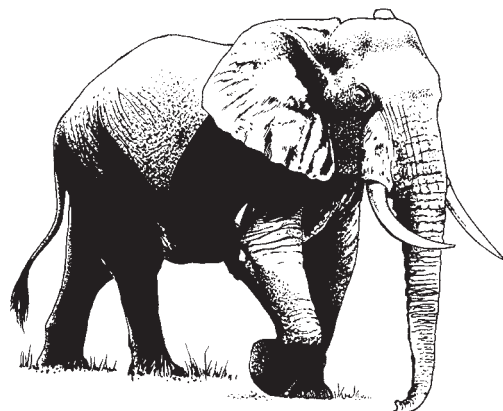
Personality/Motivation: Normal animal motivations.

Powers/Tactics: When driven to fight, elephants use their tusks, which can reach a length of 10 feet or more in the African elephant. They may also charge, attempting to trample the target (a Move Through). Elephants become most aggressive and likely to attack instead of flee during rut, or during *musth*, a period in which the male elephant secretes a substance of the same name from a gland between its eyes and ears.

Despite their great size, elephants can move quietly when they want, and their broad feet often leave few tracks.

Campaign Use: Some cultures train elephants for use in war. With their tusks gilded, and warriors mounted on their backs, elephants can strike terror into the heart of the bravest warrior.

Appearance: Elephants are enormous animals — up to eight meters long, four meters tall, and 13,000 pounds — with grey skin. Their trunks, tusks, and large ears are distinctive. They have four pillar-like legs directly beneath their body, and a small tail.



Gorilla

GORILLA

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
15	DEX	15	12-	OCV: 5/DCV: 5
20	CON	20	13-	
14	BODY	8	12-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
15	PRE	5	12-	PRE Attack: 3d6
8	COM	-1	11-	
				Total: 5 PD (1 rPD)
5	PD	0		Total: 4 ED (1 rED)
4	ED	0		Phases: 4, 8, 12
3	SPD	5		
9	REC	0		
40	END	0		
37	STUN	0		
				Total Characteristics Cost: 55 (+5 with NCM)

Movement: Running: 5"/10"
Leaping: 5"/10"
Swimming: 0"/0"

Cost	Powers	END
7	<i>Arm Swing:</i> HA +2d6; Hand-To-Hand Attack (-½)	1
8	<i>Bite:</i> HKA ½d6 (1d6+1 with STR); Reduced Penetration (-¼)	1
4	<i>Roar:</i> +10 PRE; Only For Fear-Based Presence Attacks (-1), Incantations (must roar; -¼)	0
1	<i>Thick Skin:</i> Damage Resistance (1 PD/1 ED)	0
3	<i>Ape Senses:</i> +1 PER with all Sense Groups	0
-2	<i>Slow:</i> Running -1" (5" total)	
-2	<i>Poor Swimmer:</i> Swimming -2"	

Skills

4 +2 OCV with Arm Swing

Total Powers & Skills Cost: 23

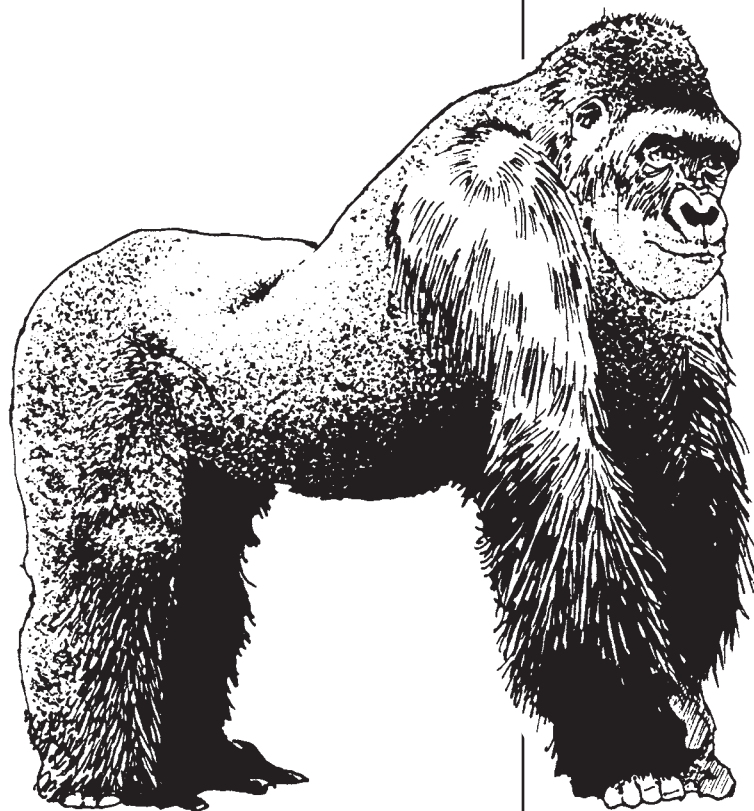
Total Cost: 78

75+ Disadvantages

- 15 Hunted: poachers 8- (Mo Pow, Capture/Kill)
- 0 Physical Limitation: Human size (up to about 2m tall and 300 kg)
- 10 Physical Limitation: Near-Human Intelligence (Frequently, Slightly Impairing)
- 10 Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)

Total Disadvantage Points: 110

Ecology: Gorillas inhabit the dense, secluded tropical forests of western and central Africa. They live in multiple-family troops led by a single, dominant male. Each troop has a territory of about 10-40 square kilometers, which they wander over during the day. They eat fruits and vegetation (obtaining most of their water from their food), and do not pose a threat to humans.



Personality/Motivation: Normal animal motivations.

Powers/Tactics: Typically calm and peaceful, gorillas can become aggressive if threatened or approached too closely. Their strength makes them powerful fighters, but they prefer to begin a battle by standing and roaring (*i.e.*, by making a Presence Attack). If they must fight, they swing their arms to strike powerful punches, or Grab and then bite.

Campaign Use: Gorillas appear in adventure literature in a variety of guises, including giant and flesh-eating varieties (see pages 40, 194). Intelligent, talking gorillas exist in a number of settings. The gorilla character sheet could serve as a template for brutal proto-humanoids on strange alien worlds. Apply the *Winter* template and you've got a yeti.

Appearance: The largest of the apes of Earth, the gorilla stands as tall as a human, but is much broader-chested and muscular. Short fur, usually black but sometimes shading to silver-grey in some places on older males ("silverbacks"), covers most of their body; visible skin is a shiny black. Gorillas usually move in a semi-upright posture, using their long arms to support themselves via knuckle-walking, but can stand upright on two legs to reach objects, carry things for short distances, or assume an aggressive posture. Males are noticeably larger than females.

Hippopotamus

HIPPOPOTAMUS

Val	Char	Cost	Roll	Notes
35	STR	25	16-	Lift 1,600 kg; 7d6 [3]
15	DEX	15	12-	OCV: 5/DCV: 5
24	CON	28	14-	
25	BODY	30	14-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
20	PRE	10	13-	PRE Attack: 4d6
6	COM	-2	10-	
				Total: 10 PD (4 rPD)
10	PD	3		Total: 6 ED (4 rED)
6	ED	1		Phases: 4, 8, 12
3	SPD	5		
12	REC	0		
48	END	0		
55	STUN	0		
				Total Characteristics Cost: 103 (+35 with NCM)

Movement: Running: 6"/12"
Leaping: 0"/0"
Swimming: 4"/8"

Cost Powers

30	<i>Tusks:</i> HKA 2d6 (4d6 with STR)	3
4	<i>Tough Skin:</i> Damage Resistance (4 PD/4 ED)	0
12	<i>Heavy:</i> Knockback Resistance -6"	0
1	<i>Used To The Water:</i> Life Support (Extended Breathing: 1 END per Turn)	0
2	<i>Good Swimmer:</i> Swimming +2" (4" total)	1
3	<i>Hippo Senses:</i> +1 PER with all Sense Groups	0

Talents

3	Environmental Movement: Aquatic Movement (no penalties in water)
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Total Powers & Skills Cost: 55

Total Cost: 158

75+ Disadvantages

15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
5	Physical Limitation: Large (up to about 5m long and 2,400 kg; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
7	Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
41	Experience Points

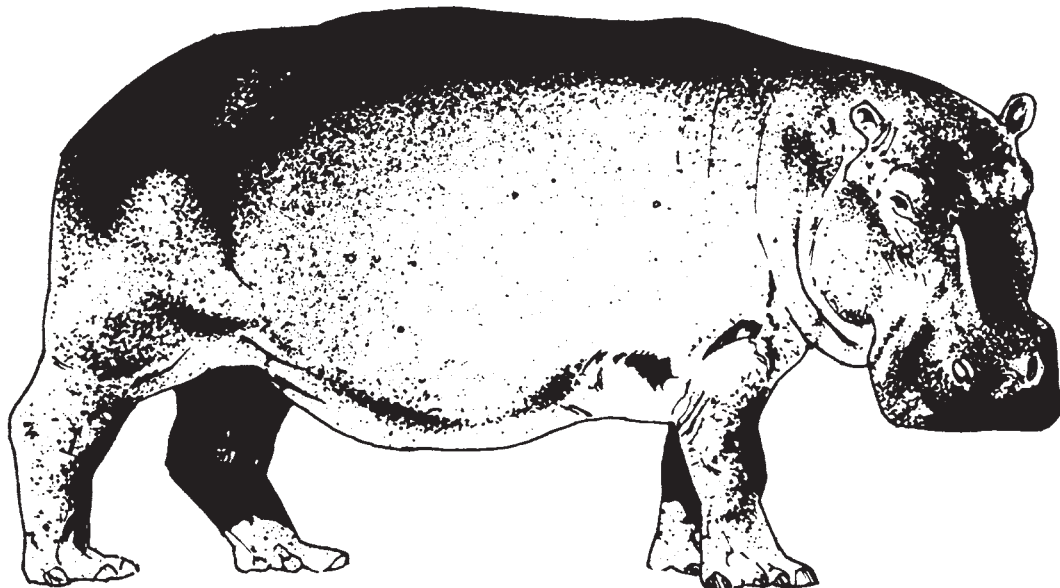
Total Disadvantage Points: 158

Ecology: Hippos are vegetarians. They spend most of their time in the water to keep cool, but at night venture as far as three miles from the water in search of the 90 pounds of vegetation each of them eats every day. They congregate in herds of ten to twenty, and if danger threatens, the herd gathers together in the water for mutual defense.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Despite their size, hippos are surprisingly fast, especially in the water (where they prefer to fight, and will retreat to if confronted on land). Their tusks are large — up to 20 inches long — and powered by their massive jaws can easily smash through the side of a boat or kill an adult human in one bite. Well-adapted to a mostly aquatic life, a hippo can hold its breath underwater for as much as 15 minutes.

Appearance: Hippos are large animals — up to about 15 feet long and weighing over 5,000 pounds — with grey, blubbery skin, short, squat legs, and long heads with enormous, tusk-filled mouths. The eyes and nostrils are set high on the head so that the hippo can keep most of its body submerged while remaining on the lookout for danger.



HORSES

Ecology: Horses inhabit grassy plains, plateaus, moors, and wastelands in temperate and subtropical regions. They live together in herds of dozens of animals. The dominant male and his females stay in the center of the herd, with the lesser males on the outside. Herbivores, horses often travel great distances to new grazing grounds.

Horses were domesticated by about 2000 B.C., and have served mankind in dozens of roles ever since: riding animal, workhorse, racehorse, warhorse, and more. Ranchers often castrate male horses to gentle them up or make them easier to train. A castrated male horse of any age is a *gelding*. An uncastrated male horse up to age 4 is a *colt*; at age 4 and up, he's called a *stallion*. Female horses up to age 4 are *fillies*; at age 4 and over, they're *mares*. In the Wild West, cowboys rarely rode either fillies or mares; a mare used as a saddle horse is sometimes called a *dilsey*.

Personality/Motivations: Normal animal motivations, plus any imposed by training and affection for an owner or trainer.

Powers/Tactics: Horses typically prefer to flee rather than fight, trusting to their speed to keep them safe. (Exception: zebras stand and fight predators rather than running away.) If they must fight, or if trained for battle, they bite with their teeth, kick with their legs, and rear up to crash their front hooves down on an opponent.

Campaign Use: You can use the pony character sheet for wild African asses, donkeys, and mules, though you may want to reduce their inches of Running to no more than 10". You can use the riding horse write-up for zebras. Of course, for wild creatures, you should remove the *Domesticated Psychological Limitation*.

You can also use the various horse character sheets as templates for similar riding animals.

Appearance: Horses are large ungulate mammals with a single toe (a hoof) on each foot. They have long, tapering heads; long, broad necks, backs well-suited for a person to sit on, and tails.

Horses come in many colors: Appaloosa/ spotted (a spotted breed with a distinctive dark color-on-white spotted pattern to its coat); bay (reddish with black mane, tails, and points); black; brown; chestnut (also called *sorrel*; it signifies shades of gold, from pale gold to rich, red gold); dapple grey (dark grey with light grey hairs forming "stars" on the coat); dun (yellow, blue, or a "mouse" shade of grey, depending on who you ask); fleabitten (grey coat with specks of brown); grey; *grullo* (a "smoky-colored horse," with a dark body with bluish tendencies and a black mane and tail); piebald (white and black patches); pinto (patchwork); roan (either strawberry-roan [chestnut with white hairs interspersed] or blue roan [a black or brown body with a percentage of white hair]); skewbald (white and patches of a color other than black); and white.

Riders have many terms for typical horse

markings. A *star* is a spot of white between the eyes on a dark coat; a *blaze* is a larger patch of white covering the forehead and muzzle. *Socks* are small patches of white at the bottom of the legs; *stockings* are larger patches in the same place.

Horses are measured in *hands* from the bottom of the forelegs to the top of the withers; each hand is four inches long (fractions like .1 or .2 hands represent a number of additional inches).

PONY

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
15	DEX	15	12-	OCV: 5/DCV: 5
18	CON	16	13-	
13	BODY	6	12-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
5	PD	1		Total: 5 PD (1 rPD)
4	ED	0		Total: 4 ED (1 rED)
3	SPD	5		Phases: 4, 8, 12
8	REC	0		
36	END	0		
32	STUN	0		Total Characteristics Cost: 41 (+6 with NCM)

Movement: Running: 13"/26"
Leaping: 4"/8"

Cost	Powers	END
5	<i>Bite:</i> HKA 1 point (½d6 with STR)	1
10	<i>Kick/Rear:</i> HA +3d6; Hand-To-Hand Attack (-½)	1
1	<i>Tough Skin:</i> Damage Resistance (1 PD/1 ED)	0
6	<i>Heavy:</i> Knockback Resistance -3"	0
14	<i>Horse's Legs:</i> Running +7" (13" total)	0
6	<i>Sharp-Eared And Keen-Nosed:</i> +2 PER with all Sense Groups but Sight Group	0

Total Powers & Skills Cost: 42

Total Cost: 83

75+ Disadvantages

15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
5	Physical Limitation: Large (4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
15	Psychological Limitation: Timid (Common, Strong)
20	Psychological Limitation: Domesticated (Very Common, Strong)

Total Disadvantage Points: 145

Description: A pony is any horse no taller than 14.2 hands. Most are a little stockier than their larger brethren. In the wild, they prefer harsher, bleaker territories, such as moors, since they can survive

without as much food as a horse. Noted for their surefootedness on rough terrain, they make good mounts for smaller characters (children, halflings, dwarves), and good pack animals.

RIDING HORSE

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
15	DEX	15	12-	OCV: 5/DCV: 5
20	CON	20	13-	
15	BODY	10	12-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
13	PRE	3	12-	PRE Attack: 2½d6
10	COM	0	11-	
6	PD	1		Total: 6 PD (1 rPD)
4	ED	0		Total: 4 ED (1 rED)
3	SPD	5		Phases: 4, 8, 12
9	REC	0		
40	END	0		
38	STUN	0		
				Total Characteristics Cost: 57 (+11 with NCM)

Movement: Running: 13"/26"
Leaping: 5"/10"

Cost	Powers	END
5	<i>Bite:</i> HKA 1 point (½d6 with STR)	1
10	<i>Kick/Rear:</i> HA +3d6; Hand-To-Hand Attack (-½)	1
1	<i>Tough Skin:</i> Damage Resistance (1 PD/1 ED)	0
6	<i>Heavy:</i> Knockback Resistance -3"	0
14	<i>Horse's Legs:</i> Running +7" (13" total)	1
6	<i>Sharp-Eared And Keen-Nosed:</i> +2 PER with all Sense Groups but Sight Group	0

Total Powers & Skills Cost: 42
Total Cost: 99

75+ Disadvantages

- 15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
- 5 Physical Limitation: Large (4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)



- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 15 Psychological Limitation: Timid (Common, Strong)
- 20 Psychological Limitation: Domesticated (Very Common, Strong)

Total Disadvantage Points: 145

Description: The riding horse represents a typical domestic horse ridden for work or pleasure. Some breeds are a little stronger, some a little faster, some more intelligent or hardier. Most riding horses are 14-16 hands tall; a few are as tall as 17 hands.

DRAFT HORSE

Val	Char	Cost	Roll	Notes
28	STR	18	15-	Lift 1,200 kg; 5½d6 [3]
14	DEX	12	12-	OCV: 5/DCV: 5
22	CON	24	13-	
18	BODY	16	13-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
13	PRE	3	12-	PRE Attack: 2½d6
10	COM	0	11-	
8	PD	2		Total: 8 PD (1 rPD)
4	ED	0		Total: 4 ED (1 rED)
3	SPD	6		Phases: 4, 8, 12
10	REC	0		
44	END	0		
43	STUN	0		
				Total Characteristics Cost: 69 (+12 with NCM)

Movement: Running: 10"/20"
Leaping: 6"/12"

Cost	Powers	END
5	<i>Bite:</i> HKA 1 point (½d6 with STR)	1
10	<i>Kick/Rear:</i> HA +3d6; Hand-To-Hand Attack (-½)	1
1	<i>Tough Skin:</i> Damage Resistance (1 PD/1 ED)	0
10	<i>Heavy:</i> Knockback Resistance -5"	0
8	<i>Horse's Legs:</i> Running +4" (10" total)	1
6	<i>Sharp-Eared And Keen-Nosed:</i> +2 PER with all Sense Groups but Sight Group	0

Total Powers & Skills Cost: 40
Total Cost: 109

75+ Disadvantages

- 15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
- 5 Physical Limitation: Large (4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 15 Psychological Limitation: Timid (Common, Strong)
- 20 Psychological Limitation: Domesticated (Very Common, Strong)

Total Disadvantage Points: 145

Description: The draft horse character sheet is for Clydesdales, Percherons, and other large horses suited more for heavy lifting and pulling than for riding. However, larger characters and humanoid creatures, such as trolls, may prefer them as steeds. The average height for a draft horse is 15.2-18.0 hh (the largest horse ever recorded was a 21 hh Percheron).



LIGHT WARHORSE

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
18	DEX	24	13-	OCV: 6/DCV: 6
20	CON	20	13-	
16	BODY	12	12-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
16	PRE	6	12-	PRE Attack: 3d6
10	COM	0	11-	
7	PD	2		Total: 7 PD (1 rPD)
4	ED	0		Total: 4 ED (1 rED)
3	SPD	2		Phases: 4, 8, 12
9	REC	0		
40	END	0		
39	STUN	0		
				Total Characteristics Cost: 69 (+9 with NCM)

Movement: Running: 12"/24"
Leaping: 5"/10"

Cost	Powers	END
5	<i>Bite:</i> HKA 1 point (½d6 with STR)	1
10	<i>Kick/Rear:</i> HA +3d6; Hand-To-Hand Attack (-½)	1
1	<i>Tough Skin:</i> Damage Resistance (1 PD/1 ED)	0
1	<i>Combat-Acclimated:</i> +3 PRE; Only To Protect Against Presence Attacks (-1)	0
6	<i>Heavy:</i> Knockback Resistance -3"	0
12	<i>Horse's Legs:</i> Running +6" (12" total)	1
6	<i>Sharp-Eared And Keen-Nosed:</i> +2 PER with all Sense Groups but Sight Group	0

Skills

- 3 +1 with Bite, Kick/Rear
- 2 PS: Attack 11-
- 2 PS: Stop Attacking 11-
- 1 Riding 13-; Complementary To Rider's Skill Only (-1)

Total Powers & Skills Cost: 49

Total Cost: 118

75+ Disadvantages

- 15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
- 5 Physical Limitation: Large (4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 20 Psychological Limitation: Domesticated (Very Common, Strong)

Total Disadvantage Points: 130

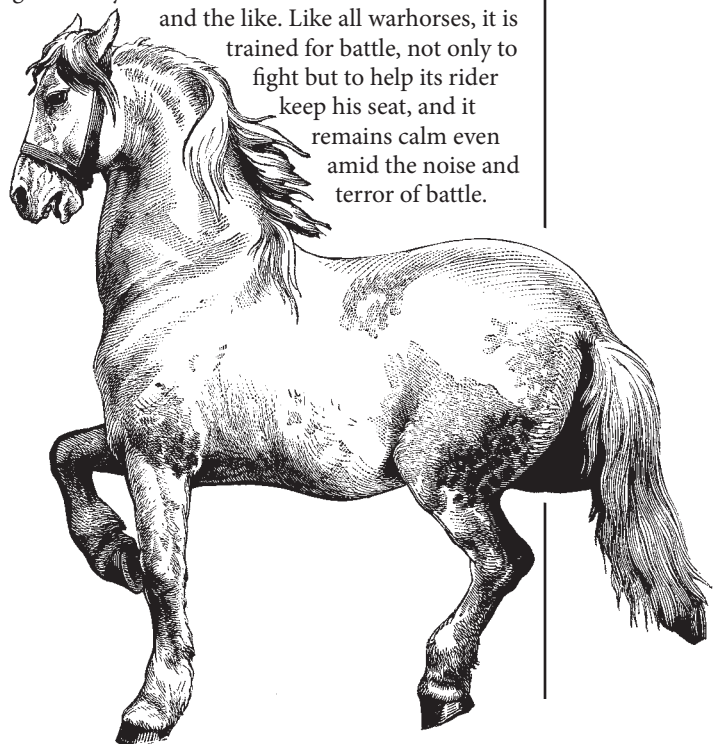
OPTION

You may add this option to any of the warhorses, though in Heroic campaigns, PCs typically do not pay Character Points for equipment like this.

Cost Warhorse Options

- 3 *Leather Barding:* Armor (2 PD/2 ED); OIF (-½), Activation Roll 14- (-½) 0
- 9 *Chainmail Barding:* Armor (6 PD/6 ED); OIF (-½), Activation Roll 14- (-½) 0
- 12 *Plate Barding:* Armor (8 PD/8 ED); OIF (-½), Activation Roll 14- (-½) 0

Description: This character sheet represents the smallest and swiftest warhorse, the type favored by light cavalry, some tribes of nomadic horsemen, and the like. Like all warhorses, it is trained for battle, not only to fight but to help its rider keep his seat, and it remains calm even amid the noise and terror of battle.



MEDIUM WARHORSE

Val	Char	Cost	Roll	Notes
28	STR	18	15-	Lift 1,200 kg; 5½d6 [3]
17	DEX	21	12-	OCV: 6/DCV: 6
21	CON	22	13-	
17	BODY	14	12-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
17	PRE	7	12-	PRE Attack: 3d6
10	COM	0	11-	
				Total: 8 PD (1 rPD)
8	PD	2		Total: 4 ED (1 rED)
4	ED	0		Phases: 4, 8, 12
3	SPD	3		
10	REC	0		
42	END	0		
42	STUN	0		
				Total Characteristics Cost: 75 (+12 with NCM)

Movement: Running: 11"/22"
Leaping: 6"/12"

Cost	Powers	END
5	<i>Bite:</i> HKA 1 point (½d6 with STR)	1
10	<i>Kick/Rear:</i> HA +3d6; Hand-To-Hand Attack (-½)	1
1	<i>Tough Skin:</i> Damage Resistance (1 PD/1 ED)	0
1	<i>Combat-Acclimated:</i> +3 PRE; Only To	

Protect Against Presence Attacks (-1)
8 *Heavy:* Knockback Resistance -4" 0
10 *Horse's Legs:* Running +5" (11" total) 1
6 *Sharp-Eared And Keen-Nosed:* +2 PER with all Sense Groups but Sight Group 0

Skills

3 +1 with Bite, Kick/Rear
3 PS: Attack 12-
2 PS: Stop Attacking 11-
1 Riding 12-; Complementary To Rider's Skill Only (-1)

Total Powers & Skills Cost: 50**Total Cost: 125****75+ Disadvantages**

15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
5 Physical Limitation: Large (4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
20 Psychological Limitation: Domesticated (Very Common, Strong)

Total Disadvantage Points: 130

Description: This warhorse represents a middle ground between the light and heavy versions — it's stronger and tougher than the light warhorse, but not as swift; it's faster than the heavy warhorse, but not as sturdy. Many warriors prefer it because they feel it mixes the best features of the two.

HEAVY WARHORSE

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]
16	DEX	18	12-	OCV: 5/DCV: 5
22	CON	24	13-	
18	BODY	16	13-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
18	PRE	8	13-	PRE Attack: 3½d6
10	COM	0	11-	
				Total: 8 PD (1 rPD)
8	PD	2		Total: 6 ED (1 rED)
6	ED	2		Phases: 4, 8, 12
3	SPD	4		
10	REC	0		
44	END	0		
44	STUN	0		
				Total Characteristics Cost: 82 (+14 with NCM)

Movement: Running: 10"/20"
Leaping: 6"/12"



Cost	Powers	END
5	<i>Bite</i> : HKA 1 point (½d6 with STR)	1
10	<i>Kick/Rear</i> : HA +3d6; Hand-To-Hand Attack (-½)	1
1	<i>Tough Skin</i> : Damage Resistance (1 PD/1 ED)	0
1	<i>Combat-Acclimated</i> : +3 PRE; Only To Protect Against Presence Attacks (-1)	0
10	<i>Heavy</i> : Knockback Resistance -5"	0
8	<i>Horse's Legs</i> : Running +4" (10" total)	1
6	<i>Sharp-Eared And Keen-Nosed</i> : +2 PER with all Sense Groups but Sight Group	0

Skills		
3	+1 with Bite, Kick/Rear	
4	PS: Attack 13-	
2	PS: Stop Attacking 11-	
1	Riding 12-; Complementary To Rider's Skill Only (-1)	

Total Powers & Skills Cost: 51
Total Cost: 133

75+	Disadvantages
15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
5	Physical Limitation: Large (4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
20	Psychological Limitation: Domesticated (Very Common, Strong)
3	Experience Points

Total Disadvantage Points: 133

Description: The heavy warhorse is the largest, strongest equine trained for fighting. Able to carry a heavily armored knight and all his weapons and equipment without faltering, it's used by heavy cavalry units, humanoid species larger than humans, and the like.



MAMMALS, SMALL

The following two character sheets represent a wide variety of diminutive mammals (foxes, rabbits, raccoons, skunks, and the like) and tiny mammals (mice, squirrels, rats, most other small rodents, and so forth). Also included are some options for customizing the write-ups to represent specific species.

Ecology: Varied. Most of these creatures live in temperate regions, but some species can be found anywhere from the tropics to arctic lands.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Small predators stalk and kill insects and animals tinier than themselves, using their small claws and teeth. Small herbivores rely on stealth and speed to escape this fate.

Campaign Use: Many of these animals have value as food, or for their pelts. Characters may find themselves hunting them... or preventing poachers from wiping out endangered species.

DIMINUTIVE MAMMAL

Val	Char	Cost	Roll	Notes
-5	STR	-15	8-	Lift 12.5 kg; 0d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
12	CON	4	11-	
5	BODY	-10	10-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
3	PRE	-7	10-	PRE Attack: ½d6
8	COM	-1	11-	
3	PD	3		Total: 3 PD (0 rPD)
2	ED	0		Total: 2 ED (0 rED)
2	SPD	0		Phases: 6, 12
3	REC	2		
24	END	0		
15	STUN	4		Total Characteristics Cost: -20

Movement: Running: 2"/4"
 Leaping: 1"/2"
 Swimming: 1"/2"

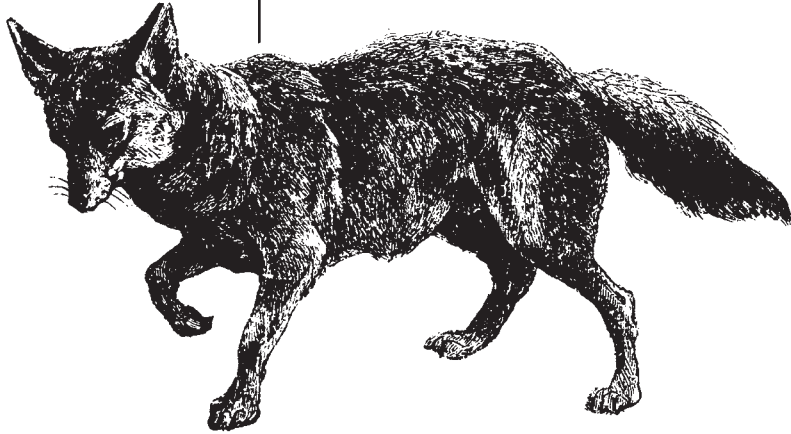
Cost	Powers	END
8	<i>Bite</i> : HKA ½d6 (½d6 with STR); Reduced Penetration (-¼)	1
5	<i>Claws</i> : HKA 1 point (1 point with STR)	1
1	<i>Leaping</i> : Leaping +1" (1" forward, ½" upward)	1
-8	<i>Short Legs</i> : Running -4"	
-1	<i>Short Legs</i> : Swimming -1"	
6	<i>Animal Senses</i> : +2 PER with all Sense Groups	0
5	<i>Animal Eyes</i> : Nightvision	0
Skills		
20	<i>Hard To Hit</i> : +4 DCV	
3	Climbing 12-	
9	Concealment 16-; Self Only (-½)	
11	Stealth 16-	

Total Powers & Skills Cost: 59
Total Cost: 39

75+ Disadvantages

- 15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
- 10 Physical Limitation: Diminutive (typically no larger than about .5m; +6" KB) (Frequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)

Total Disadvantage Points: 115



OPTIONS

Cost Aquatic Mammals (Beaver, Otter, and so forth)

- 3 No Climbing
 - 1 *Aquatic Adaptation*: Life Support (Extended Breathing: 1 END per Turn) 0
 - 2 *Aquatic Paws/Tail*: Swimming +2" (3" total) 1
- Total cost: +0 points**

Cost Fox

- 5 No Claws
 - 3 No Climbing
 - +4 *Bite*: HKA 1d6 (1d6 with STR); Reduced Penetration (-¼) 1
 - 4 *Swift*: Running +2" (4" total) 1
 - 2 *Fox's Ears*: +1 PER with Hearing Group 0
- Total cost: +2 points**

Cost Monkey

- 6 +2 DEX
 - 6 +1 SPD
 - 5 *Tail*: Extra Limb, Inherent (+¼); Limited Manipulation (-¼) 0
 - 4 +2 Climbing (14-)
- Total cost: +21 points**

Cost Porcupine

- 25 *Quills*: HKA 1d6, Continuous (+1), Damage Shield (+½), Inherent (+¼), Persistent (+½), Reduced Endurance (0 END; +½); Always On (-½), Activation Roll 15- (-¼), No STR Bonus (-½)
- (-15) Add Physical Limitation: Poor Eyesight, suffers -2 to all Sight PER Rolls (Frequently, Greatly Impairing)

Total cost: +25 points

Cost Rabbit/Hare

- 5 No Claws
 - 3 No Climbing
 - 10 *Swift*: Running +5" (7" total) 1
 - 3 *Rabbit's Legs*: Leaping +3" (4" forward, 2" upward) 1
 - 4 *Rabbit's Ears*: +2 PER with Hearing Group 0
- Total cost: +9 points**

Cost Raccoon

- (+5) Change to *Physical Limitation: Limited Manipulation*
 - 6 +2 DEX
- Total cost: +6 points**

Cost Skunk

- 3 No Climbing
 - 82 *Spray*: Change Environment 1" radius, -5 to target's Smell/Taste Group PER Rolls, 6 Charges lasting 1 Week each (removed by washing in tomato juice; +1), Usable As Attack (+1), Ranged (+½); Limited Range (2"; -¼), Linked (-½) **plus** Smell/Taste Group Images, +5 to PER Rolls, 1" radius, 6 Charges lasting 1 Week each (removed by washing in tomato juice; +1½), Usable As Attack (+1), Ranged (+½); Limited Range (2"; -¼), Set Effect (make victim stink; -1) **plus** Energy Blast 2d6, NND (defense is Life Support [Self-Contained Breathing]; +1); 6 Charges (-¾), Limited Range (2"; -¼), Linked (-½)[6]
- Total cost: +79 points.**



TINY MAMMAL

Val	Char	Cost	Roll	Notes
-20	STR	-30	5-	Lift 1.6 kg; 0d6 HTH damage [1]
15	DEX	15	12-	OCV: 5/DCV: 5
8	CON	-4	11-	
3	BODY	-14	10-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
1	PRE	-9	9-	PRE Attack: 0d6
8	COM	-1	11-	
2	PD	2		Total: 2 PD (0 rPD)
2	ED	0		Total: 2 ED (0 rED)
2	SPD	0		Phases: 6, 12
2	REC	0		
16	END	0		
10	STUN	3		Total Characteristics Cost: -50

Rhinoceros

Movement: Running: 1"/2"
Leaping: 1"/2"
Swimming: 1"/2"

Cost	Powers	END
5	<i>Bite:</i> HKA 1 point (1 point with STR)	1
1	<i>Leaping:</i> Leaping +1" (1" forward, 1/2" upward)	1
-10	<i>Short Legs:</i> Running -5"	
-1	<i>Short Legs:</i> Swimming -1"	
6	<i>Animal Senses:</i> +2 PER with all Sense Groups	0
5	<i>Animal Eyes:</i> Nightvision	0
Skills		
30	<i>Hard To Hit:</i> +6 DCV	
3	Climbing 12-	
10	Concealment 17-; Self Only (-1/2)	
15	Stealth 18-	

Total Powers & Skills Cost: 64
Total Cost: 14

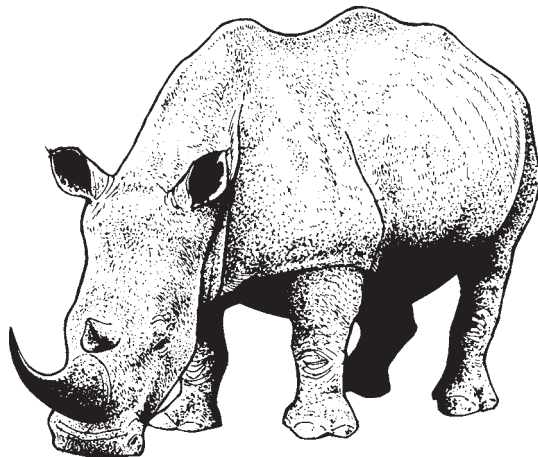
75+	Disadvantages
15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
10	Physical Limitation: Tiny (.25m; +9" KB) (Frequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)

Total Disadvantage Points: 115

OPTIONS

Cost	Squirrel
3	Breakfall 12-
+4	+2 Climbing (14-)
1	Leaping +1" (2" forward, 1" upward)

Total cost: +8 points



RHINOCEROS

Val	Char	Cost	Roll	Notes
35	STR	25	16-	Lift 3,200 kg; 7d6 [3]
14	DEX	12	12-	OCV: 5/DCV: 5
28	CON	36	15-	
28	BODY	36	15-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
15	PD	8		Total: 21 PD (6 rPD)
10	ED	4		Total: 14 ED (4 rED)
3	SPD	6		Phases: 4, 8, 12
13	REC	0		
56	END	0		
60	STUN	0		Total Characteristics Cost: 124 (+60 with NCM)

Movement: Running: 12"/24"
Leaping: 0"/0"

Cost	Powers	END
25	<i>Horn:</i> HKA 1 1/2d6 (3d6+1 with STR)	2
15	<i>Thick Skin:</i> Armor (6 PD/4 ED)	0
16	<i>Heavy:</i> Knockback Resistance -8"	0
5	<i>Braced For Impact:</i> +10 PD; Only To Protect Against Damage Taken When Performing Move Throughs (-1)	0
12	<i>Long Legs:</i> Running +6"	1
12	<i>Burst Of Speed:</i> Running +15" (27" total); Increased Endurance Cost (x4 END; -1 1/2)	12

Skills
8 +4 OCV with Move Through

Total Powers & Skills Cost: 93
Total Cost: 217

75+	Disadvantages
15	Hunted: poachers 8- (Mo Pow, Capture/Kill)
15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
5	Physical Limitation: Large (up to about 5m long and 3.5 tons; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
15	Physical Limitation: Poor Eyesight, suffers -2 to all Sight PER Rolls (Frequently, Greatly Impairing)
7	Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
15	Susceptibility: to sharp, powerful blows to the horn, 3d6 damage instantly (Uncommon)
-- 10	Vulnerability: 2 x STUN from sharp, powerful blows to the horn (Uncommon)
45	Experience Points

Total Disadvantage Points: 217

Ecology: Rhinos are vegetarians who graze on the grasslands and in the forests of Africa and Asia. Major species include the white, or square-lipped, rhino and the black, or hook-lipped, rhino (both native to Africa and displaying two horns) and the Indian rhino (native to India and with only one horn).

All species of rhinos are endangered due to poaching and habitat loss. Rhino horns have great value on the black market, prompting hunters to kill rhinos, saw off the horns, and leave the bodies to rot.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Some species of rhino are aggressive, and some prefer to flee. But when angered or surprised, or when another creature blocks their way to something they want (such as a watering hole), most rhinos charge, smashing into the target with their horn(s) (which are actually very tightly compressed hollow hair-like filaments, not horn). Rhino impacts have been known to derail trains! Ironically, a sharp, powerful blow directly to the horn — such as being hit in the horn with a bullet — often stuns or knocks out a rhino, since the force of the impact transmits directly into its brain.

Appearance: Rhinos are large creatures, reaching as much as 16 feet in length and a weight of over three tons. Other than the elephant, rhinos are the largest land animals alive today. They have thick, warty skin that often has the appearance of armor due to its folds and which does, in fact, protect them. Their heads are long and sort of rectangular, with one or two horns projecting upward from the nose. African rhinos have two long horns; Asian rhinos one short one.

Scorpion

SCORPION

Val	Char	Cost	Roll	Notes
-30	STR	-40	3-	Lift .4 kg; 0d6 [1]
10	DEX	0	11-	OCV: 3/DCV: 3
2	CON	-16	9-	
2	BODY	-16	9-	
5	INT	-5	10-	PER Roll 10-
5	EGO	-10	10-	ECV: 2
2	PRE	-8	9-	PRE Attack: 0d6
2	COM	-4	9-	
1	PD	1		Total: 1 PD (0 rPD)
1	ED	1		Total: 1 ED (0 rED)
2	SPD	0		Phases: 6, 12
1	REC	2		
4	END	0		
4	STUN	1		Total Characteristics Cost: -94

Movement: Running: 1"/2"

Cost Powers END

- 5 *Sting:* HKA 1 point (1 point with STR)
 33 *Sting Venom:* Drain CON 3d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate

LS [Immunity]; +1), Personal Immunity (+¼); 4 Charges (-1), HKA Must Do BODY (-½), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), Gradual Effect (15 Minutes; 1d6/5 Minutes; -¾) **plus** RKA 2d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1), Personal Immunity (+¼); No Range (-½), 4 Charges (-1), HKA Must Do BODY (-½), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), Gradual Effect (10 Minutes; 1d6/5 minutes; -¾), Linked (-½) [4]

- 15 *Pincers:* Multipower, 15-point reserve
 1u 1) *Rendering:* HKA 1 point (1 point with STR)
 1u 2) *Grasping:* +10 STR, Reduced Endurance (0 END; +½); Only To Grab (-1) 0
 4 *Scorpion Body:* Life Support (Diminished Eating: once per year, Safe Environment: High Radiation) 0
 -10 *Shorter Legs:* Running -5"
 8 *Scorpion Senses:* +4 Touch Group PER Rolls 0
 38 *Sense Vibrations:* Detect Physical Vibrations 13- (Touch Group), Discriminatory, Analyze, Range, Targeting 0
 6 *Eight Legs And A Stinger:* Extra Limbs, Inherent (+¼) 0

Skills

- 25 *Hard To Hit:* +5 DCV
 13 Concealment 18-; Self Only (-½)
 19 Stealth 19-

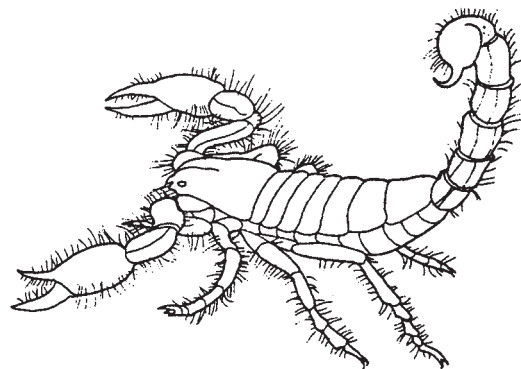
Total Powers & Skills Cost: 158

Total Cost: 64

75+ Disadvantages

- 20 Physical Limitation: Instinctive Intelligence (All The Time, Greatly Impairing)
 15 Physical Limitation: Minuscule (about 5-19 cm; +12" KB) (Frequently, Greatly Impairing)
 15 Physical Limitation: Poor Eyesight, suffers -2 to all Sight PER Rolls (Frequently, Greatly Impairing)
 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)

Total Disadvantage Points: 140



Ecology: The scorpion is an arthropod; there are more than 1,200 species of them, living in all regions of the world except for arctic ones. It is a predator, and eats insects, small lizards and mice, and like prey.

Scorpions have lived on Earth for about 200 million years. Some species can survive for 500 days without food, and some never drink water in their lives (they get the moisture they need from their food). They are also resistant to high radiation.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: A scorpion hunts by sensing vibrations. It catches prey by Grabbing it with its pincers and then stinging it. Most scorpion stings are painful to humans, but cause no other ill effects; only a few, such as the Sahara scorpion, possess venom powerful enough to kill a person. (The character sheet is for just such a scorpion; you can change this by reducing the poison to Mild.)

Appearance: Scorpions have eight legs, with the front two terminating in large pincers. Its multi-jointed tail curves up over its back and ends in a sharp sting.

SHARKS

Ecology: Sharks are cartilaginous fishes, meaning their skeletons are made of cartilage rather than bone. They have existed on Earth for 500 million years, and today there are over 400 different species. Most are small and harmless to humans, but a few, such as the great white shark, attack and kill people under certain circumstances.

Sharks live at most levels of the ocean, as far down as 13,000 feet, and in all the oceans of the world (and even some rivers). They eat fish, marine mammals, and just about anything else they can get their jaws around.

Many species of sharks require a flow of water over their gills to breathe properly. If this flow stops, they drown. Thus, they move constantly, even when they sleep.

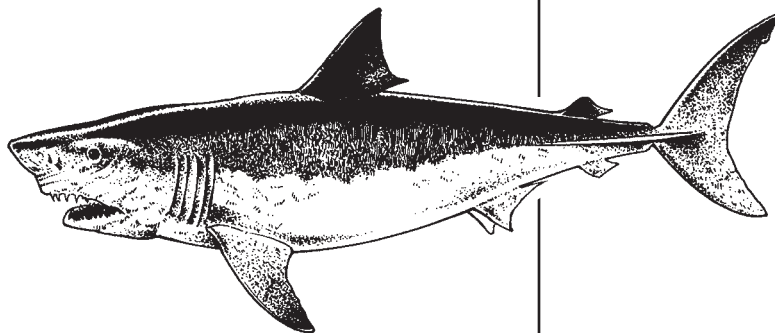
Personality/Motivation: Normal animal motivations. Sharks are particularly voracious and spend much of their time hunting and eating.

Powers/Tactics: Sharks, particularly large ones, have evolved many abilities to help them track down and kill prey. Their senses are acute, particularly smell; they can smell blood in the water from a third of a mile away. They have two senses that other animals lack. The first is their *electrosense*, with which they can detect the bioelectric fields prey gives off. Though this sense only works at very short range, it allows a shark to, for example, detect a fish hiding in the sand. Second, their *lateral line senses* are a series of sensory organs running down their bodies that allow them to sense vibrations in the water.

Sharks attack using their powerful jaws. Some, such as the great white, have teeth up to two inches long. Sharks' teeth break off and are replaced throughout their lives. Most sharks swim up to or by the intended prey and take a big bite out of it

— a simple, but quite effective, tactic.

Just brushing up against a shark can be dangerous. Sharkskin has *dermal denticles*, small plate-like scales that are rough to the touch, giving it a sandpaper-like feel. Bumping into a shark can scrape the skin off a person or fish.



GREAT WHITE SHARK

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]
15	DEX	15	12-	OCV: 5/DCV: 5
25	CON	30	14-	
23	BODY	26	14-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
25	PRE	15	14-	PRE Attack: 5d6
6	COM	-2	10-	
10	PD	4		Total: 10 PD (3 rPD)
8	ED	3		Total: 8 ED (3 rED)
3	SPD	5		Phases: 4, 8, 12
11	REC	0		
50	END	0		
51	STUN	0		Total Characteristics Cost: 104 (+46 with NCM)

Movement:

Running:	0"/0"
Leaping:	6"/12"
Swimming:	18"/36"

Cost	Powers	END
25	<i>Jaws:</i> HKA 1½d6 (3d6+1 with STR)	2
8	<i>Dermal Denticles:</i> HKA 1 point, Continuous (+1), Damage Shield (+½), Inherent (+¼), Persistent (+½), Reduced Endurance (0 END; +½); Always On (-½), Activation Roll 14- (-½), No STR Bonus (-½)	0
3	<i>Tough Skin:</i> Damage Resistance (3 PD/3 ED)	0
12	<i>Heavy:</i> Knockback Resistance -6"	0
16	<i>Shark's Body:</i> Swimming +16" (18" total)	2
-12	<i>Only Swims:</i> Running -6" (0" total)	
6	<i>Shark's Senses:</i> +2 PER with all Sense Groups	0
5	<i>Shark's Eyes:</i> Increased Arc Of Perception (240 Degrees) for Sight Group	0
6	<i>Shark's Nose:</i> +3 PER with Smell/Taste Group	0
15	<i>Shark's Nose:</i> Targeting and Tracking for Normal Smell	0
17	<i>Electrosense:</i> Detect Bioelectrical Fields	

	11-, Sense, Targeting	0
35	<i>Lateral Line Sense</i> : Detect Physical Vibrations 11- (Touch Group), Discriminatory, Analyze, Range, Targeting	0

Skills

6	+3 OCV with Jaws
3	Stealth 12-

Total Powers & Skills Cost: 145**Total Cost: 249****75+ Disadvantages**

35	Enraged: berserk when smells blood (Common), go 11-, recover 8-
15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
10	Physical Limitation: Enormous (up to 8m long; -4 DCV, +4 to PER Rolls to perceive) (Frequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
15	Psychological Limitation: Voracious Appetite (Common, Strong)
20	Reputation: Man-eater, 14- (Extreme)
10	Susceptibility: to not moving in water, takes 1d6 per Turn (Uncommon)
54	Experience Points

Total Disadvantage Points: 249

Description: A large grey-white shark, the great white is one of the most fearsome shark species. It is aggressive and strong, and has been known to ram small boats to sink them (or knock people out of them) so it can eat them. It's the shark of choice for supervillains, pulp-era masterminds, and other bad guys to use in deathtraps.

For game purposes, you can use this character sheet for most other sharks, such as the hammerhead, tiger, and thresher sharks. You may want to decrease some of its Characteristics or its bite.

MAKO SHARK

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
16	DEX	18	12-	OCV: 5/DCV: 5
22	CON	24	13-	
18	BODY	16	13-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
20	PRE	10	13-	PRE Attack: 4d6
6	COM	-2	10-	
8	PD	4		Total: 8 PD (3 rPD)
6	ED	2		Total: 6 ED (3 rED)
3	SPD	4		Phases: 4, 8, 12
8	REC	0		
44	END	0		
39	STUN	0		Total Characteristics Cost: 74 (+24 with NCM)

Movement:	Running:	0"/0"
	Leaping:	6"/12"
	Swimming:	25"/50"

Cost Powers

20	<i>Jaws</i> : HKA 1d6+1 (2½d6 with STR)	2
8	<i>Dermal Denticles</i> : HKA 1 point, Continuous (+1), Damage Shield (+½), Inherent (+¼), Persistent (+½), Reduced Endurance (0 END; +½); Always On (-½), Activation Roll 14- (-½), No STR Bonus (-½)	0
3	<i>Tough Skin</i> : Damage Resistance (3 PD/3 ED)	0
6	<i>Heavy</i> : Knockback Resistance -3"	0
23	<i>Shark's Body</i> : Swimming +23" (25" total)	2
12	<i>Burst Of Speed</i> : Swimming +24" (49" total); Increased Endurance Cost (x3 END; -1)	6
-12	<i>Only Swims</i> : Running -6" (0" total)	
6	<i>Shark's Senses</i> : +2 PER with all Sense Groups	0
5	<i>Shark's Eyes</i> : Increased Arc Of Perception (240 Degrees) for Sight Group	0
6	<i>Shark's Nose</i> : +3 PER with Smell/Taste Group	0
15	<i>Shark's Nose</i> : Targeting and Tracking for Normal Smell	0
17	<i>Electrosense</i> : Detect Bioelectrical Fields 11-, Sense, Targeting	0
35	<i>Lateral Line Sense</i> : Detect Physical Vibrations 11- (Touch Group), Discriminatory, Analyze, Range, Targeting	0

Skills

4	+2 OCV with Jaws
3	Stealth 12-

Total Powers & Skills Cost: 151**Total Cost: 225****75+ Disadvantages**

35	Enraged: berserk when smells blood (Common), go 11-, recover 8-
15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
5	Physical Limitation: Large (up to 4m long; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
15	Psychological Limitation: Voracious Appetite (Common, Strong)
20	Reputation: Man-eater, 14- (Extreme)
10	Susceptibility: to not moving in water, takes 1d6 per Turn (Uncommon)
35	Experience Points

Total Disadvantage Points: 225

Description: The mako is a dark blue shark with a grey-white belly. It lives in warm seas worldwide. It's known for its speed (it can reach velocities of 55 miles per hour, making it the fastest shark) and ferocity. Both qualities make it a popular quarry for deep-sea sports fishermen.

SNAKES

CONSTRUCTOR SNAKES

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 [1]
11	DEX	3	11-	OCV: 4/DCV: 4
15	CON	10	12-	
13	BODY	6	12-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
10	PRE	0	11-	PRE Attack: 2d6
8	COM	-1	11-	
4	PD	1		Total: 4 PD (1 rPD)
3	ED	0		Total: 3 ED (1 rED)
2	SPD	0		Phases: 6, 12
6	REC	0		
30	END	0		
28	STUN	0		Total Characteristics Cost: 10

Movement: Running: 3"/6"
 Leaping: 0"/0"
 Swimming: 4"/8"

Cost	Powers	END
7	<i>Bite:</i> HKA ½d6 (½d6 with STR); No STR Bonus (-½)	0
7	<i>Coils:</i> +15 STR; Only With Grab And Squeeze (-1)	1
1	<i>Scaly Skin:</i> Damage Resistance (1 PD/1 ED)	0
6	<i>Heavy:</i> Knockback Resistance -3"	0
2	<i>Not Much Appetite:</i> Life Support (Diminished Eating: only needs to eat once every few months)	0
2	<i>Good Swimmer:</i> Swimming +2" (4" total)	0
-6	<i>Slow:</i> Running -3" (3" total)	
6	<i>Serpent's Tongue:</i> +3 PER with Smell/Taste Group	0

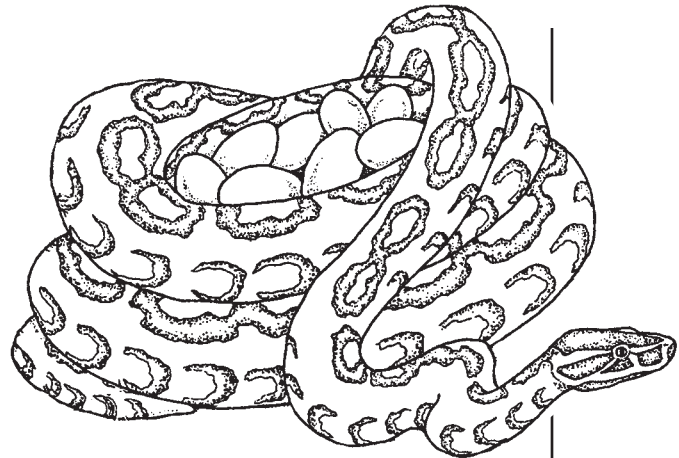
Skills

4	+2 ocv with Grab
5	Climbing 12-
2	Concealment 11-; Self Only (-½)
3	Stealth 11-

Total Powers & Skills Cost: 39
Total Cost: 49

75+ Disadvantages

15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
15	Physical Limitation: Cold-Blooded (Frequently, Greatly Impairing)
10	Physical Limitation: Enormous (up to 10m long; -4 DCV, +4 to PER Rolls to perceive) (Frequently, Slightly Impairing)
15	Physical Limitation: Poor Eyesight, suffers -2 to all Sight PER Rolls (Frequently, Greatly Impairing)
5	Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)



Total Disadvantage Points: 150

OPTIONS

Cost Anaconda

5	+5 STR	1
1	<i>Better Swimmer:</i> Swimming +1" (5" total)	1
1	<i>Aquatic Adaptation:</i> Life Support (Extended Breathing: 1 END per Turn)	0

Total cost: +7 points

Cost Boa Constrictor

2	+2 STR	1
2	+1 with Climbing	

Total cost: +4 points

Cost Reticulated Python

5	+5 STR	1
5	<i>Heat-Sensitive Pits:</i> Infrared Perception (Touch Group)	0

Total cost: +10 points

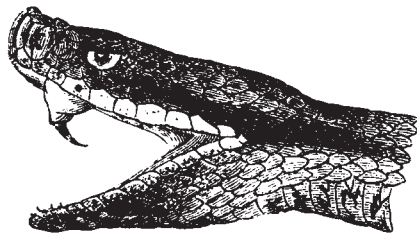
Ecology: Constrictors are large serpents who kill their prey by grabbing it, wrapping their coils around it, and squeezing it until it suffocates. Then they swallow the remains whole. Some, such as the anaconda, spend a lot of time in the water; others, like the reticulated python, are ground-dwellers; and some, for example the boa constrictor, often climb trees to search for prey among the branches. Constrictors can go for months between meals.

Due to their cold-blooded nature, constrictors live in deserts, tropical forests, and other warm regions.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: See above. Constrictors are not venomous, though they may have a nasty bite. They typically use their bite to Grab their prey, then, in their next Phase, wrap their coils around it (another Grab, made against the Grabbed creature's lower DCV), and start squeezing.

Appearance: Constrictors are larger than venomous serpents, or most other serpents for that matter; the reticulated python, which can grow to lengths of 33 feet (10 meters), is the largest serpent on Earth.



VENOMOUS SNAKES

Val	Char	Cost	Roll	Notes
-8	STR	-18	7-	Lift 8 kg; 0d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
5	CON	-10	10-	
3	BODY	-14	10-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
10	PRE	0	11-	PRE Attack: 2d6
8	COM	-1	11-	
				Total: 2 PD (1 rPD)
2	PD	2		Total: 2 ED (1 rED)
2	ED	1		Phases: 4, 8, 12
3	SPD	6		
3	REC	4		
12	END	1		
10	STUN	4		Total Characteristics Cost: -25

Movement: Running: 2"/4"
Leaping: 0"/0"

Cost	Powers	END
5	<i>Bite</i> : HKA 1 point (1 point with STR)	1
1	<i>Scaly Skin</i> : Damage Resistance (1 PD/1 ED)	0
2	<i>Not Much Appetite</i> : Life Support (Diminished Eating: only needs to eat once every few months)	0
-8	<i>Slow</i> : Running -4" (2" total)	
6	<i>Serpent's Tongue</i> : +3 PER with Smell/Taste Group	0

Skills

5	<i>Hard To Hit</i> : +1 DCV
4	+2 OCV with Bite
5	Climbing 13-
5	Concealment 13-; Self Only (-½)
5	Stealth 13-

Total Powers & Skills Cost: 30

Total Cost: 5

75+ Disadvantages

15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
15	Physical Limitation: Cold-Blooded (Frequently, Greatly Impairing)
0	Physical Limitation: Human Size (size varies, but this makes for a good average; if desired, apply an appropriate <i>Size</i> template based on the information given in the text)
15	Physical Limitation: Poor Eyesight, suffers -2 to all Sight PER Rolls (Frequently, Greatly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)

Total Disadvantage Points: 135

OPTIONS

Cost Black Mamba

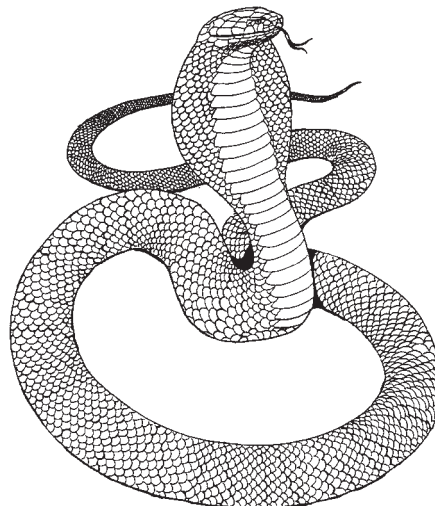
42	<i>Venomous Bite</i> : Drain CON 3d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1), Personal Immunity (+¼); 4 Charges (-1), Bite Must Do BODY (-½), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), Gradual Effect (15 Minutes; 1d6/5 Minutes; -¾), Linked (to RKA; -½) plus RKA 3d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1), Personal Immunity (+¼); No Range (-½), 4 Charges (-1), Bite Must Do BODY (-½), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), Gradual Effect (15 Minutes; 1d6/5 Minutes; -¾) [4]
8	<i>Fast</i> : Running +4" (6" total) 1
5	<i>Burst Of Speed</i> : Running +5" (11" total); Increased Endurance Cost (x3 END; -1) 3

Total cost: +55 points

Cost Bushmaster

+5	Replace Bite with <i>Huge Fangs</i> : HKA ½d6 (½d6 with STR) 1
78	<i>Venomous Bite</i> : Drain CON 4d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1), Personal Immunity (+¼); 4 Charges (-1), Bite Must Do BODY (-½), Extra Time (onset time begins 1 Turn after victim is bitten; -1¼), Gradual Effect (4 Minutes; 1d6/1 Minute; -½), Linked (to RKA; -½) plus RKA 5d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1), Personal Immunity (+¼); No Range (-½), 4 Charges (-1), Bite Must Do BODY (-½), Extra Time (onset time begins 1 Turn after victim is bitten; -1¼), Gradual Effect (4 Minutes; 1d6/1 Minute; -½) [4]
5	<i>Heat-Sensitive Pits</i> : Infrared Perception (Touch Group) 0

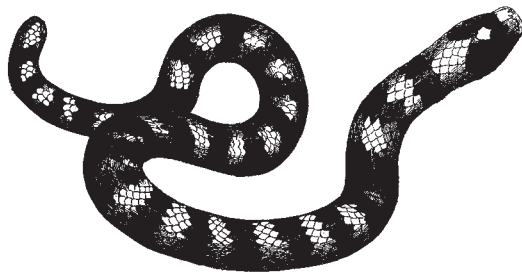
Total cost: +88 points



Cost Cobra, King

- 3 *Hood Display*: +5 PRE; Gestures (throughout; -½) 0
- 78 *Venomous Bite*: Drain CON 4d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1), Personal Immunity (+¼); 4 Charges (-1), Bite Must Do BODY (-½), Extra Time (onset time begins 1 Turn after victim is bitten; -1¼), Gradual Effect (4 Minutes; 1d6/1 Minute; -½), Linked (to RKA; -½) **plus** RKA 5d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1), Personal Immunity (+¼); No Range (-½), 4 Charges (-1), Bite Must Do BODY (-½), Extra Time (onset time begins 1 Turn after victim is bitten; -1¼), Gradual Effect (4 Minutes; 1d6/1 Minute; -½) [4]
- 9 *Lunge*: Stretching 2", Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼) 0

Total cost: +90 points



Cost Coral Snake

- 42 *Venomous Bite*: Drain CON 3d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1), Personal Immunity (+¼); 4 Charges (-1), Bite Must Do BODY (-½), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), Gradual Effect (15 Minutes; 1d6/5 Minutes; -¾), Linked (to RKA; -½) **plus** RKA 3d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1), Personal Immunity (+¼); No Range (-½), 4 Charges (-1), Bite Must Do BODY (-½), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), Gradual Effect (15 Minutes; 1d6/5 Minutes; -¾) [4]

Total cost: +42 points

Cost Death Adder

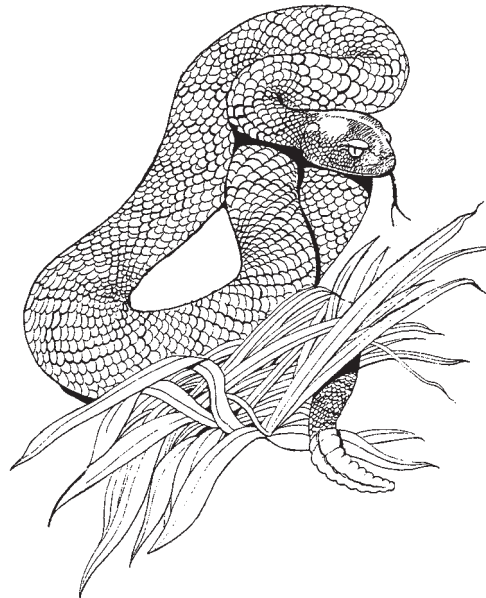
- 78 *Venomous Bite*: Drain CON 4d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1), Personal Immunity (+¼); 4 Charges (-1), Bite Must Do BODY (-½), Extra Time (onset time begins 1 Turn after victim is bitten; -1¼), Gradual Effect (4 Minutes; 1d6/1 Minute; -½), Linked (to RKA; -½) **plus** RKA 5d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1), Personal Immunity (+¼); No

- Range (-½), 4 Charges (-1), Bite Must Do BODY (-½), Extra Time (onset time begins 1 Turn after victim is bitten; -1¼), Gradual Effect (4 Minutes; 1d6/1 Minute; -½) [4]
- 2 *Fast*: +1 DEX (-1 point saved from SPD) 0
- Total cost: +80 points**

Cost Fer-de-Lance

- 42 *Venomous Bite*: Drain CON 3d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1), Personal Immunity (+¼); 4 Charges (-1), Bite Must Do BODY (-½), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), Gradual Effect (15 Minutes; 1d6/5 Minutes; -¾), Linked (to RKA; -½) **plus** RKA 3d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1), Personal Immunity (+¼); No Range (-½), 4 Charges (-1), Bite Must Do BODY (-½), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), Gradual Effect (15 Minutes; 1d6/5 Minutes; -¾) [4]
- 2 *Fast*: +1 DEX (-1 point saved from SPD) 0
- 5 *Heat-Sensitive Pits*: Infrared Perception (Touch Group) 0

Total cost: +49 points



Cost Rattlesnake

- 42 *Venomous Bite*: Drain CON 3d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1), Personal Immunity (+¼); 4 Charges (-1), Bite Must Do BODY (-½), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), Gradual Effect (15 Minutes; 1d6/5 Minutes; -¾), Linked (to RKA; -½) **plus** RKA 3d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1), Personal Immunity (+¼); No Range (-½), 4 Charges (-1), Bite

- Must Do BODY (-½), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), Gradual Effect (15 Minutes; 1d6/5 Minutes; -¾) [4]
- 2 *Fast*: +1 DEX (-1 point saved from SPD) 0
- 4 *Rattle*: +10 PRE; Only For Fear-Based Presence Attacks (-1), Gestures (throughout; -½) 0
- 5 *Heat-Sensitive Pits*: Infrared Perception (Touch Group) 0
- Total cost: +53 points**

Cost Ringhals (Spitting Cobra)

- 187 *Venom*: Multipower, 374-point reserve, 4 Charges for entire Multipower (-1) [4]
- 10u 1) *Venomous Bite*: Drain CON 4d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1), Personal Immunity (+¼); Bite Must Do BODY (-½), Extra Time (onset time begins 1 Turn after victim is bitten; -1¼), Gradual Effect (4 Minutes; 1d6/1 Minute; -½), Linked (to RKA; -½) **plus** RKA 5d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1), Personal Immunity (+¼); No Range (-½), Bite Must Do BODY (-½), Extra Time (onset time begins 1 Turn after victim is bitten; -1¼), Gradual Effect (4 Minutes; 1d6/1 Minute; -½)
- 20u 2) *Spitting Venom*: Major Transform 6d6 (human into blind human, heals back normally unless full effect achieved, in which case heals back through eye transplant or the like), Partial Transform (for every 2 BODY Transformed, victim suffers -1 PER with the Sight Group until healed; +½); Limited Target (humans; -½), Limited Range (2"; -¼) **plus** Drain CON 4d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity] or Sight Group Flash Defense; +1), Ranged (+½), Personal Immunity (+¼); Limited Range (2"; -¼)
- Total cost: +217 points**

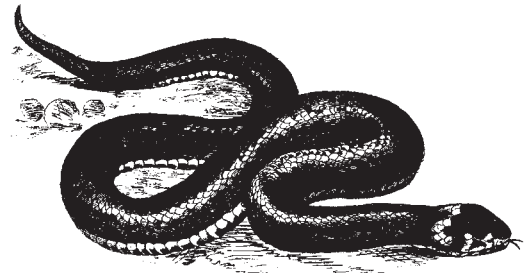
Cost Sea Snake

- 121 *Venomous Bite*: Drain CON 5d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1), Personal Immunity (+¼); 4 Charges (-1), Bite Must Do BODY (-½), Extra Time (onset time begins 1 Segment after victim is bitten; -½), Gradual Effect (5 Segments; 1d6/1 Segment; -¼), Linked (to RKA; -½) **plus** RKA 6d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1), Personal Immunity (+¼); No Range (-½), 4 Charges (-1), Bite Must Do BODY (-½), Extra Time (onset time begins 1 Segment after victim is bitten; -½), Gradual Effect (6 Segments; 1d6/1 Segment; -¼) [4]
- 2 *Flattened Tail/Body*: Swimming +2" (4" total) 1
- 1 *Aquatic Adaptation*: Life Support

(Extended Breathing: 1 END per Turn) 0

Total cost: +124 points**Cost Taipan**

- 121 *Venomous Bite*: Drain CON 5d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1), Personal Immunity (+¼); 4 Charges (-1), Bite Must Do BODY (-½), Extra Time (onset time begins 1 Segment after victim is bitten; -½), Gradual Effect (5 Segments; 1d6/1 Segment; -¼), Linked (to RKA; -½) **plus** RKA 6d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1), Personal Immunity (+¼); No Range (-½), 4 Charges (-1), Bite Must Do BODY (-½), Extra Time (onset time begins 1 Segment after victim is bitten; -½), Gradual Effect (6 Segments; 1d6/1 Segment; -¼) [4]
- Total cost: +121 points**



Ecology: Venomous serpents use their bite and venom to catch and kill prey. Many of them have venom deadly enough to kill an adult human quickly. They prefer warm regions, such as deserts or the tropics, due to their cold-blooded metabolisms, but live everywhere except in arctic regions. Most subsist on small mammals, birds, eggs, and like food.

Of the 2,700 snake species found on Earth, only about 500 are venomous. Only on the continent of Australia do venomous species outnumber non-venomous species. In a typical year, only about 10-15 people in the United States die of venomous serpent bites (as opposed to about 500 who die from bee and wasp stings).

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Most venomous serpents lie in wait for prey. They strike when a target gets too close, then wait for it to die and stop twitching before they eat it. Others search for prey more actively.

Black Mamba: The largest venomous serpent of Africa, the black mamba grows to a length of up to 14 feet. Besides being extremely poisonous, it's fast — it can move at speeds of up to twelve miles per hour for brief bursts, enough to overtake a fleeing human.

Bushmaster: The bushmaster is a *pit viper* (a viper with heat-sensitive pits in its face for sensing prey) that grows up to about 11 feet long. It lives in the jungles of Central and South America. Although ounce for ounce its venom is not as strong as that of some other vipers, it has huge fangs, and injects

so much venom with a strike that it's one of the most dangerous serpents on Earth.

Cobra, King: Reaching lengths of nearly 19 feet, the king cobra, or hamadryad, is the world's largest venomous serpent. It lives in India and Southeast Asia. Although normally shy, it can become aggressive, and has been known to make unprovoked attacks on humans with its lethal venom. Normally it warns anyone who disturbs it by holding the upper part of its body off the ground and unfolding a flap of skin around its head to form a "hood." It can lunge as far as six feet to strike its prey. Reliable reports tell of elephants dying within a few hours of being bitten by a king cobra.

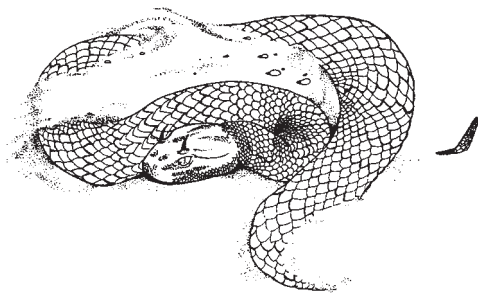
You can also use this snake's character sheet for most other species of cobra, such as the Indian or the Egyptian.

Coral Snake: This brightly-colored snake, with bands of red, yellow, and black, is highly poisonous, but has small teeth and thus may experience difficulty trying to poison any creature with thick fur, skin, or other protection (including a human's clothing or footwear).

Death Adder: Native to Australia, the death adder actually belongs to the cobra family. Its bite is one of the most lethal on Earth.

You can also use the death adder's character sheet for the *land krait*, a group of highly venomous serpents native to Asia.

Fer-de-Lance: The fer-de-lance (a term applied by some authorities to a large group of closely-related



South American pit vipers) can be up to eight feet long. It's responsible for more human deaths in the American tropics than any other serpent.

Rattlesnake: This name applies to a large group of pit vipers, most native to the United States, who are easily recognized from the rattles — thickened scales retained after molting — at the end of their bodies. When vibrated, the rattle produces a characteristic sound sufficient to scare away most predators. Some of the best-known rattlesnakes include the timber rattler, sidewinder, eastern diamondback, and western diamondback. Rattlesnakes can grow up to about eight feet long.

You can also use the rattlesnake's character sheet for the copperhead and the cottonmouth (or water moccasin). For the former, eliminate the Rattle

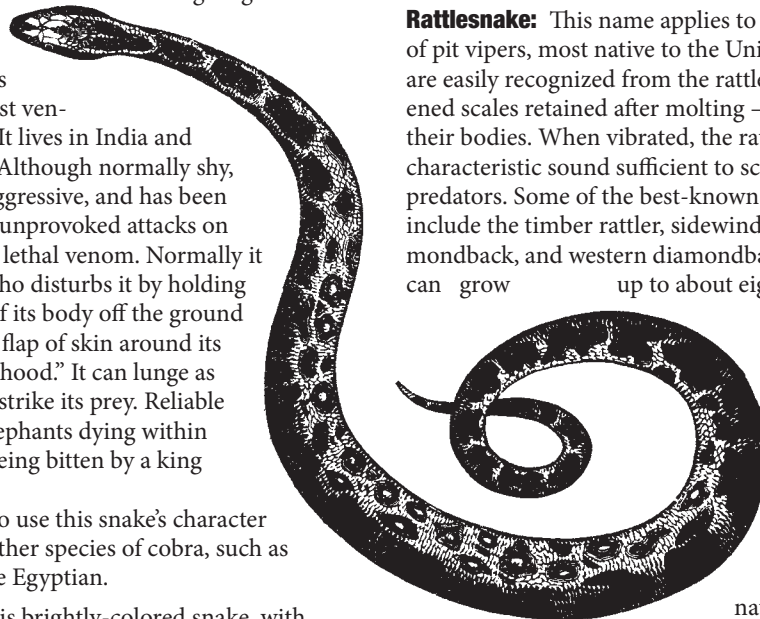
altogether; for the

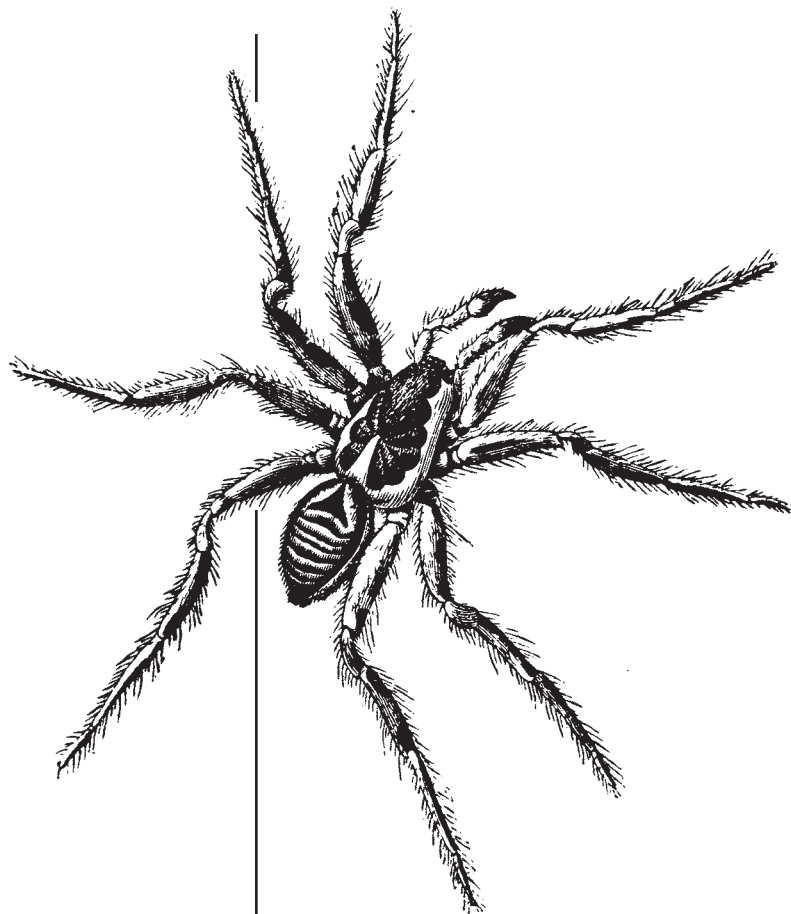
latter, change it to "Mouth Display" (the showing of the white insides of the mouth) and reduce the bonus to +5 PRE. Give the cottonmouth Swimming +1, and the copperhead the *Camouflaged* template.

Ringhals: Better known as the "spitting cobra," the ringhals has the ability to project venom up to about nine feet. It aims for the victim's eyes. Besides being intensely painful, spit venom can cause temporary, or sometimes permanent, blindness.

Sea Snake: This large family of marine serpents has vertically flattened tails (and sometimes bodies) to help them swim. All are extremely poisonous. According to some authorities, the deadliest of all sea snakes is the *sea krait*, which takes its name from its resemblance to the land krait. Others argue for *Enhydrina schistosa* as the most lethal.

Taipan: The inland taipan, or "fierce snake," is generally regarded as the most venomous snake on Earth (though some argue that the venom of the sea snake *Enhydrina schistosa* is more potent). The ordinary taipan is only slightly less deadly.





SPIDERS

Ecology: Spiders live in all but the coldest climes and occupy ecological niches from the high tree-tops to deep underground. All species hunt prey, and all are venomous (though almost all either have fangs too small or poison too weak to affect humans). A few, such as the Australian funnel-web spider, have venom potent enough to kill an adult human quickly.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Some spiders hunt by building webs, and then sucking the juices from insects and other small creatures who blunder into them and become trapped; others, such as most tarantulas, chase, pursue, or ambush prey, using their fangs and pedipalps to kill, cut, and crush their food.

Appearance: Spiders have eight legs and two distinct body sections: the *cephalothorax* (a sort of joining of the head and thorax) and the abdomen (a *pedicel*, or narrow waist, connects the two sections). Most species have multiple eyes (eight are common) and large (for insectile beings) fangs and jaws. They range in size from tiny spiders about the size of a pinhead to the tarantula (or bird spider), which can have a legspan of up to 11 inches.

SPIDER

Val	Char	Cost	Roll	Notes
-35	STR	-45	3-	Lift .2 kg; 0d6 [1]
10	DEX	0	11-	OCV: 3/DCV: 3
2	CON	-16	9-	
1	BODY	-18	9-	
5	INT	-5	10-	PER Roll 10-
5	EGO	-10	10-	ECV: 2
3	PRE	-7	10-	PRE Attack: ½d6
8	COM	-1	11-	
1	PD	1		Total: 1 PD (0 rPD)
1	ED	1		Total: 1 ED (0 rED)
2	SPD	0		Phases: 6, 12
1	REC	2		
4	END	0		
4	STUN	2		
Total Characteristics Cost: -96				

Movement: Running: 1"/2"
Leaping: 1"/2"

Cost	Powers	END
7	<i>Fangs:</i> HKA 1 point, Reduced Endurance (0 END; +½); No STR Bonus (-0)	0
13	<i>Webs:</i> Multipower, 27-point reserve; 4 Charges for entire Multipower (-1)	[4]
1u	1) <i>Standard Web:</i> Entangle 1d6, 0 DEF, Area Of Effect (up to One Hex Radius; +½), Continuous (+1), Personal Immunity (+¼); Extra Time (takes about one Hour to weave web; -1½), No Defense (-1½), Only To Form Barriers (-½), Does Not Work Against Creatures Larger Than Minuscule (-1)	
1u	2) <i>Wrapping Up Prey:</i> Entangle 1d6, 1 DEF; Extra Time (1 Turn; -1¼), No Range (-½)	
-10	<i>Insectile:</i> Running -5" (1" total)	
1	<i>Spider Legs:</i> Leaping +1"	1
6	<i>Eight Legs:</i> Extra Limbs, Inherent (+¼)	0
8	<i>Spider Legs:</i> Clinging (normal STR); Cannot Resist Knockback (-¼)	0

Skills

35	<i>Hard To Hit:</i> +7 DCV
18	Concealment 22-; Self Only (-½)
27	Stealth 23-

Total Powers & Skills Cost: 107

Total Cost: 11

75+ Disadvantages

20	Physical Limitation: Insectile (.032m; +18" KB) or smaller (All The Time, Greatly Impairing)
20	Physical Limitation: Instinctive Intelligence (All The Time, Greatly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)

Total Disadvantage Points: 130

OPTIONS

Cost Australian Funnel-Web Spider

78 *Venomous Bite:* Drain CON 4d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1), Personal Immunity (+¼); 4 Charges (-1), Fangs Must Do BODY (-½), Extra Time (onset time begins 1 Turn after victim is bitten; -1¼), Gradual Effect (4 Minutes; 1d6/1 Minute; -½), Linked (to RKA; -½) **plus** RKA 5d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1), Personal Immunity (+¼); No Range (-½), 4 Charges (-1), Fangs Must Do BODY (-½), Extra Time (onset time begins 1 Turn after victim is bitten; -1¼), Gradual Effect (4 Minutes; 1d6/1 Minute; -½) [4]

Total cost: +78 points

Cost Black Widow

33 *Venomous Bite:* Drain CON 3d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1), Personal Immunity (+¼); 4 Charges (-1), Fangs Must Do BODY (-½), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), Gradual Effect (15 Minutes; 1d6/5 Minutes; -¾) **plus** RKA 2d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1), Personal Immunity (+¼); No Range (-½), 4 Charges (-1), Fangs Must Do BODY (-½), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), Gradual Effect (10 Minutes; 1d6/5 minutes; -¾), Linked (-½) [4]

Total cost: +33 points

Cost Tarantula (Bird Spider)

(+10) Change Physical Limitation to *Tiny* (.25m; +9" KB) (Frequently, Slightly Impairing)
 (+15) Physical Limitation: Poor Eyesight, suffers -2 to all Sight PER Rolls (Frequently, Greatly Impairing)
 5 Increase STR to -30 1
 12 *Venomous Bite:* Drain CON 2d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1), Personal Immunity (+¼); 4 Charges (-1), Fangs Must Do BODY (-½), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), Gradual Effect (40 Minutes; 1d6/20 Minutes; -1) [4]

-15 Remove *Webs*

Total cost: +2 points

SWARMS

Some animals, although too tiny to cause any significant harm to the average human (or large animal) by themselves, become quite dangerous when they group together with others of their kind in *swarms*. In game terms, a swarm counts as a single being, albeit a being which is hard to hurt or avoid due to its amorphous nature (represented by its Damage Reduction). A character who Stuns or Knocks Out a swarm has simply affected enough of its component creatures to disperse and disorient it. If he does enough BODY damage to kill it, he has destroyed enough of the component creatures that the few survivors leave.

Since swarms are not single creatures, you should not use the Hit Location rules when attacking them; simply apply the damage generally. Alternately, you can use the accompanying Hit Location Table.

SWARM HIT LOCATION TABLE

Roll	Location	STUNx	N STUN	BODYx	To Hit
3-5	High Density	x2	x2	x2	-8 OCV
6-14	Avg. Density	x1	x1	x1	-3 OCV
15-18	Low Density	x½	x½	x½	-3 OCV

STINGING INSECT SWARM

Val	Char	Cost	Roll	Notes
-35	STR	-45	3-	Lift .2 kg; 0d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
10	CON	0	11-	
10	BODY	0	11-	
5	INT	-5	10-	PER Roll 10-
5	EGO	-10	10-	ECV: 2
8	PRE	-2	11-	PRE Attack: 1½d6
8	COM	-1	11-	
1	PD	1		Total: 1 PD (0 rPD)
1	ED	-1		Total: 1 ED (0 rED)
3	SPD	6		Phases: 4, 8, 12
2	REC	0		
20	END	0		
15	STUN	0		Total Characteristics Cost: -45

Movement: Running: 1"/2"
 Leaping: 0"/0"
 Swimming: 0"/0"
 Flight: 5"/10"

Cost Powers

END

23 *Stinging:* RKA ½d6, Continuous (+1), NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1), Personal Immunity (+¼), 64 Charges (+½); No Range (-½), Must Target Unprotected Hit Locations (-½) [64]
 40 *Swarm Form:* Physical Damage Reduction, Resistant, 75%; Not Versus Area Of Effect/Explosion Attacks (-½) 0
 10 *Swarm Form:* Energy Damage Reduction, Resistant, 25%; Not Versus Area Of Effect/Explosion Attacks (-½) 0

- 24 *Swarm Form*: Desolidification (affected by any attack), Reduced Endurance (0 END; +½); Cannot Pass Through Solid Objects (-½), Does Not Protect Against Damage (-1) 0
- 7 *Wings*: Flight 5"; Restrainable (-½) 1
- 1 *Insect Legs*: Leaping +1" (1" forward, ½" upward) 1
- 10 *Insectile*: Running -5" (1" total)
- 2 *Insectile*: Swimming -2" (0" total)
- 6 *Six Legs*: Extra Limbs, Inherent (+¼) 0
- 5 *Swarm Form*: Increased Arc Of Perception (360 Degrees) for Normal Sight 0
- 8 *Insect Legs*: Clinging (normal STR); Cannot Resist Knockback (-¼) 0

Total Powers & Skills Cost: 112

Total Cost: 67

75+ Disadvantages

- 0 Physical Limitation: Human Size
- 20 Physical Limitation: Instinctive Intelligence (All The Time, Greatly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)

Total Disadvantage Points: 110

Ecology: This character sheet represents a swarm of stinging insects, such as hornets or bees. Found everywhere but arctic regions, such insects can pose a significant threat to humans when they swarm.



Personality/Motivation: Normal animal motivations.

Powers/Tactics: Insect swarms usually attack when their nest is disturbed. They pursue a foe aggressively, creeping through the tiniest openings to get at him. Once a swarm's target eludes it (typically by diving underwater or getting into an airtight location), the swarm disperses or moves on after a minute or two.

Campaign Use: Arctic regions sometimes have clouds of large mosquitoes which you can also simulate with this writeup. By getting rid of the Wings, you can use it to represent hordes of army ants rampaging through a jungle.

Appearance: A man-size (or sometimes larger) cloud of flying, stinging insects.

SCHOOL OF PIRANHA

Val	Char	Cost	Roll	Notes
-30	STR	-40	3-	Lift 4 kg; 0d6 [1]
17	DEX	21	12-	OCV: 6/DCV: 6
10	CON	0	11-	
10	BODY	0	11-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
10	PRE	0	11-	PRE Attack: 2d6
8	COM	-1	11-	
2	PD	2		Total: 2 PD (0 rPD)
2	ED	0		Total: 2 ED (0 rED)
3	SPD	3		Phases: 4, 8, 12
2	REC	0		
20	END	0		
20	STUN	5		
				Total Characteristics Cost: -22

Movement: Running: 0"/0"
 Leaping: 1"/2"
 Swimming: 4"/8"

Cost	Powers	END
17	<i>Bite</i> : RKA ½d6, Continuous (+1), Reduced Endurance (0 END; +½); No Range (-½)	0
40	<i>Swarm Form</i> : Physical Damage Reduction, Resistant, 75%; Not Versus Area Of Effect/Explosion Attacks (-½)	0
10	<i>Swarm Form</i> : Energy Damage Reduction, Resistant, 25%; Not Versus Area Of Effect/Explosion Attacks (-½)	0
24	<i>Swarm Form</i> : Desolidification (affected by any attack), Reduced Endurance (0 END; +½); Cannot Pass Through Solid Objects (-½), Does Not Protect Against Damage (-1)	0
2	<i>Fish Form</i> : Swimming +2" (4" total)	1
1	<i>Fish Form</i> : Leaping +1" (1" forward, ½" upward)	1
-12	<i>Only Swims</i> : Running -6" (0" total)	
5	<i>Swarm Form</i> : Increased Arc Of Perception (360 Degrees) for Normal Sight	0

Total Powers & Skills Cost: 87

Total Cost: 65

75+ Disadvantages

- 15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
- 0 Physical Limitation: Human Size
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)

Total Disadvantage Points: 105

Ecology: Piranha are foot-long fish that live in South American rivers. Most species eat fruit, but some, such as the red piranha, are carnivores. The red piranha has a mouth full of needle-sharp teeth and an underslung lower jaw perfect for taking coin-sized chunks of flesh out of victims. Schools of piranha normally eat fish, but will surround animals or people trapped in the water and quickly reduce them to little more than skeletal remains.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: As noted above, a hungry school of piranha simply engulfs its prey and, bite by bite, strips the flesh from it. In one famous incident in the early 1980s, piranha killed over 300 people when a boat overturned in a Brazilian river.

Appearance: The red piranha is a silvery-grey fish with a bloody red tinge to its lower jaw and forward lower body. It has the underslung lower jaw characteristic of piranha.

Swordfish

SWORDFISH

Val	Char	Cost	Roll	Notes
22	STR	12	13-	Lift 400 kg; 4d6 [2]
16	DEX	18	12-	OCV: 5/DCV: 5
18	CON	16	13-	
15	BODY	10	12-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
6	PD	2		Total: 6 PD (0 rPD)
4	ED	0		Total: 4 ED (0 rED)
3	SPD	4		Phases: 4, 8, 12
8	REC	0		
36	END	0		
35	STUN	0		

Total Characteristics Cost: 55
(+17 with NCM)

- Movement:**
- Running: 0"/0"
 - Leaping: 4"/8"
 - Swimming: 20"/40"

Cost Powers

- | | | |
|-----|---|------------|
| 22 | <i>Sword:</i> Multipower, 22-point reserve | END |
| 1u | 1) <i>Slash:</i> HKA 1 point (½d6 with STR) | 1 |
| 1u | 2) <i>Ram:</i> HKA 1d6 (2d6 with STR), Armor Piercing (+½); Only Works With Move Through (-1) | 2 |
| 6 | <i>Heavy:</i> Knockback Resistance -3" | 0 |
| 18 | <i>Fish Form:</i> Swimming +18" (20" total) | 2 |
| -12 | <i>Only Swims:</i> Running -6" (0" total) | |

Skills

- 6 +2 with Sword Multipower

Total Powers & Skills Cost: 42

Total Cost: 97

75+ Disadvantages

- 15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
- 5 Physical Limitation: Large (up to 4.9m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)

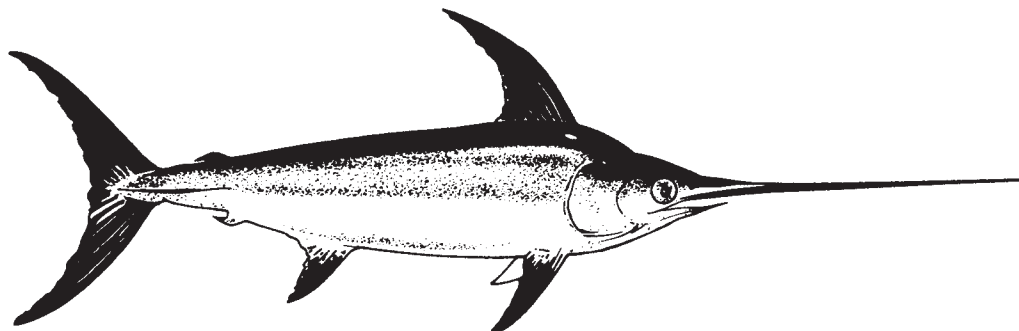
Total Disadvantage Points: 110

Ecology: Swordfish live in deeper waters, where they hunt and eat small fish, squid, and like prey. They migrate seasonally, moving south in the winter and north in summertime. They are solitary, except during mating season.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: The exact function of the swordfish's sword is unclear. It may be that it swims into the middle of schools of small fish and slashes back and forth, then eats anything it has killed. Or, it may use the sword to ram and skewer its prey. It has been known to have collisions with, or perhaps attack, ships; a reliable report from the early 1800s describes how one swordfish rammed its sword right through a ship's hull (made of a layer of copper plating and 30 cm of solid oak).

Appearance: The swordfish is a large (up to 16 feet long) blue-grey fish with an up to 4.5 foot-long "sword" extending from its snout.



WHALES

Ecology: Whales are enormous, ocean-going mammals with fish-like bodies. A whale has a blowhole on the top of its head for breathing, and unlike fish its tail, or fluke, is horizontal.

Whales typically live in deep waters, and many can dive to extreme depths. They come in two varieties: toothed whales, which hunt fish and other animals for food; and baleen whales, which strain plankton from the water using a comb-like material in their mouths.

Personality/Motivation: Normal animal motivations, though they are unusually intelligent.

ORCA (KILLER WHALE)

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 [4]
15	DEX	15	12-	OCV: 5/DCV: 5
30	CON	40	15-	
30	BODY	40	15-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
15	PRE	5	12-	PRE Attack: 3d6
8	COM	-1	11-	
12	PD	4		Total: 12 PD (4 rPD)
9	ED	3		Total: 9 ED (4 rED)
3	SPD	5		Phases: 4, 8, 12
14	REC	0		
60	END	0		
65	STUN	0		
				Total Characteristics Cost: 129 (+74 with NCM)

Movement:

Running:	0"/0"
Leaping:	8"/16"
Swimming:	14"/28"

Cost Powers

15	<i>Bite:</i> HKA 1d6 (2d6 with STR)	1
4	<i>Tough Skin:</i> Damage Resistance (4 PD/4 ED)	0
18	<i>Heavy:</i> Knockback Resistance -9"	0
3	<i>Deep Water Swimmer:</i> Life Support	

END

	(Extended Breathing: 1 END per Minute, Safe Environment: High Pressure)	0
12	<i>Fins And Flukes:</i> Swimming +12" (14" total)	0
3	<i>Burst Of Speed:</i> Swimming +14" (28" total); Increased Endurance Cost (x8 END; -3½)	8
-12	<i>Only Swims:</i> Running -6" (0" total)	
15	<i>Echolocation:</i> Active Sonar	0
3	<i>Orca Senses:</i> +1 PER with all Sense Groups	0
4	<i>Orca Ears:</i> +2 PER with Hearing Group	0

Skills

5	+1 Hand-To-Hand
3	Tactics 11-
3	Teamwork 12-

Total Powers & Skills Cost: 76

Total Cost: 205

75+ Disadvantages

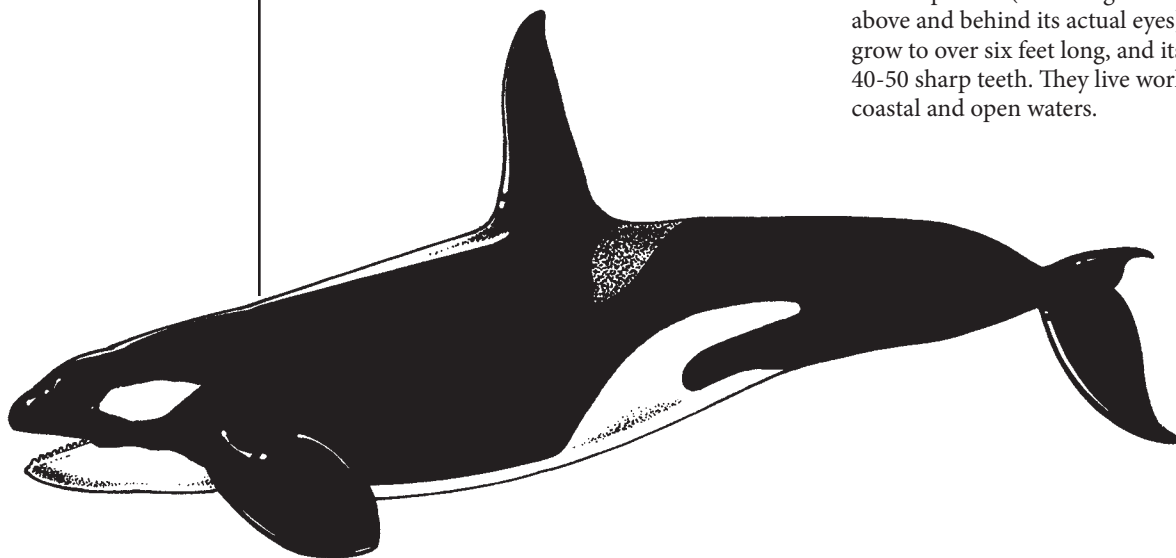
10	Physical Limitation: Enormous (up to 10m long and weighing as much as 9 tons; -4 DCV, +4 to PER Rolls to perceive) (Frequently, Slightly Impairing)
10	Physical Limitation: Near-Human Intelligence (Frequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
95	Experience Points

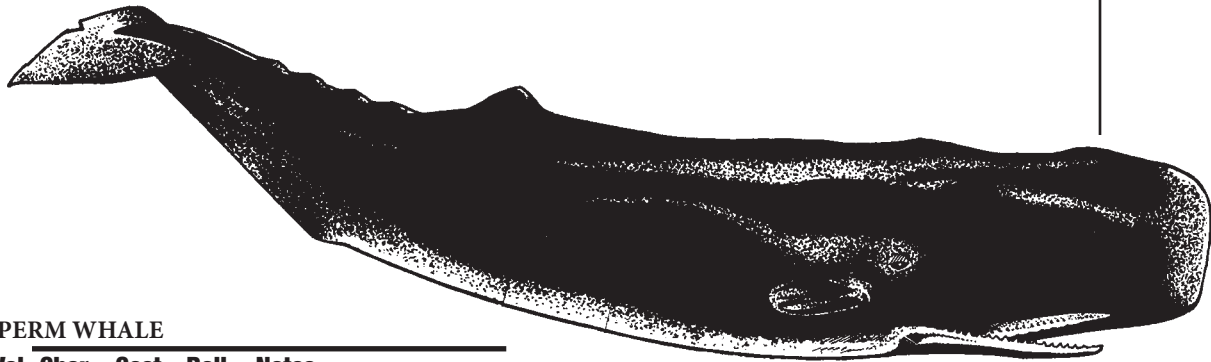
Total Disadvantage Points: 205

Powers/Tactics: Killer whales live together in family pods, often hunting together to take larger prey than a single pod member could kill individually. They are fast, with top speeds of up to 31 miles per hour (faster than most speedboats).

Campaign Use: Although killer whales have never been known to attack humans, an enterprising GM can certainly make them man-killers if it suits the scenario. You can also use this character sheet for gigantic versions of various fish.

Appearance: A relative of the dolphin, the killer whale, or orca, is a large (up to 33 feet long) aquatic mammal with a distinctive black and white coloration pattern (including two large white "eyes" above and behind its actual eyes). Its dorsal fin can grow to over six feet long, and its mouth contains 40-50 sharp teeth. They live worldwide in both coastal and open waters.





SPERM WHALE

Val	Char	Cost	Roll	Notes
60	STR	50	21-	Lift 100 tons; 12d6 [6]
11	DEX	3	11-	OCV: 4/DCV: 4
35	CON	50	16-	
40	BODY	60	17-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
20	PD	8		Total: 20 PD (6 rPD)
15	ED	8		Total: 15 ED (6 rED)
3	SPD	9		Phases: 4, 8, 12
19	REC	0		
70	END	0		
88	STUN	0		
Total Characteristics Cost: 185				
(+137 with NCM)				

Movement: Running: 0"/0"
 Leaping: 12"/24"
 Swimming: 17"/34"

Cost	Powers	END
25	<i>Bite:</i> HKA 1½d6 (3d6+1 with STR)	2
6	<i>Tough Skin:</i> Damage Resistance (6 PD/6 ED)	0
50	<i>Heavy:</i> Knockback Resistance -25"	0
3	<i>Deep Water Swimmer:</i> Life Support (Extended Breathing: 1 END per Minute, Safe Environment: High Pressure)	0
15	<i>Flukes:</i> Swimming +15" (17" total)	0
-12	<i>Only Swims:</i> Running -6" (0" total)	0
15	<i>Echolocation:</i> Active Sonar	0
3	<i>Whale Senses:</i> +1 PER with all Sense Groups	0
4	<i>Whale Ears:</i> +2 PER with Hearing Group	0
Skills		
5	+1 Hand-To-Hand	

Total Powers & Skills Cost: 114
Total Cost: 299

75+ Disadvantages

- 10 Physical Limitation: Huge (up to 20m long and 50 tons; -6 DCV, +6 to PER Rolls to perceive) (Frequently, Slightly Impairing)
- 10 Physical Limitation: Near-Human Intelligence (Frequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 189 Experience Points

Total Disadvantage Points: 299

Ecology: Sperm whales live in the open ocean, where they dive deep (possibly to depths of over a mile) in search of prey (many sperm whales have scars around their snouts and heads from titanic underwater battles with giant squid). They can reach these depths thanks to a waxy substance called *spermaceti* which surrounds their nasal passages — by taking water into the passages, they can alter the density of the spermaceti, and thus their buoyancy. (Spermaceti may also help focus the whale's echolocation.) A sperm whale can hold its breath for nearly two hours.

Powers/Tactics: Sperm whales fight primarily by biting with their huge jaws. They can also bash with their tails (Strike) or ram targets (Move Through).

Campaign Use: By getting rid of the Bite, you can use this character sheet for many different baleen whales, such as humpbacks and blue whales.

Appearance: A sperm whale is a large (over sixty feet long and up to 50 tons in weight) dark grey whale with a distinctive square-shaped snout and a mouth containing sharp teeth only in its lower jaw. Its blowhole is far forward on its head, and to the left.

Wolf

WOLF

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
17	DEX	21	12-	OCV: 6/DCV: 6
15	CON	10	12-	
10	BODY	0	11-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
13	PRE	3	12-	PRE Attack: 2½d6
8	COM	-1	11-	
				Total Characteristics Cost: 27
5	PD	3		Total: 5 PD (1 rPD)
3	ED	0		Total: 3 ED (1 rED)
3	SPD	3		Phases: 4, 8, 12
5	REC	0		
30	END	0		
23	STUN	0		

Movement: Running: 8"/16"
Leaping: 2"/4"

Cost Powers

8 *Bite:* HKA ½d6 (1d6+1 with STR);
Reduced Penetration (-¼)

END

1

1	<i>Tough Skin:</i> Damage Resistance (1 PD/1 ED)	0
4	<i>Swift:</i> Running +2" (8" total)	1
3	<i>Wolf's Senses:</i> +1 PER with all Sense Groups but Sight Group	0
5	<i>Wolf's Eyes:</i> Nightvision	0
6	<i>Wolf's Nose:</i> +3 PER with Smell/Taste Group	0
5	<i>Wolf's Nose:</i> Tracking for Normal Smell	0
6	<i>Wolf's Ears:</i> +3 PER with Hearing Group	0
3	<i>Wolf's Ears:</i> Ultrasonic Perception (Hearing Group)	0

Skills

10	+2 Hand-To-Hand
3	Concealment 11-
3	Stealth 12-
3	Tactics 11-
3	Teamwork 12-

Total Powers & Skills Cost: 63

Total Cost: 90

75+ Disadvantages

- 15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
- 0 Physical Limitation: Human Size
- 15 Physical Limitation: Poor Eyesight, suffers -2 to all Sight PER Rolls (Frequently, Greatly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)

Total Disadvantage Points: 120

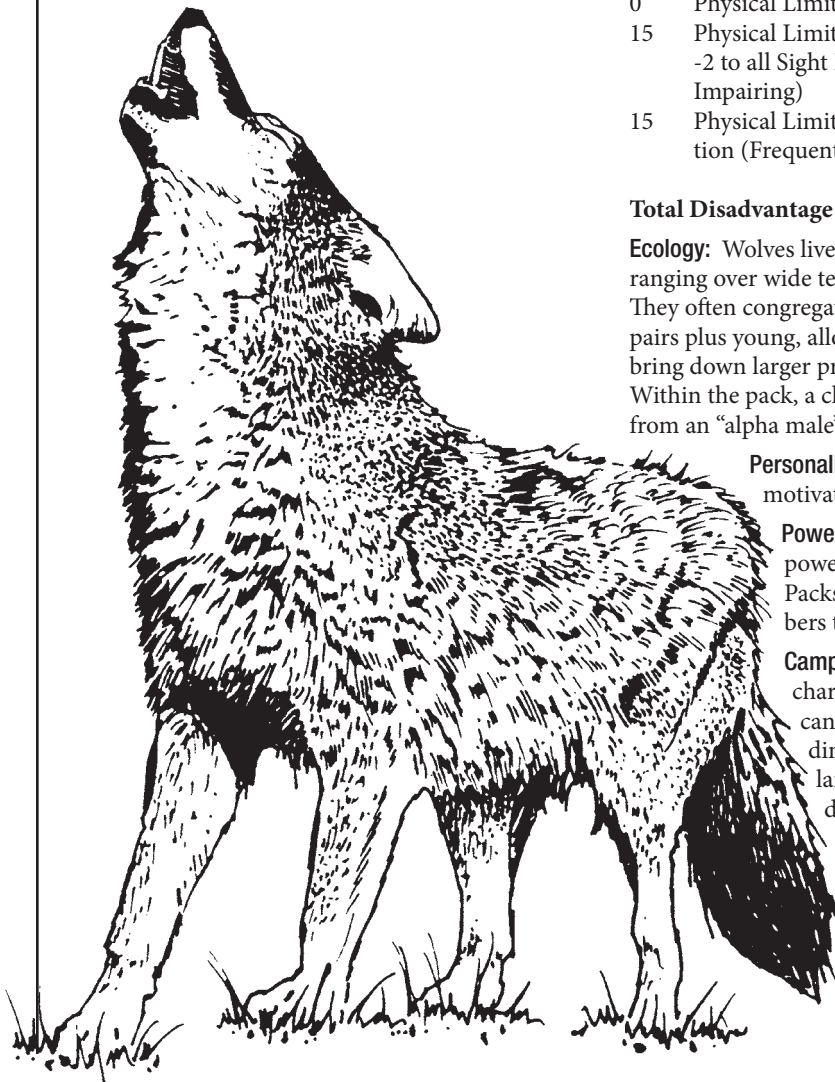
Ecology: Wolves live in temperate to arctic regions, ranging over wide territories in search of food. They often congregate in packs of several adult pairs plus young, allowing them to team up and bring down larger prey than they could otherwise. Within the pack, a clearly defined hierarchy exists, from an "alpha male" down to the lowliest female.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Wolves use their powerful jaws to Grab and kill prey. Packs know how to use their numbers to best advantage.

Campaign Use: You can use this character sheet for many other canines, including hyenas, jackals, dingoes, coyotes, and especially large and fierce hunting or guard dogs.

Appearance: Wolves are large canines, with iron grey fur and long, brushy tails. Fur color may differ in some regions.





CHAPTER FOUR: BEASTS OF SCIENCE FICTION AND THE MOVIES

This chapter features a hodge-podge of creatures seen in science fiction, movies, television, and similar sources. The creatures chosen were selected for their commonality, usefulness in adventure stories as adversaries, unusual natures, and the like.

Some creatures end up with more points from Disadvantages than they spend on abilities and Characteristics. In this case, either ignore the surplus points, or spend them on additional abilities suitable for individual members of the species who appear in your game.



Amorphous Horror

AMORPHOUS HORROR

Val	Char	Cost	Roll	Notes	
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]	
18	DEX	24	13-	OCV: 6/DCV: 6	
25	CON	30	14-		
20	BODY	20	13-		
20	INT	10	13-	PER Roll 13-	
20	EGO	20	13-	ECV: 7	
25	PRE	15	14-	PRE Attack: 5d6	
2	COM	-4	9-		
15 PD				9	Total: 15 PD (5 rPD)
15 ED				10	Total: 15 ED (5 rED)
5 SPD				22	Phases: 3, 5, 8, 10, 12
11 REC				0	
50 END				0	
50 STUN				2	Total Characteristics Cost: 178 (+49 with NCM)

Movement: Running: 4"/8"
Leaping: 0"/0"

Cost	Powers	END
15	<i>Fanged Mouth I:</i> HKA 1d6 (2d6 with STR)	1
15	<i>Fanged Mouth II:</i> HKA 1d6 (2d6 with STR)	1
15	<i>Fanged Mouth III:</i> HKA 1d6 (2d6 with STR)	1
15	<i>Clawed Hand I:</i> HKA 1d6 (2d6 with STR)	1
15	<i>Clawed Hand II:</i> HKA 1d6 (2d6 with STR)	1
15	<i>Clawed Hand III:</i> HKA 1d6 (2d6 with STR)	1

- 30 *Acidic Secretions:* HKA 1d6, Continuous (+1), Damage Shield (+½), Penetrating (+½), Persistent (+½), Reduced Endurance (0 END; +½); Always On (-½), No STR Bonus (-½) 0
- 5 *Semisolid Body:* Damage Resistance (5 PD/5 ED) 0
- 30 *Semisolid Body:* Physical Damage Reduction, Resistant, 50% 0
- 22 *Rapid Healing:* Healing 3d6 (Regeneration; 3 BODY per Turn), Reduced Endurance (0 END; +½), Persistent (+½); Extra Time (1 Turn; -1¼), Self Only (-½) 0
- 30 *Semisolid Body:* Life Support (Self-Contained Breathing; Immunity: all diseases and poisons) 0
- 10 *Semisolid Body:* No Hit Locations (see text) 0
- 24 *Semisolid Body:* Desolidification (affected by any attack), Reduced Endurance (0 END; +½); Does Not Protect Against Damage (-1), Cannot Pass Through Solid Objects (-½) 0
- 4 *Slow:* Running -2" (4" total) 0
- 5 *Many Eyes:* Increased Arc Of Perception (360 Degrees) for Normal Sight 0
- 45 *Oozing Body:* Stretching 6", Reduced Endurance (0 END; +½) 0
- 5 *Pseudopods And Tentacles:* Extra Limbs (as many as needed) 0
- 10 *Semisolid Body:* Clinging (normal STR) 0

Skills

- 15 +3 Hand-To-Hand
- 3 Stealth 13-

Total Powers & Skills Cost: 320

Total Cost: 498

75+ Disadvantages

- 10 Physical Limitation: Huge (16m tall; -6 DCV, +6 to PER Rolls to perceive) (Frequently, Slightly Impairing)
- 6 Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
- 20 Psychological Limitation: Hunger For Human Flesh (Very Common, Strong)
- 20 Vulnerability: 2 x BODY from Fire (Common)
- 367 Experience Points

Total Disadvantage Points: 498

Ecology: The amorphous horror's exact ecology depends on its origin, but in almost all cases it hungers for the flesh of humans. It will stop at nothing to capture and consume people.

Personality/Motivation: Often, little more than normal animal motivations. But the amorphous horror is highly intelligent and clever, and uses its intelligence to avoid traps, set up ambushes, and ensure that it survives and thrives.

Powers/Tactics: Fighting an amorphous horror is difficult due to its semisolid body, its ability to grow however many tentacles and pseudopods it needs, its multiple sets of fangs and claws, and

the fact that it has eyes looking every direction and thus is difficult to surprise. Its chief vulnerability is to fire and other forms of energy, which it avoids if possible.

The amorphous horror uses the optional “no need to buy *Affects Physical World*” rule described on page 148 of the *HERO System 5th Edition, Revised*, since its Desolidification offers it no protection against attacks. It also has the *No Hit Locations* Automaton ability, even though it’s not an Automaton, to reflect the unusual nature of its body.

Campaign Use: You can use the amorphous horror for many different creatures: an alien plant-monster grown from pods found buried in the Antarctic permafrost; a bizarre demon; a toxic sludge-monster; the result of experiments in mutation gone terrifyingly awry; and many more. You may need to add or vary abilities or Disadvantages to suit the creature’s origin; for example, a demonic amorphous horror probably has some of the same Disadvantages demons do (such as a Susceptibility to holy things).

Appearance: An amorphous horror is a horrid-looking pile of semisolid protoplasm dotted with eyes, fanged mouths, and clawed tentacles and pseudopods. It often slowly changes shape, gradually exuding other features while absorbing existing ones back into itself.

ANIMAL-MEN

Ecology: Animal-men are blasphemous, but often quite powerful, cross-breedings of humans and animals. They may result from a wizard’s experiments, the twisted activities of mad scientists and deranged surgeons, strange mutative magics, or the like. Some have electrodes or wires attached to their heads or other parts of their bodies, indicating how their master controls them.

Campaign Use: Besides using them as opponents for PCs, you can bring animal-men into adventures as sentient aliens, escapees from an evil scientist who have formed their own community in the sewers (or in the deepest jungle), wizards’ servants, or in many other roles.

Animal-men may have many additional Skills or abilities, depending on their origin or training. For example, many have Weapon Familiarities.

BIRD-MAN

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
13	CON	6	12-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
8	COM	-1	11-	
6	PD	4		Total: 6 PD (0 rPD)
4	ED	1		Total: 4 ED (0 rED)
3	SPD	0		Phases: 4, 8, 12
5	REC	0		
26	END	0		
25	STUN	3		Total Characteristics Cost: 48

Movement: Running: 6”/12”
Leaping: 2”/4”
Flight: 10”/20”

Cost	Powers	END
15	<i>Talons:</i> HKA 1d6 (1½d6 with STR)	1
5	<i>Beak:</i> HKA 1 point (½d6 with STR)	1
17	<i>Wings:</i> Flight 10”, Reduced Endurance (½ END; +¼); Restrainable (-½)	1
4	<i>Bird’s Eyes:</i> +2 PER with Sight Group	0
2	<i>Bird’s Eyes:</i> Increased Arc Of Perception (240 Degrees) for Normal Sight	0

Skills
2 +1 with Flight
3 Stealth 13-

Total Powers & Skills Cost: 48
Total Cost: 96



TRISTAN M OZ

75+ Disadvantages

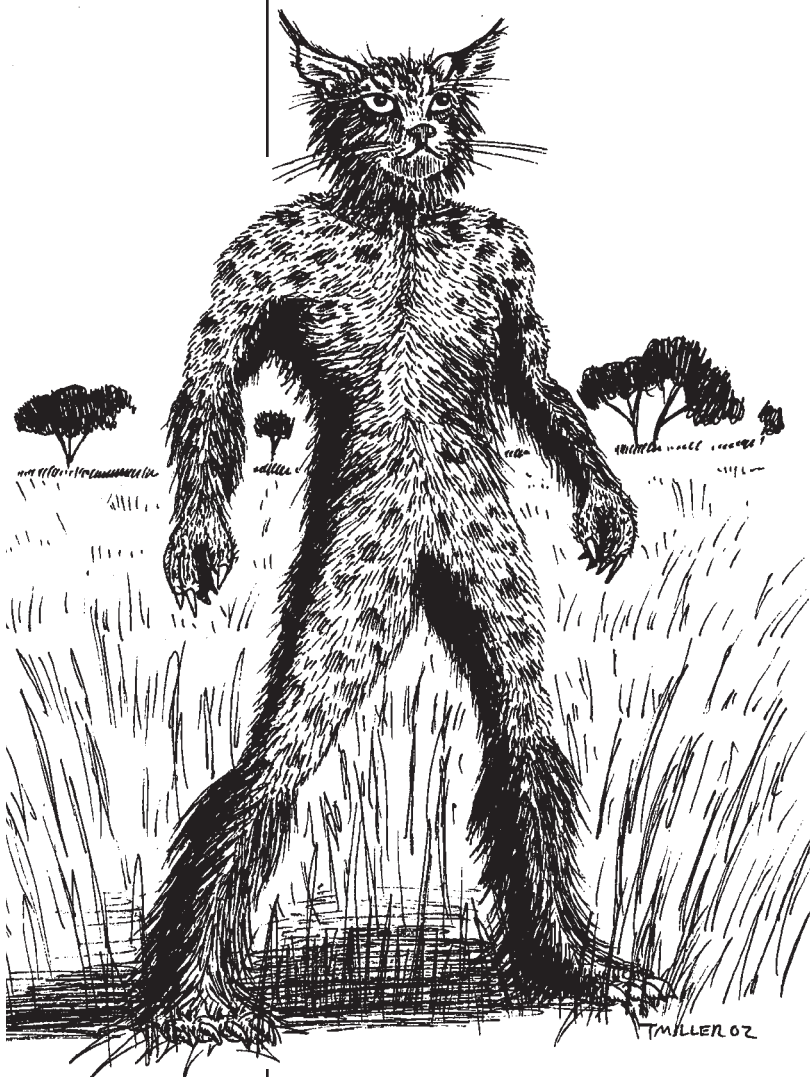
- 0 Physical Limitation: Human Size
- 10 Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
- 11 Experience Points

Total Disadvantage Points: 96

Personality/Motivation: Varies, depending on the individual.

Powers/Tactics: Bird-men rely on their ability to fly for tactical advantage. They swoop down, performing Move Bys with their talons. Sometimes they even Grab a foe and carry him up into the air to drop him from a deadly height.

Appearance: Bird-men are hideous crosses between men and avians. In place of arms, they have wings (sometimes with tiny, almost-useless fingers at the mid-joint); in place of feet, they have talons. Their heads often have beak-like structures and large, avian eyes.

**CAT-MAN**

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
23	DEX	39	14-	OCV: 8/DCV: 8
15	CON	10	12-	
15	BODY	10	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
18	PRE	8	13-	PRE Attack: 3½d6
8	COM	-1	11-	
8	PD	5		Total: 8 PD (1 rPD)
5	ED	2		Total: 5 ED (1 rED)
4	SPD	7		Phases: 3, 6, 9, 12
6	REC	0		
30	END	0		
31	STUN	0		Total Characteristics Cost: 85 (+10 with NCM)

Movement: Running: 9"/18"
Leaping: 6"/12"

Cost	Powers	END
12	<i>Claws:</i> HKA 1d6 (2d6 with STR); Reduced Penetration (-¼)	1
5	<i>Bite:</i> HKA 1 point (½d6 with STR)	1
1	<i>Tough Skin:</i> Damage Resistance (1 PD/1 ED)	0
6	<i>Cat's Legs:</i> Running +3" (9" total)	1
3	<i>Cat's Legs:</i> Leaping +3" (6" total)	1
6	<i>Cat's Senses:</i> +2 PER with all Sense Groups	0
5	<i>Tail:</i> Extra Limb, Inherent (+¼); Limited Manipulation (-¼)	0

Skills

5	+1 Hand-To-Hand
3	Acrobatics 14-
3	Breakfall 14-
3	Stealth 14-

Total Powers & Skills Cost: 52

Total Cost: 137

75+ Disadvantages

- 0 Physical Limitation: Human Size
- 62 Experience Points

Total Disadvantage Points: 137

Personality/Motivation: Varies, depending on the individual.

Powers/Tactics: Skilled hunters, cat-men use their Stealth and sharp senses to get as close as they can to their foe/prey, then pounce. In open battle they use their agility and claws.

Appearance: Cat-men look like humans with feline features: short fur covering the body; large, pointed ears; large eyes; wide mouths filled with small, sharp teeth; and clawed hands and feet.

GORILLA-MAN

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
17	DEX	21	12-	OCV: 6/DCV: 6
18	CON	16	13-	
15	BODY	10	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
8	COM	-1	11-	
7	PD	3		Total: 8 PD (1 rPD)
4	ED	0		Total: 5 ED (1 rED)
4	SPD	13		Phases: 3, 6, 9, 12
8	REC	0		
36	END	0		
34	STUN	0		Total Characteristics Cost: 77

Movement: Running: 6"/12"
Leaping: 4"/8"

Cost	Powers	END
7	<i>Arm Swing:</i> HA +2d6; Hand-To-Hand Attack (-½)	1
5	<i>Bite:</i> HKA 1 point (½d6 with STR)	1
3	<i>Thick Skin:</i> Armor (1 PD/1 ED)	0
3	<i>Ape Senses:</i> +1 PER with all Sense Groups	0

Skills

5	+1 Hand-To-Hand
3	Acrobatics 12-
3	Climbing 12-
3	Stealth 12-

Total Powers & Skills Cost: 32

Total Cost: 109

75+ Disadvantages

0	Physical Limitation: Human Size
34	Experience Points

Total Disadvantage Points: 109

Personality/Motivation: Varies, depending on the individual.

Powers/Tactics: Like their true gorilla brethren, gorilla-men rely on their great strength and enormous arms to deliver powerful blows.

Appearance: Gorilla-men look like smaller, slightly weaker gorillas with more human features — in some cases, similar to what Neanderthals or australopithecines are sometimes drawn like.



REPTILE-MAN

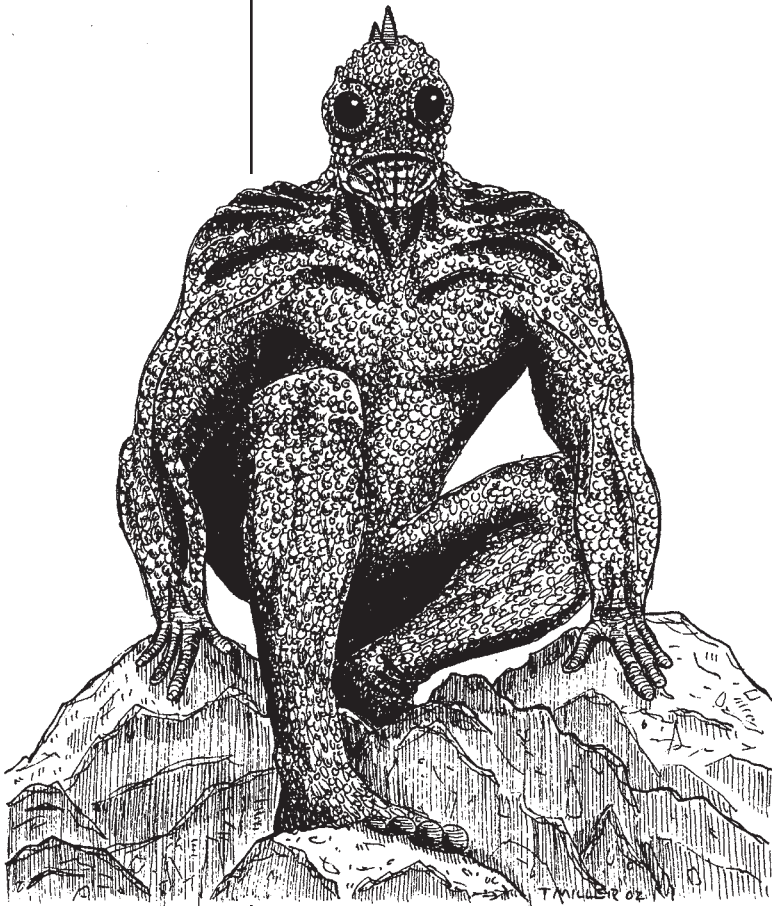
Val	Char	Cost	Roll	Notes
18	STR	8	13-	Lift 300 kg; 3½d6 [2]
15	DEX	15	12-	OCV: 5/DCV: 5
15	CON	10	12-	
15	BODY	10	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
8	COM	-1	11-	
9	PD	5		Total: 10 PD (1 rPD)
6	ED	3		Total: 7 ED (1 rED)
3	SPD	5		Phases: 4, 8, 12
7	REC	0		
30	END	0		
32	STUN	0		Total Characteristics Cost: 60 (+1 with NCM)

Movement: Running: 6"/12"
Leaping: 4"/8"
Swimming: 3"/6"

Cost	Powers	END
8	<i>Claws:</i> HKA ½d6 (1d6+1 with STR); Reduced Penetration (-¼)	1
5	<i>Bite:</i> HKA 1 point (½d6 with STR)	1
3	<i>Scaly Skin:</i> Armor (1 PD/1 ED)	0
1	<i>At Home In The Water:</i> Life Support (Extended Breathing: 1 END per Turn)	0
1	<i>At Home In The Water:</i> Swimming +1" (3" total)	0
3	<i>Reptilian Senses:</i> +1 PER with all Sense Groups	0
5	<i>Tail:</i> Extra Limb, Inherent (+¼); Limited Manipulation (-¼)	0

Skills

3 Stealth 12-

Total Powers & Skills Cost: 29**Total Cost: 89****75+ Disadvantages**0 Physical Limitation: Human Size
14 Experience Points**Total Disadvantage Points: 89****Personality/Motivation:** Varies, depending on the individual.**Powers/Tactics:** Although usually trained to fight with weapons, reptile-men can use their claws and teeth if necessary. They can also bash with their tails.**Appearance:** A reptile-man looks like a cross between a human and some kind of reptile, be it a crocodile, lizard, serpent, or something else.**Ape, Giant****GIANT APE**

Val	Char	Cost	Roll	Notes
85	STR	75	26-	Lift 3.2 ktons; 17d6 [8]
15	DEX	15	12-	OCV: 5/DCV: 5
30	CON	40	15-	
26	BODY	32	14-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
35	PRE	25	16-	PRE Attack: 7d6
8	COM	-1	11-	
17	PD	0		Total: 22 PD (5 rPD)
16	ED	10		Total: 21 ED (5 rED)
3	SPD	5		Phases: 4, 8, 12
23	REC	0		
60	END	0		
84	STUN	0		
				Total Characteristics Cost: 189 (+160 with NCM)

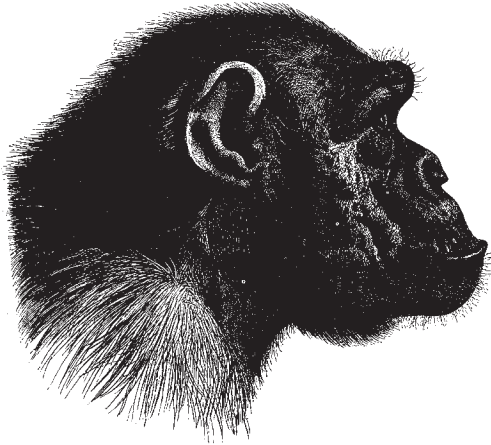
Movement: Running: 30"/60"
Leaping: 17"/34"

Cost	Powers	END
42	<i>Gigantic Hands:</i> Area Of Effect (One Hex; +½) for STR 85	4
55	<i>Reach:</i> Stretching 13", Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)	0
30	<i>Bite:</i> HKA 2d6 (4d6 with STR)	3
9	<i>Roar:</i> +20 PRE; Only For Fear-Based Presence Attacks (-1), Incantations (must roar; -¼)	0
15	<i>Thick Skin:</i> Armor (5 PD/5 ED)	0
60	<i>Durable Body:</i> Physical and Energy Damage Reduction, Resistant, 50%	0
24	<i>Heavy:</i> Knockback Resistance -12"	0
48	<i>Gigantic Legs:</i> Running +24" (30" total)	5
3	<i>Ape Senses:</i> +1 PER with all Sense Groups	0

Skills8 +4 OCV with Strike
3 Climbing 12-**Total Powers & Skills Cost: 297****Total Cost: 486****75+ Disadvantages**20 Enraged: when subjected to bright lights or Sight Group Flashes (Uncommon), go 14-, recover 11-
5 Hunted: monster hunters 8- (Less Pow, Capture)
15 Physical Limitation: Gigantic (32m tall; -8 DCV, +8 to PER Rolls to perceive) (Frequently, Greatly Impairing)
10 Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
10 Physical Limitation: Near-Human Intelligence (Frequently, Slightly Impairing)
15 Psychological Limitation: Must Exert Domi-

- nance Over Other Monsters And Beasts (Common, Strong)
- 20 Vulnerability: 2 x Stun from Chemical Attacks (Common)
- 316 Experience Points

Total Disadvantage Points: 486



Ecology: Dwelling in the deep, thick jungles of undiscovered islands, hidden plateaus, long-lost rift valleys, and other forgotten places, the giant ape lives the peaceful existence of its ordinary cousin — just on a much, much larger scale. Sometimes natives living nearby propitiate it with sacrifices, up to and including human ones, but since it doesn't eat meat, the giant ape simply carries the sacrifices away and soon lets them go. If the sacrifice is a beautiful woman, the giant ape may become oddly attracted to it, keeping it as a "pet" and protecting it from anything it perceives as a danger.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Giant apes aggressively protect their territory, and are willing to fight after only the slightest provocation. Of course, in most cases, only another gigantic creature, or men armed with guns or fire, are enough to provoke it. In combat, it fights like lesser gorillas, using its enormous hands and immensely strong arms to great effect.

Unfortunately for the giant ape, its metabolism makes tranquilizer darts, knockout gases, and similar attacks especially effective against it. Monster hunters often take advantage of this weakness.

Campaign Use: Giant apes are perfect for smashing cities and committing other large-scale mayhem. A single giant ape should be enough to oppose an entire group of heroes or superteam (if not, increase its Damage Reduction and other abilities until it can).

Appearance: Resembling an ordinary gorilla, but towering over 100 feet tall, the giant ape strikes fear into even the bravest soul.

Chromedog

CHROMEDOG

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
15	CON	10	12-	
12	BODY	4	11-	
10	INT	0	11-	PER Roll 11-
8	EGO	-4	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
				Total: 14 PD (6 rPD)
				Total: 14 ED (6 rED)
				Phases: 4, 8, 12
8	PD	6		
8	ED	5		
3	SPD	2		
5	REC	0		
30	END	0		
30	STUN	5		Total Characteristics Cost: 62

Movement: Running: 9"/18"
Leaping: 2"/4"

Cost	Powers	END
22	<i>Titanium Steel Jaws:</i> HKA 1d6 (1d6+1 with STR), Armor Piercing (+½)	2
5	<i>Titanium Steel Jaws:</i> +10 STR; Only To Grab With Jaws (-1)	1
15	<i>Titanium Steel Claws:</i> HKA 1d6 (1½d6 with STR)	1
18	<i>Dermal Armoring:</i> Armor (6 PD/6 ED)	0
6	<i>Cybernetically-Augmented Legs:</i> Running +3" (9" total)	1
15	<i>Cybernetically-Augmented Canine Senses:</i> +5 PER with all Sense Groups	0
5	<i>Canine Nose:</i> Tracking for Normal Smell	0
3	<i>Canine Ears:</i> Ultrasonic Perception (Hearing Group)	0
15	<i>Radar Implant:</i> Radar	0

Talents
3 Lightsleep

Skills
5 Concealment 13-; Self Only (-½)
1 Language: English (basic conversation)
2 PS: Attack 11-
2 PS: Guard 11-
2 PS: Retrieve/Fetch 11-
2 PS: Stop Attacking 11-
3 Stealth 13-

Total Powers & Skills Cost: 124

Total Cost: 186

75+ Disadvantages
10 Physical Limitation: Near-Human Intelligence (Frequently, Slightly Impairing)
5 Physical Limitation: Small (no larger than about 1m; +3" KB) (Infrequently, Slightly Impairing)
15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
25 Psychological Limitation: Must Obey Master

(Very Common, Total)

56 Experience Points

Total Disadvantage Points: 186**OPTIONS****Cost Chromedog Options**

- 26 *Mounted Gun*: RKA 2d6, Armor Piercing (+½); Beam (-¼), 8 Charges (-½) [8]
- 24 *Implanted Bomb*: RKA 5d6, Explosion (+½), Trigger (radio signal from owner; +¼); No Range (-½), 1 Charge which Never Recovers (-4) [1]

Ecology: Chromedogs are normal combat-trained dogs enhanced with cybernetics. They work as guard dogs, battle dogs, and canine assassins.

Personality/Motivation: Normal animal motivations, plus whatever motivations are programmed into the computer chips implanted in their brains. The chips always include a compulsion to obey the dog's owner. Thanks to neurological grafts, chromedogs are far more intelligent than an ordinary hound.

Powers/Tactics: Chromedogs typically attack with jaws and claws, but their normal natural weapons have been replaced with titanium steel versions. Some have other weapons, such as mounted guns, or even bombs implanted in their bodies (which the owner activates by remote radio signal when the 'dog gets close enough to its target).

Campaign Use: You can also use this character sheet for a cyber-wolf or -hyena, and with a few modifications for many other cybernetically-enhanced animals. In a fantasy campaign, the chromedog might become a magically-animated

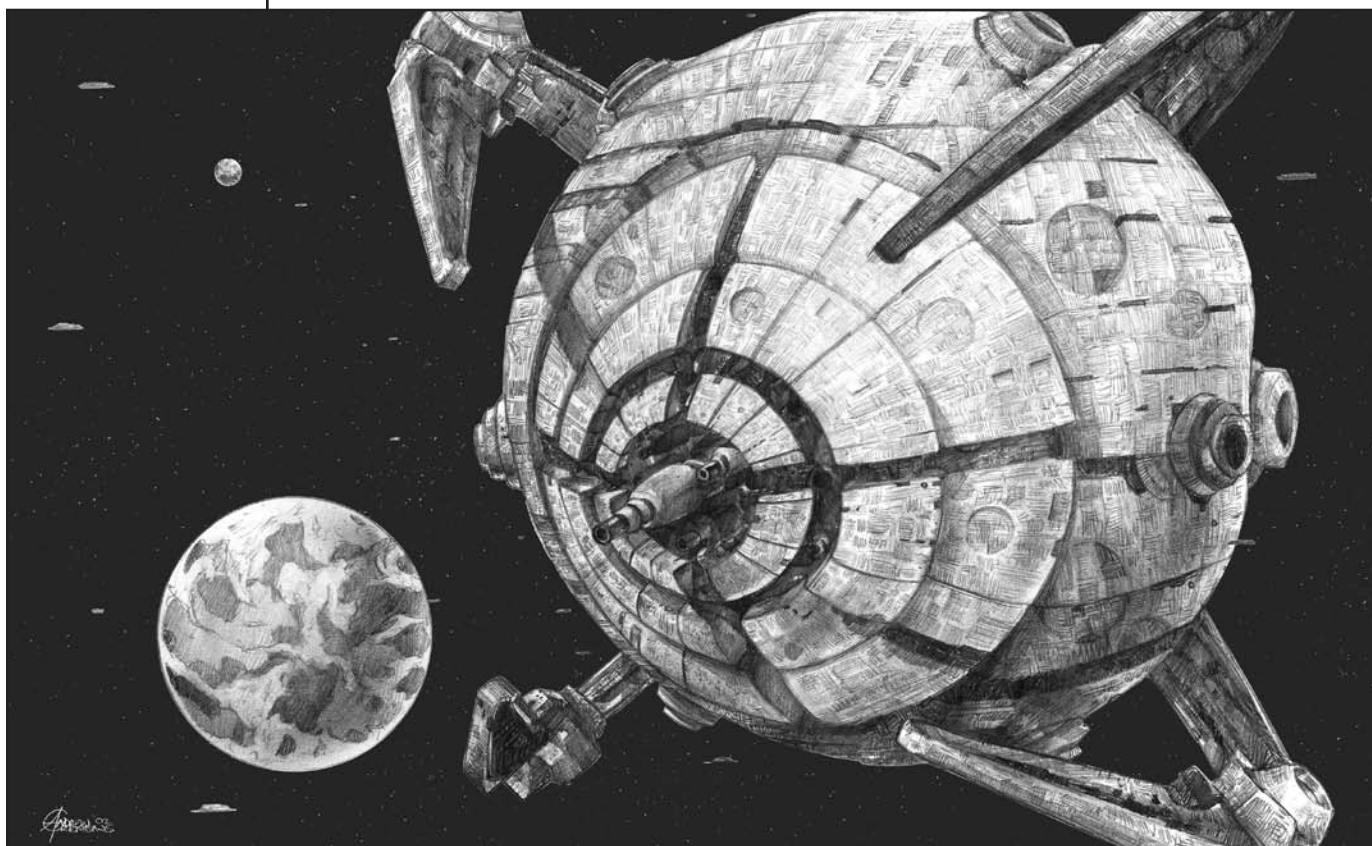
statue of a dog.

Appearance: A chromedog is a large, strong dog, such as a Doberman or Rottweiler, enhanced with cybernetic and biological modifications. Its teeth and claws are made of titanium steel, and dermal armoring has been implanted underneath its skin (giving it an odd, sort of "lumpy" appearance in some cases).

Engine Of Destruction**ENGINE OF DESTRUCTION**

Val	Char	Cost	Roll	Notes
80	STR	70	25-	Lift 1.6 ktons; 16d6 [8]
15	DEX	15	12-	OCV: 5/DCV: 5
60	CON	100	21-	
100	BODY	180	29-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
30	PRE	20	15-	PRE Attack: 6d6
8	COM	-1	11-	
30	PD	14		Total: 30 PD (30 rPD)
30	ED	18		Total: 30 ED (30 rED)
4	SPD	15		Phases: 3, 6, 9, 12
28	REC	0		
120	END	0		
170	STUN	0		
				Total Characteristics Cost: 431 (+342 with NCM)

Movement: Running: 0"/0"
Leaping: 0"/0"
Flight: 50"/800"
FTL Travel: 1 LY/year



Cost Powers **END**

712	<i>Planet-Destroying Cannon</i> : Multipower, 712-point reserve	
56u	1) <i>Long-Range Blast</i> : RKA 10d6, Armor Piercing (+½), MegaScale (1" = 10 km; +½), Increased Maximum Range (x125, or 281,250"; +¾), No Range Modifier (+½), Reduced Endurance (0 END; +½)	0
71u	2) <i>Short-Range Blast</i> : RKA 10d6, Armor Piercing (x4, +2), Increased Maximum Range (x125, or 375,000"; +¾), No Range Modifier (+½), Reduced Endurance (0 END; +½)	0
195	<i>Point-Defense Blaster</i> : RKA 4d6, Armor Piercing (+½), Increased Maximum Range (x125, or 93,750"; +¾), No Range Modifier (+½), Reduced Endurance (0 END; +½)	0
20	15 more Point-Defense Blasters (spaced equidistantly around hull)	0
60	<i>Neutronium Construction</i> : Physical and Energy Damage Reduction, Resistant, 50%	0
15	<i>Neutronium Hull</i> : Hardened (+¼) for 30 PD, 30 ED	0
37	<i>Neutronium Hull</i> : Damage Resistance (30 PD/30 ED); Hardened (+¼)	0
50	<i>Heavy</i> : Knockback Resistance -25"	0
38	<i>Psionic Shielding</i> : Mental Defense (40 points total)	0
50	<i>Built For Space</i> : Life Support: Total (including Longevity: Immortality)	0
172	<i>Hyperdrive</i> : Multipower, 172-point reserve	
1u	1) <i>Interstellar Travel Mode</i> : FTL Travel (1 LY/year)	0
17u	2) <i>Normal Travel Mode</i> : Flight 50", x16 noncombat, Reduced Endurance (0 END; +½)	0
-12	<i>Only Flies</i> : Running -6" (0" total)	
39	<i>Sensors</i> : HRRP, MegaScale (1" = 100 million km; +2¼)	0
32	<i>Sensors</i> : Infrared Perception, Ultraviolet Perception (both Sight Group), MegaScale (1" = 100 million km; +2¼)	0
114	<i>Sensors</i> : Detect Planets 14-, Discriminatory, Analyze, Range, Sense, Targeting, MegaScale (1" = 100 million km; +2¼)	0

Skills

15	+5 with Planet-Destroying Cannon
9	AK: Milky Way Galaxy 18-
16	Navigation (Space) 18-

Total Powers & Skills Cost: 1,707

Total Cost: 2,138

75+ Disadvantages

10	Physical Limitation: Really Colossal (1,000m long or in diameter; -18 DCV, +18 to PER Rolls to perceive) (Frequently, Slightly Impairing)
15	Physical Limitation: Machine Intelligence (Frequently, Greatly Impairing)
16	Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)

15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
2,007 Experience Points

Total Disadvantage Points: 2,138

Ecology: The Engine of Destruction is a self-perpetuating, quasi-artificially intelligent, mobile weapon that refuels its hyperdrive and power plants by "ingesting" and breaking down asteroids, chunks of planets it destroys, starships, and other such objects. It fills no ecological niche, existing only to reduce enemy planets and ships to rubble.

Personality/Motivation: Engines of Destruction are programmed by their creator to destroy one or more target(s). Typically their creators unleash them against enemy territory, instructing them to destroy every planet and ship they encounter.

Powers/Tactics: An Engine of Destruction has little understanding of tactics or strategy. It simply attacks by blasting targets with its Planet-Destroying Cannon until they present no further threat. The Cannon has a range of nearly three million kilometers. The Engine also has a system of point-defense blasters with which to defend itself.

As noted in the *HERO System 5th Edition, Revised*, ordinarily you should not apply Advantages to Senses. This was done for the Engine as a way of simulating communications abilities that function over vast interstellar distances (a not-uncommon genre convention for *Star Hero*).

Campaign Use: Engines of Destruction represent perhaps the ultimate threat any group of *Star Hero* PCs can encounter. With a few adaptations, in fantasy campaigns the Engine might become a gigantic wheeled golem capable of crushing cities.

Appearance: Engines of Destruction vary in appearance; most are either cylinders about a kilometer long, or spheroids about a kilometer in diameter. The Planet-Destroying Cannon, consisting of a central firing element and four focusing arms, occupies the front part of the Engine; Point-Defense Blasters dot its length at equal intervals.

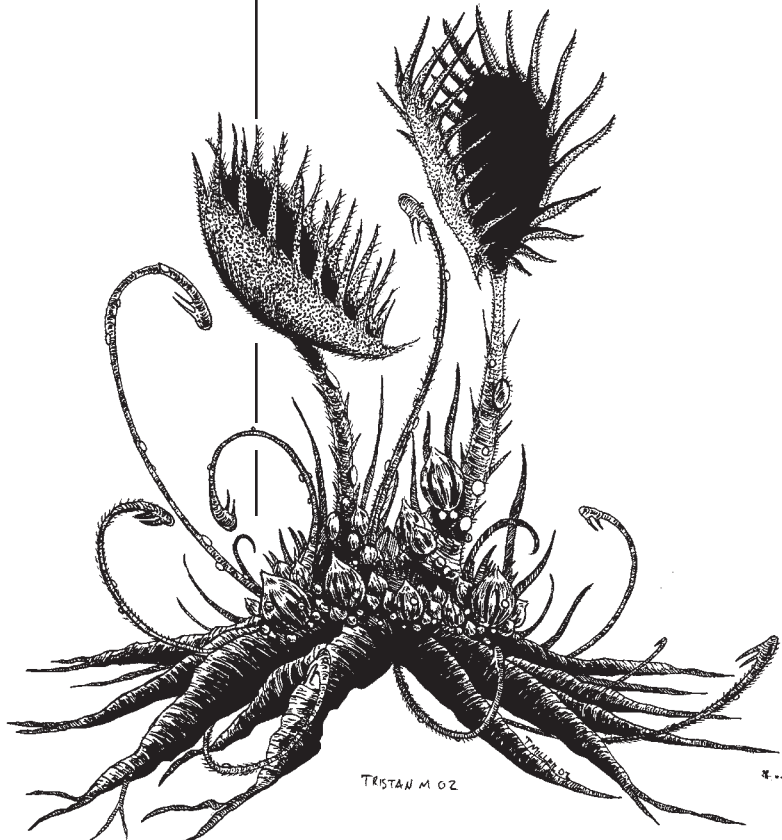
Giant Carnivorous Plant

GIANT CARNIVOROUS PLANT

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]
15	DEX	15	12-	OCV: 5/DCV: 5
20	CON	20	13-	
20	BODY	20	13-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
20	PRE	10	13-	PRE Attack: 4d6
4	COM	-3	10-	
				Total: 12 PD (6 rPD)
12	PD	6		
8	ED	4		Total: 8 ED (2 rED)
3	SPD	5		Phases: 4, 8, 12
10	REC	0		
40	END	0		
45	STUN	0		
				Total Characteristics Cost: 85 (+14 with NCM)

Movement: Running: 0"/0"
Leaping: 0"/0"
Swimming: 0"/0"

Cost	Powers	END
15	<i>Flytrap Mouth:</i> HKA 1d6 (2d6 with STR)	1
15	<i>Thorny Tendrils:</i> HKA ½d6, Continuous (+1), Damage Shield (+½), Inherent (+¼), Persistent (+½), Reduced Endurance (0 END; +½); Always On (-½), No STR Bonus (-½), Only Applies To Two Tendrils (-½)	0
4	<i>Tough Fibers:</i> Damage Resistance (6 PD/2 ED)	0



- 24 *Rooted:* Knockback Resistance -12" 0
- 12 *Rooted:* Running -6 "
- 2 *Rooted:* Swimming -2"
- 39 *Sense Vibrations:* Detect Physical Vibrations 13- (Touch Group), Discriminatory, Analyze, Range, Sense, Targeting 0
- 5 *Tendrils:* Extra Limbs (2d6 worth), Inherent (+¼); Limited Manipulation (-¼) 0

Skills

- 4 +2 OCV with Grab

Total Powers & Skills Cost: 92

Total Cost: 177

75+ Disadvantages

- 15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
- 5 Physical Limitation: Large (4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
- 10 Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
- 15 Physical Limitation: Poor Eyesight, suffers -2 to all Sight PER Rolls (Frequently, Greatly Impairing)
- 10 Physical Limitation: Poor Hearing, suffers -2 to all Hearing PER Rolls (Frequently, Slightly Impairing)
- 6 Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
- 41 Experience Points

Total Disadvantage Points: 177

OPTIONS

- | Cost | Giant Carnivorous Plant Options | |
|------|--|-----|
| 67 | <i>Deadly Spores:</i> RKA 3d6, NND (defense is LS: Self-Contained Breathing; +1), Does BODY (+1); Limited Range (10"; -¼), 6 Charges (-¾) | [6] |
| 13 | <i>Long Tendrils:</i> Stretching 3"; Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼) | 0 |
| 34 | <i>Seductive Bouquet I:</i> Mind Control 8d6, Reduced Endurance (0 END; +½); Set Effect (come within range of plant's attacks; -½), Limited Range (range of smell, typically about 20"; -¼) | 0 |
| 56 | <i>Seductive Bouquet II:</i> Mind Control 8d6, Area Of Effect (32" Radius; +1½), Persistent (+½), Reduced Endurance (0 END; +½); Always On (-½), Set Effect (come within range of plant's attacks; -½), No Range (-½) | 0 |
| 48 | <i>Slave Spores:</i> Major Transform 5d6 (humans into plant's slaves, heals at the normal rate for healing BODY), BOECV (Power Defense applies; +1), Works Against EGO, Not BODY (+¼); Based On CON (-1), Limited Target (humans; -½), Limited Range (10"; -¼), 6 Charges (-¾) | [6] |
| 25 | <i>Slave Spores Mind Bond:</i> Mind Link, | |

- specific group of up to 6 minds 0
- 30 *Sticky Sap*: Entangle 4d6, 4 DEF, Sticky (+½); Limited Range (5"; -¼), 6 Charges (-¾) [6]
- 24 *Thorn-shooting*: RKA 1d6, Autofire (5 shots; +½), 64 Charges (+½); Limited Range (10"; -¼) [64]

Ecology: Giant carnivorous plants feed on animals (and people) who come too close. They reproduce through spores, which they shoot into the air once every few years to drift away on the wind.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Giant carnivorous plants look like ordinary (albeit large) plants... until prey gets close enough. Then they lash out with their tendrils, Grabbing it so they can bite it to death and swallow it. Since they cannot move, they fight to the death if attacked.

Campaign Use: Giant carnivorous plants lurk in alien jungles, the swamps of fantasy worlds, the laboratories of mad botanists, and places like that. By applying options and tinkering with the write-up a little, a clever GM can use this character sheet to create all sorts of deadly flora.

Appearance: Giant carnivorous plants are large, about twice the size of an adult human. They possess several thick, strong tendrils that can lash, bash, and grab, and a Venus flytrap-like mouth with woody teeth strong enough to bite through armor.

Giant Dinosaur

GIANT DINOSAUR

Val	Char	Cost	Roll	Notes
75	STR	65	24-	Lift 800 tons; 15d6 [7]
18	DEX	24	13-	OCV: 6/DCV: 6
50	CON	80	19-	
50	BODY	80	19-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
40	PRE	30	17-	PRE Attack: 8d6
8	COM	-1	11-	
25	PD	10		Total: 25 PD (8 rPD)
25	ED	15		Total: 25 ED (8 rED)
4	SPD	12		Phases: 3, 6, 9, 12
25	REC	0		
100	END	0		
113	STUN	0		Total Characteristics Cost: 315 (+272 with NCM)

Movement: Running: 36"/72"
Leaping: 0"/0"
Swimming: 10"/20"

Cost	Powers	END
75	<i>Jaws</i> : HKA 3d6+1 (6½d6 with STR), Area Of Effect (One Hex; +½)	7
25	<i>Forelimb Claws</i> : HKA 1½d6 (3d6+1 with STR)	2
50	<i>Tail Sweep</i> : Area Of Effect (12" Cone; +1) for STR; Only With Extra Limb (-½)	7
37	<i>Spikes</i> : HKA 2d6, Continuous (+1),	

- Damage Shield (+½), Inherent (+¼), Persistent (+½), Reduced Endurance (0 END; +½); Always On (-½), Activation Roll 11- (-1), No STR Bonus (-½) 0
- 25 *Gargantuan Feet*: Area Of Effect (One Hex; +½) for STR; Only With Feet (-½) 4
- 8 *Gargantuan Form*: Swimming +8" (10" total) 1
- 8 *Tough Skin*: Damage Resistance (8 PD/8 ED) 0
- 60 *Resilient*: Physical and Energy Damage Reduction, Resistant, 50% 0
- 60 *Heavy*: Knockback Resistance -30" 0
- 60 *Gargantuan Legs*: Running +30" (36" total) 6
- 6 *Dinosaur Senses*: +2 PER with all Sense Groups 0
- 65 *Tail*: Extra Limb, Inherent (+¼); Limited Manipulation (-¼) plus Stretching 12", Reduced Endurance (0 END; +½), Persistent (+½), Inherent (+¼); Always On (-½), Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼) 0

Skills

- 10 +2 Hand-To-Hand

Total Powers & Skills Cost: 489

Total Cost: 804

75+ Disadvantages

- 15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
- 15 Physical Limitation: Gargantuan (up to 64m tall and weighing over six million kg; -10 DCV, +10 to PER Rolls to perceive) (Frequently, Greatly Impairing)
- 15 Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 669 Experience Points

Total Disadvantage Points: 804

OPTIONS

Cost	Giant Dinosaur Options	
75	<i>Fiery Breath</i> : RKA 3d6, Area Of Effect (72" Line; +1½); No Range (-½)	11
75	<i>Radioactive Eyebeams</i> : RKA 3d6, Area Of Effect (40" Cone; +1½); No Range (-½)	11
9	<i>Terrible Roar</i> : +20 PRE; Only For Fear-Based Presence Attacks (-1), Incantations (must roar; -¼)	0

Ecology: Unknown. Through mysterious means, this gargantuan dinosaur, of a previously undiscovered species dwarfing even the mightiest tyrannosaur, becomes trapped in suspended animation beneath the sea, underground, on a deserted island, or in space until freed. Once freed, it goes on a rampage fueled by rage and hunger.

Personality/Motivation: Normal animal motivations. However, at times some giant dinosaurs seem motivated by anger and a desire to destroy, while others

benevolently try to protect humanity from their brethren, giant apes, and other such monsters.

Powers/Tactics: A typical giant dinosaur has several means of attack. First and foremost are its gargantuan jaws, which can bite through a car without even slowing down. Second are its forelimbs, with long, sharp claws tipping their finger-like appendages. Third is its long, heavy tail, which it can sweep from side to side in a swath of destruction. (In game terms, the tail is an Area Of Effect: Cone, equal to its own length, with No Range. As the giant dinosaur smashes with it to either side, it damages everything in that half of the cone. The target hex of the Cone is where the creature's tail joins its body.)

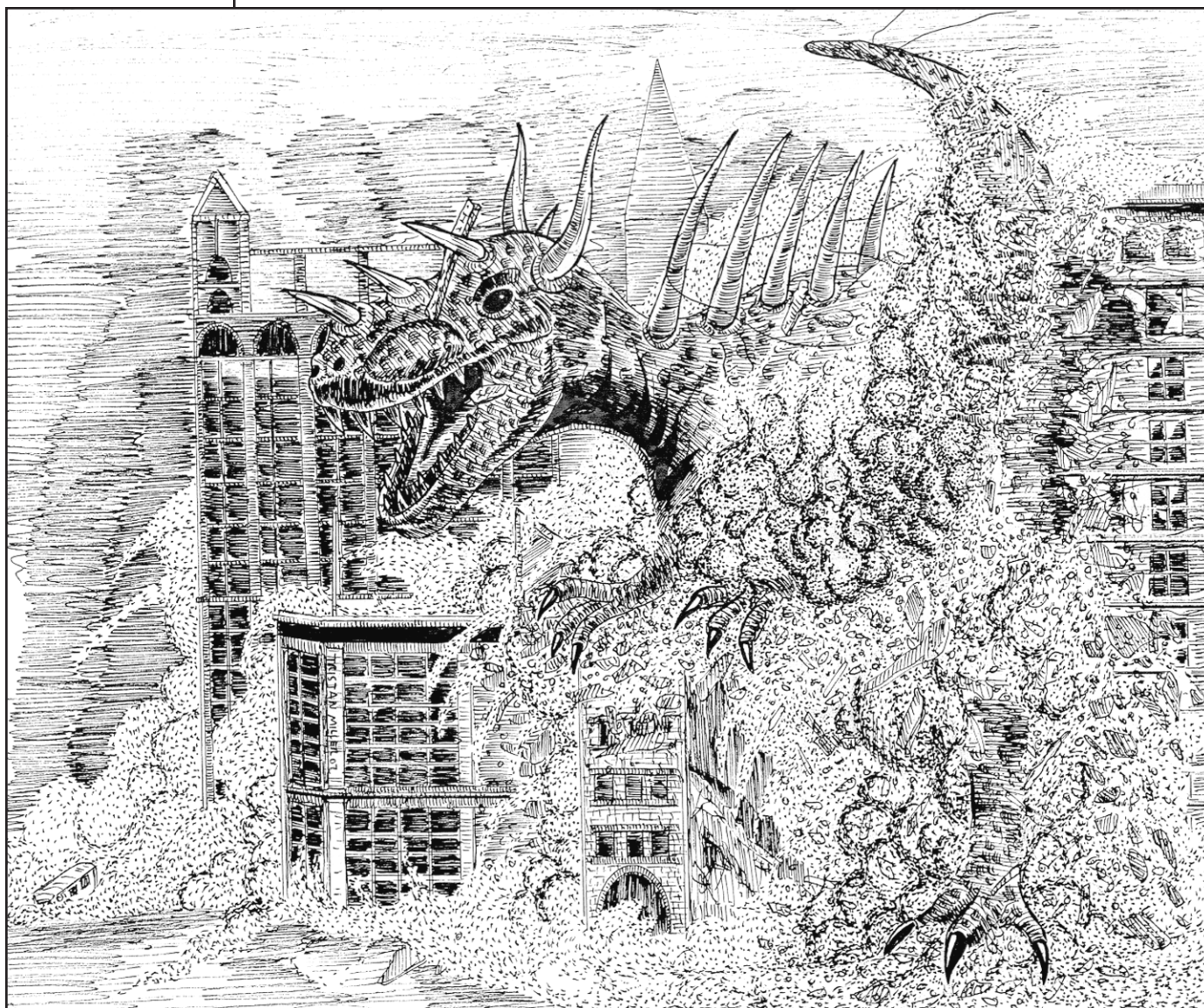
Of course, given the giant dinosaur's size, it can simply step on people, vehicles, and small buildings. Each step does its STR damage to objects beneath it automatically; this requires no Attack Roll unless the giant dinosaur is trying to hit a specific target.

Its feet count as Area Of Effect (One Hex) attacks, making stomping easy and fun!

Legends speak of giant dinosaurs with other fearsome powers, such as the ability to breathe tremendous goutts of fire, project blasts of lethal radioactivity from the eyes, or roar terrifyingly. Perhaps giant dinosaurs with other abilities will be discovered over time.

Campaign Use: Giant dinosaurs such as this one could menace cities protected by superheroes, be discovered by intrepid pulp explorers in long-lost valleys in Darkest Africa or South America, menace time travelers visiting prehistoric times, or even play the part of weird alien predators on a new-found planet.

Appearance: Towering over 200 feet tall, the giant dinosaur resembles a tyrannosaurus rex, but on a much greater scale. Also unlike the tyrannosaur, the giant dino tends to stand upright, and it has large spikes covering much of its body.



Giant Space Amoeba

GIANT SPACE AMOEBEA

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 [5]
5	DEX	-15	10-	OCV: 2/DCV: 2
150	CON	280	39-	
1,000	BODY	1,980	209-	
5	INT	-5	10-	PER Roll 10-
5	EGO	-10	10-	ECV: 2
50	PRE	40	19-	PRE Attack: 10d6
4	COM	-3	10-	
20	PD	10		Total: 30 PD (10 rPD)
30	ED	0		Total: 40 ED (10 rED)
1	SPD	0		Phases: 12
40	REC	0		
300	END	0		
1,100	STUN	0		
				Total Characteristics Cost:
				2,317 (+2,290 with NCM)

Movement:

Running:	0"/0"
Leaping:	0"/0"
Swimming:	0"/0"
Flight:	See text

Cost	Powers	END
112	<i>Striking Pseudopods:</i> Area Of Effect (160" Radius; +2¼) for STR	11
75	<i>Acidic Innards:</i> HKA 3d6, Continuous (+1), Damage Shield (+½), Penetrating (x3; +1½), Persistent (+½), Reduced Endurance (0 END; +½); Always On (-½), No STR Bonus (-½), Only Affects Objects/Beings Inside It (-1)	0
120	<i>Too Big To Hurt:</i> Physical and Energy Damage Reduction, Resistant, 75%	0
30	<i>Tough Outer Membrane:</i> Armor (10 PD/10 ED)	0
100	<i>Too Big To Move:</i> Knockback Resistance -50"	0
50	<i>Adapted To Space:</i> Life Support: Total (including Longevity: Immortality)	0
90	<i>Oozing Through Space:</i> Flight 20", MegaScale (1" = 10,000 km; +1¼)	9
-12	<i>Only Flies:</i> Running -6"	
-2	<i>Only Flies:</i> Swimming -2"	
114	<i>Sense Food:</i> Detect Planets 13-, Discriminatory, Analyze, Range, Sense, Targeting, MegaScale (1" = 100 million km; +2¼)	0
5	<i>Pseudopods:</i> Extra Limbs (however many it wants)	0

Total Powers & Skills Cost: 682
Total Cost: 2,999

75+ Disadvantages

20	Physical Limitation: Instinctive Intelligence (All The Time, Greatly Impairing)
10	Physical Limitation: Planetary Size (larger than an Earth-size world; -48 DCV, +48 to



	PER Rolls to perceive) (Frequently, Slightly Impairing)
15	Physical Limitation: Poor Eyesight, suffers -2 to all Sight PER Rolls (Frequently, Greatly Impairing)
10	Physical Limitation: Poor Hearing, suffers -2 to all Hearing PER Rolls (Frequently, Slightly Impairing)
10	Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
10	Vulnerability: 2 x STUN from attacks to its nucleus (Uncommon)
10	Vulnerability: 2 x BODY from attacks to its nucleus (Uncommon)
2,824	Experience Points

Total Disadvantage Points: 2,999

Ecology: The giant space amoeba — actually not an amoeba, because it is a multi-celled organism, but so called because it resembles one in many respects — lives in outer space. It drifts/oozes through the cosmic void, looking for asteroids, starships, and planets to eat. When it finds one, it engulfs it, digests it, and then starts looking for food again. Every few millennia it reproduces by a sort of fission-like process.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: If attacked, the giant space amoeba

generally ignores its attacker; few attacks are powerful enough to attract its attention or cause it significant harm. If it does feel an attack (or series of attacks), it will extrude a pseudopod to bash or Grab the attacker. Grabbed attackers get ingested, where they find themselves exposed to the deadly acidic inner juices of the creature.

The giant amoeba has a weak spot — its brain, or “nucleus,” at its very center. If the PCs can reach it, all attacks against it do x2 BODY and STUN. It's smaller than the amoeba itself, of course; it suffers only a -10 DCV penalty.

Campaign Use: The giant amoeba is as great a threat, if not greater, than the Engine of Destruction. But clever GMs can find a way to make it an intriguing part of an adventure story, and not just a danger to avoid or destroy. For example, suppose the creature is actually a swarm of much tinier, sentient organisms — the PCs would have to discover this, negotiate a truce, and find a place where the swarm could survive without eating any sentient beings.

Appearance: The giant space amoeba resembles a unicellular organism larger than a planet. Its outlines constantly change, but it's usually at least 12,000-15,000 km long and about half that wide and deep. Larger (or smaller) specimens may exist.

Living Brain

LIVING BRAIN

Val	Char	Cost	Roll	Notes
0	STR	-10	9-	Lift 25 kg; 0d6 [1]
0	DEX	-30	9-	OCV: 0/DCV: 0
15	CON	10	12-	
10	BODY	0	11-	
20	INT	10	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
20	PRE	10	13-	PRE Attack: 4d6
4	COM	-3	10-	
				Total: 2 PD (0 rPD)
2	PD	2		Total: 3 ED (0 rED)
3	ED	0		Phases: 4, 8, 12
3	SPD	20		
3	REC	0		
30	END	0		
18	STUN	0		
				Total Characteristics Cost: 29

Movement:	Running:	0"/0"
	Leaping:	0"/0"
	Swimming:	0"/0"



Cost	Powers	END
60	<i>Mental Powers:</i> Multipower, 60-point reserve	
6u	1) <i>Machine Control:</i> Mind Control 8d6 (Machine class of minds), Reduced Endurance (0 END; +½)	0
6u	2) <i>Mental Blast:</i> Ego Attack 4d6 (Human class of minds), Reduced Endurance (0 END; +½)	0
30	<i>Psychokinesis:</i> Telekinesis (10 STR), BOECV (+1)	3
16	<i>Mental Shield:</i> Mental Defense (20 points total)	0
-12	<i>No Limbs:</i> Running -6"	
-2	<i>No Limbs:</i> Swimming -2"	
5	<i>Visual Sensors:</i> Increased Arc Of Perception (360 Degrees) for Normal Sight	0

Skills

30	<i>Hard To Hit:</i> +6 DCV
3	Computer Programming 13-
3	Deduction 13-
3	Electronics 13-
3	Inventor 13-
3	Mechanics 13-
3	Persuasion 13-
3	Systems Operation 13-
3	Scientist
2	1) SS: Biology 13-
2	2) SS: Chemistry 13-
2	3) SS: Physics 13-
2	4) GM's Choice 13-
2	5) GM's Choice 13-
2	6) GM's Choice 13-

Total Powers & Skills Cost: 175

Total Cost: 204

75+ Disadvantages

5	Physical Limitation: Depends On Machines For Speech And Senses (Infrequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
5	Physical Limitation: Small (1m; +3" KB) (Infrequently, Slightly Impairing)
20	Psychological Limitation: Utterly Mad; Bent On Obtaining A New Body, Revenge, And/ Or Conquest (Common, Total)
20	Susceptibility: to being outside nutrient tank, take 2d6 per Phase (Uncommon)
64	Experience Points

Total Disadvantage Points: 204

Ecology: The surviving brain (and sometimes spinal column) of an insane scientist whose body was somehow destroyed, a living brain is confined to a tank of organic nutrients which supply it with "food." If taken outside the tank for too long, it dies.

Personality/Motivation: Thanks to the disaster which destroyed its body and the stresses of being confined to a nutrient tank, a living brain is quite mad. It may seem focussed and disciplined, particularly

when involved in one of its frequent schemes to build or obtain a new body, but beneath the veneer of civilization lies a madman waiting to wreak havoc on the world.

Powers/Tactics: Living brains have no limbs and can barely fend for themselves in many situations. They must rely on their mental energies, and the machines, robots, and followers whom they control. In desperate circumstances a living brain can mentally blast its foes, but if it comes to that, it's usually too late.

Campaign Use: Some living brains are those of politicians (typically, dictators or generalissimos) instead of scientists. To create such a creature, simply make the appropriate Skill changes.

Appearance: A living brain is the enlarged, sometimes throbbing or eerily-colored brain (and perhaps spine) of a renowned scientist resting upright in a tank of organic nutrient fluid. Visual sensors, linguistic synthesizers, computers, and many other machines are hooked up to the tank, awaiting the brain's mental commands.

Mon'da Hunting Lizard

MON'DA HUNTING LIZARD

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
15	DEX	15	12-	OCV: 5/DCV: 5
18	CON	16	13-	
15	BODY	10	12-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
15	PRE	5	12-	PRE Attack: 3d6
6	COM	-2	10-	
8	PD	5		Total: 8 PD (2 rPD)
7	ED	3		Total: 7 ED (2 rED)
3	SPD	5		Phases: 4, 8, 12
7	REC	0		
36	END	0		
32	STUN	0		Total Characteristics Cost: 50

Movement: Running: 10"/20"
Leaping: 3"/6"
Swimming: 3"/6"

Cost	Powers	END
15	<i>Bite:</i> HKA 1d6 (2d6 with STR)	1
8	<i>Claws:</i> HKA ½d6 (1d6+1 with STR); Reduced Penetration (-¼)	1
10	<i>Tail Bash:</i> HA +4d6; Hand-To-Hand Attack (-½), Only With Tail (-½)	2
3	<i>Trip Prey:</i> Sacrifice Throw (STR Strike, Target Falls, Lizard Falls)	0
2	<i>Scaly Skin:</i> Damage Resistance (2 PD/2 ED)	0
8	<i>Fast:</i> Running +4" (10" total)	1
1	<i>Strong Swimmer:</i> Swimming +1" (3" total)	1
6	<i>Reptilian Senses:</i> +2 PER with all Sense Groups	0
5	<i>Lizard's Eyes:</i> Nightvision	0

- 5 *Keen Nose*: Tracking for Normal Smell 0
 5 *Tail*: Extra Limb, Inherent (+¼); Limited Manipulation (-¼) 0

Skills

- 10 +2 Hand-To-Hand
 3 Stealth 12-

Total Powers & Skills Cost: 81**Total Cost: 131****75+ Disadvantages**

- 15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
 0 Physical Limitation: Human Size
 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
 26 Experience Points

Total Disadvantage Points: 131

Ecology: Native to the planet Mon'da, a world where warmblooded reptilian species evolved without competition from mammals, the hunting lizard fills the same ecological niches there as hunting cats like the tiger and leopard do on Earth. Most subspecies prefer jungles and forests, though some are more at home pursuing prey in grasslands, savannahs, and even deserts.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Generally lazy, and unwilling to chase prey any more than they have to, hunting lizards prefer to kill by ambush. They creep stealthfully up on their prey and then pounce, or simply hide in a convenient position until a hapless herbivore gets close enough for the lizard to leap on it. But if pressed, they can run swiftly.

Hunting lizards use their long, sharp fangs and equally deadly claws to bring down prey, usually going for the target's throat while trying to trip it with their tails.

Campaign Use: The Mon'da hunting lizard is an example of the sort of weird predator PCs might encounter on other planets (or in other dimensions). By changing the description a bit, and perhaps altering its abilities slightly or adding a template, you can create all sorts of unusual beasts.

Appearance: The Mon'da hunting lizard is a large reptilian carnivore, with a body nearly as long as a man is tall, and a long, thick tail with tiny barbs on the tip. Its large, amber-colored eyes give it excellent nightvision, and its wide nostrils allow it to follow a scent for miles. Most subspecies are dark colors — dark grey or grey-green — but tan and bluish subspecies also exist.

Neuroparasite

NEUROPARASITE

Val	Char	Cost	Roll	Notes
-10	STR	-20	7-	Lift 6.4 kg; 0d6 [1]
10	DEX	0	11-	OCV: 3/DCV: 3
8	CON	-4	11-	
4	BODY	-12	10-	
10	INT	0	11-	PER Roll 11-
15	EGO	10	12-	ECV: 5
10	PRE	0	11-	PRE Attack: 2d6
4	COM	-3	10-	
2	PD	2		Total: 2 PD (1 rPD)
2	ED	0		Total: 2 ED (1 rED)
2	SPD	0		Phases: 6, 12
2	REC	0		
16	END	0		
10	STUN	2		Total Characteristics Cost: -25

Movement: Running: 1"/2"
 Leaping: 1"/2"

Cost	Powers	END
5	<i>Barbs</i> : HKA 1 point (1 point with STR)	1
52	<i>Neural Control</i> : Mind Control 15d6, Telepathic (+¼), Reduced Endurance (0 END; +½); No Range (-½), Skin Contact Required (-1)	0
50	<i>Harm To The Parasite Harms The Host</i> : Major Transform 9d6 (standard effect: 27 BODY) (humans to humans with Physical Limitation <i>Victim Takes All Damage Neuro-parasite Takes</i> ; heals back automatically when parasite leaves or is removed), Reduced Endurance (0 END; +½); Limited	



- Target (humans; -½), No Range (-½), Skin Contact Required (-1), Only On Victims Under Its Control (EGO+20 or better required; -½), All Or Nothing (-½) 0
- 10 *Nutrition Loss*: Drain BODY 1d6 (standard effect: 1 BODY), Delayed Return Rate (points return at the rate of 5 per Month, or begin healing normally once neuroparasite is removed; +2), Penetrating (+½), Reduced Endurance (0 END; +½); Skin Contact Required (-1), 1 Charge (-2) [1]
- 1 *Tough Shell*: Damage Resistance (1 PD/1 ED) 0
- 10 *Short Legs*: Running -5" (1" total)
- 1 *Springy Legs*: Leaping +1" (1" total) 1
- 6 *Heightened Senses*: +2 PER with all Sense Groups 0
- 6 *Lots Of Legs*: Extra Limbs, Inherent (+¼) 0

Skills

- 40 *Hard To Hit*: +8 DCV
- 13 Concealment 19-; Self Only (-½)
- 19 Stealth 19-

Total Powers & Skills Cost: 193
Total Cost: 168

75+ Disadvantages

- 10 Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
- 15 Physical Limitation: Minuscule (about 3-5 inches long; +12" KB) (Frequently, Greatly Impairing)
- 10 Physical Limitation: Near-Human Intelligence (Frequently, Slightly Impairing)
- 58 Experience Points

Total Disadvantage Points: 168

Ecology: Neuroparasites have been found in a variety of environments on several different worlds. But regardless of the location, their basic method of survival — latching onto and taking control of sentient beings, thereby deriving nutriment — remains the same. Due to the dangers posed in studying them, almost nothing is known about their reproductive habits or activities when not attached to a host.

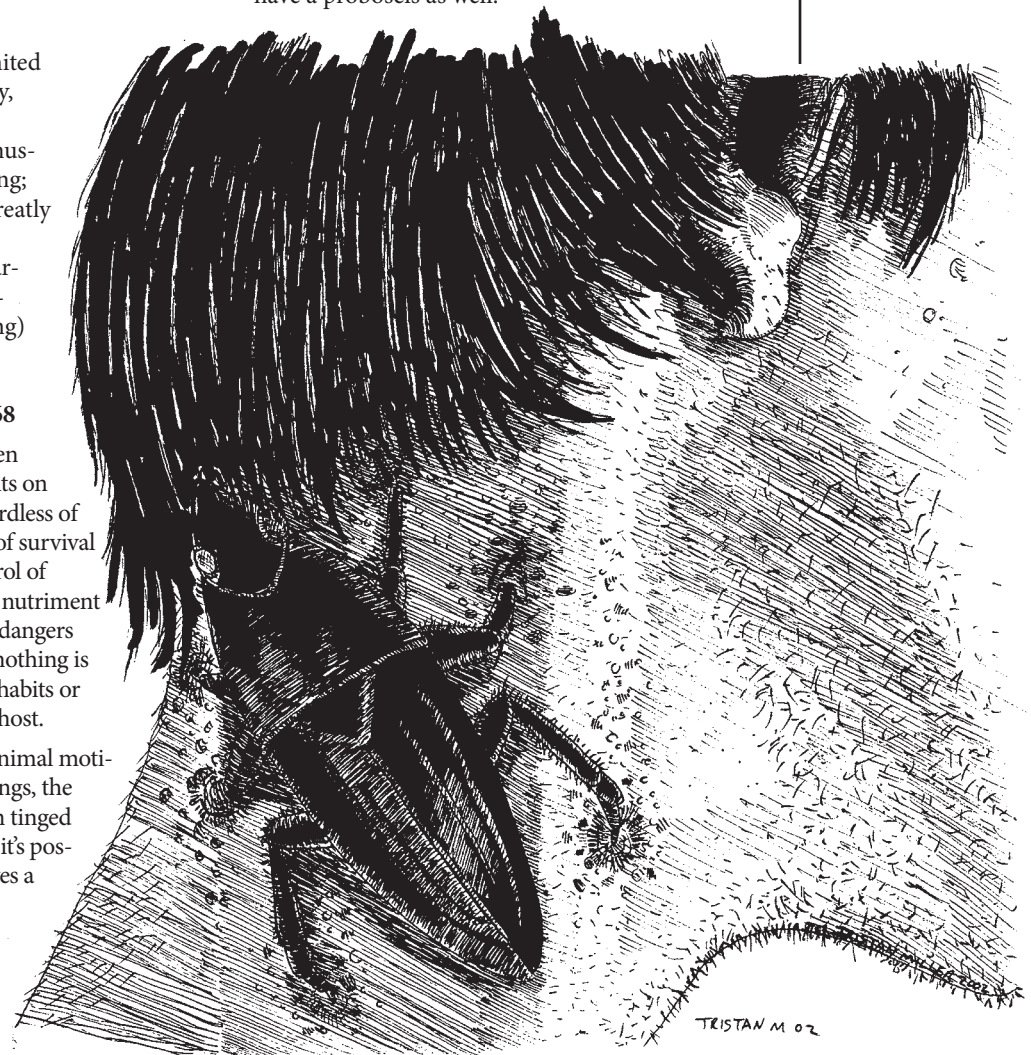
Personality/Motivation: Normal animal motivations. But to many sentient beings, the actions of the neuroparasite seem tinged with malice, and they may be so; it's possible neuroparasites are themselves a sentient species.

Powers/Tactics: A neuroparasite attacks by surprise, typically dropping onto the back of the victim's neck from above (it must have access to the spinal cord or brain, and so never attacks other parts of the

body). Once it makes skin contact, it digs the barbs on its feet (and in some species, a proboscis) into the victim's flesh and latches onto his spine. This allows it to take control of the victim (*i.e.*, attack with its Mind Control) and make him do its bidding. In doing so it establishes a one-way neurochemical link. This means that once it's firmly attached to a victim, any damage a neuroparasite suffers its victim suffers as well, but the parasite itself does not suffer if its host is harmed. The neuroparasite remains attached to its host (and usually hides itself under the host's collar, hat, shirt, tunic, or the like) until the host dies and it seeks another, or it is somehow removed. Typically a host loses 1 BODY per day a parasite is attached due to the strain of being controlled and the diminished nutrition his body receives.

Campaign Use: Neuroparasites (and like creatures, for which this character sheet can serve as a template) represent the ultimate horror in many games. Hard to detect and hard to remove without harm to the victim, they're far more difficult to confront than a typical monster or enemy.

Appearance: Most neuroparasites are insect-like or crustacean-like beings no more than five inches long. They have six or more legs or barbs with which they attach themselves to a victim's flesh, and some have a proboscis as well.



Psychovore

PSYCHOVORE

Val	Char	Cost	Roll	Notes
-10	STR	-20	7-	Lift 6.4 kg; 0d6 [1]
10	DEX	0	11-	OCV: 3/DCV: 3
20	CON	20	13-	
10	BODY	0	11-	
15	INT	5	12-	PER Roll 12-
18	EGO	16	13-	ECV: 6
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
				Total Characteristics Cost: 51
1	PD	1		Total: 1 PD (0 rPD)
4	ED	0		Total: 4 ED (0 rED)
4	SPD	20		Phases: 3, 6, 9, 12
4	REC	0		
40	END	0		
20	STUN	0		

Movement:	Running:	0"/0"
	Leaping:	0"/0"
	Swimming:	0"/0"
	Flight:	10"/20"

Cost Powers	END
112	<i>Empathic Manipulation:</i> Mind Control 12d6, Telepathic (+¼), Affects Physical World (+2), Reduced Endurance (0 END; +½); Only To Control/Inflict A

	Specific Emotion (-1)	0
60	<i>Energy Form:</i> Desolidification (affected by lasers and light-based attacks), Reduced Endurance (0 END; +½), Persistent (+½), Inherent (+¼); Always On (-½)	0
30	<i>Energy Form:</i> Flight 10", Reduced Endurance (0 END; +½)	0
-12	<i>Only Flies:</i> Running -6"	
-2	<i>Only Flies:</i> Swimming -2"	

Skills

3	Stealth 11-
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Total Powers & Skills Cost: 191

Total Cost: 242

75+ Disadvantages

10	Physical Limitation: Diminutive (.5m; +6" KB) (Frequently, Slightly Impairing)
10	Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
10	Physical Limitation: Must Feed Off Sentients' Emotions (Frequently, Slightly Impairing)
137	Experience Points

Total Disadvantage Points: 242

Ecology: Various species of psychovore ("emotion-eater") live on various planets, or in certain regions of space (the latter have Life Support). Unlike corporeal creatures, they do not eat vegetation or flesh, but rather feed off of an emotional state of sentient beings. They have the innate ability to stimulate and control this emotional state, the better to feed off it. A few relatively benign species can inflict feelings of love and passion on their victims, but most seem to feed on the stronger, darker emotions of fear, anger, hatred, and prejudice. Beyond this, nothing is known about psychovores.

Personality/Motivation: Normal animal motivations, though indications are that psychovores are at least as intelligent as their prey.

Powers/Tactics: A psychovore approaches its victims by Stealth until it can establish Line Of Sight, then begins using its Empathic Manipulation. It keeps this up until discovered, forced to flee, or it becomes sated (the latter may require hours or days, and can easily exhaust or kill the victim).

Campaign Use: Psychovores are another unusual threat for PCs to contend with. A life form utterly alien from most sentient species, they can both play the central part in stories, and act as a complication when the PCs have other things they'd rather worry about.

Appearance: A psychovore resembles a small ball of glowing, pulsating energy, often with different colors corruscating across its "surface." When it feeds, the intensity of its glow and colors often increases.



ROBOTS AND ANDROIDS

Robots and androids are mechanical creations, usually of roughly humanoid shape, designed to perform specific tasks on behalf of their creators or owners.

Androids have a far more “human” appearance than robots, but even they are recognizably not human in most cases.

Robots and androids most commonly appear in science fiction stories; they’re one of the defining elements of the genre in many instances. However, you can also use them in superhero games, and in primitive form perhaps even in pulp- and Victorian-era campaigns. In a fantasy games, you can adapt robot and android character sheets for golems and other magical/chemical constructs.

Robotic automatons typically take the *Affected By Cyberkinesis* Physical Limitation. It represents the fact that even though they’re Automatons, they are susceptible to cyberkinetic (machine-manipulating) powers affecting EGO or PRE. This would include any Mental Power bought to affect the Machine class of minds.

DUPLICATOR ANDROID

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
10	CON	0	11-	
10	BODY	0	11-	
15	INT	5	12-	PER Roll 12-
0	EGO	0	—	ECV: N/A
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
6	PD	15		Total: 6 PD (6 rPD)
6	ED	15		Total: 6 ED (6 rED)
4	SPD	12		Phases: 3, 6, 9, 12
4	REC	0		
0	END	-10		
—	STUN	—		Total Characteristics Cost: 61

Movement: Running: 6”/12”
Leaping: 2”/4”

Cost Powers

Cost	Powers	END
54	<i>Alter Form:</i> Shape Shift (Sight, Hearing, and Touch Groups; any humanoid form), Imitation, Reduced Endurance (0 END; +½)	0
255	<i>Mimicking Circuitry:</i> Variable Power Pool (Mimic Pool), 150 base + 75 control cost, Powers Can Be Changes As Zero-Phase Action (+1), No Skill Roll Required (+1), Reduced Endurance (0 END; +½); Requires Successful HTH Attack Roll (-½), VPP Mimics Target’s Powers (-½), Powers May Only Be As Powerful As Target’s Powers (-½)	0
15	<i>Android Body:</i> Does Not Bleed	0
45	<i>Android Body:</i> Takes No STUN	0
15	<i>Tireless:</i> Reduced End (0 END; +½) on up to 30 STR	0

6	<i>Tireless:</i> Reduced End (0 END; +½) on Running	0
1	<i>Tireless:</i> Reduced End (0 END; +½) on Leaping	0
1	<i>Tireless:</i> Reduced End (0 END; +½) on Swimming	0
18	<i>Android Body:</i> Damage Resistance (6 PD/6 ED)	0
45	<i>Android Body:</i> Life Support: Total	0
34	<i>Visual Sensors:</i> Infrared Perception, Ultraviolet Perception, x1000 Microscopic, Telescopic (+6 versus Range) (all for Sight Group)	0
3	<i>Auditory Sensors:</i> Ultrasonic Perception (Hearing Group)	0
12	<i>Radio Sensors:</i> HRRP	0
3	<i>Sensor Enhancements:</i> +1 PER with all Sense Groups	0

Talents

32	<i>Onboard Computer Systems:</i> Absolute Range Sense, Absolute Time Sense, Bump Of Direction, Lightning Calculator, Universal Translator 12-
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Skills

20	+2 Overall
1	Climbing 8-
2	Language (GM’s choice)

Total Powers & Skills Cost: 562

Total Cost: 623

75+ Disadvantages

10	Physical Limitation: Affected By Cyberkinesis (has EGO 20 for purposes of cyberkinetic powers, and can be affected by cyberkinetic-based Presence Attacks) (Infrequently, Greatly Impairing)
0	Physical Limitation: Human Size
25	Psychological Limitation: Must Obey Programmer’s/Owner’s Commands (Very Common, Total)
513	Experience Points

Total Disadvantage Points: 623

Description: This highly advanced android is built with mimicking circuitry that allows it to both alter its shape to match that of another person, and duplicate that person’s abilities (be they skills, technology, superpowers, or the like). As such, it makes an ideal spy and assassin.

GENERAL PURPOSE ROBOT

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
10	DEX	0	11-	OCV: 3/DCV: 3
10	CON	0	11-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
0	EGO	0	—	ECV: N/A
5	PRE	-5	10-	PRE Attack: 1d6
10	COM	0	11-	
2	PD	3		Total: 2 PD (2 rPD)
2	ED	3		Total: 2 ED (2 rED)
2	SPD	0		Phases: 6, 12
4	REC	0		
0	END	-10		
—	STUN	—		Total Characteristics Cost: -9

Movement: Running: 6"/12"
Leaping: 2"/4"

Cost	Powers	END
15	<i>Android Body:</i> Does Not Bleed	0
45	<i>Android Body:</i> Takes No STUN	0
5	<i>Tireless:</i> Reduced End (0 END; +½) on 10 STR	0
6	<i>Tireless:</i> Reduced End (0 END; +½) on Running	0
1	<i>Tireless:</i> Reduced End (0 END; +½) on Leaping	0
1	<i>Tireless:</i> Reduced End (0 END; +½) on Swimming	0
6	<i>Android Body:</i> Damage Resistance	0

	(2 PD/2 ED)	0
45	<i>Android Body:</i> Life Support: Total	0
20	<i>Visual Sensors:</i> Infrared Perception, Ultraviolet Perception, x100 Microscopic (all for Sight Group)	0
3	<i>Auditory Sensors:</i> Ultrasonic Perception (Hearing Group)	0
12	<i>Radio Sensors:</i> HRRP	0

Talents

32	<i>Onboard Computer Systems:</i> Absolute Range Sense, Absolute Time Sense, Bump Of Direction, Lightning Calculator, Universal Translator 11-
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Skills

1	Climbing 8-
2	Language (GM's choice)
3	Paramedics 11-
3	Jack Of All Trades
1	1) PS: Bartending 11-
1	2) PS: Butler 11-
1	3) PS: Childcare 11-
1	4) PS: Cooking 11-
1	5) PS: Housecleaning 11-
1	6) PS: Household Financial Management 11-
1	7) PS: Tailor 11-
1	8) PS: Valet 11-

Total Powers & Skills Cost: 208

Total Cost: 199

75+ Disadvantages

10	Physical Limitation: Affected By Cyberkinesis (has EGO 5 for purposes of cyberkinetic powers, and can be affected by cyberkinesis-based Presence Attacks) (Infrequently, Greatly Impairing)
0	Physical Limitation: Human Size
25	Psychological Limitation: Must Obey Programmer's/Owner's Commands (Very Common, Total)
25	Psychological Limitation: Must Not Cause Or Allow Harm To Humans (Very Common, Total)
64	Experience Points

Total Disadvantage Points: 199

Description: Homeowners of the future do not need to worry about household chores at all. For a few hundred credits, they can acquire a General Purpose Robot that cleans house, cooks meals, and even provides basic medical care and childrearing services.

Campaign Use: This character sheet represents an advanced form of general purpose robot. Less sophisticated models would be built as normal characters, not Automaton, with their END representing built-in power supplies and the like (and thus cost far fewer Character Points).

Although this robot seems peaceful and harmless, plenty of science fiction stories involve ordinary creations such as these that malfunction or are reprogrammed, causing them to become a threat to humanity. Just because the General Purpose Robot



has no onboard weaponry doesn't mean it's not dangerous....

HUNTER-SEEKER DRONE

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
23	DEX	39	14-	OCV: 8/DCV: 8
10	CON	0	11-	
15	BODY	10	12-	
15	INT	5	12-	PER Roll 12-
0	EGO	0	—	ECV: N/A
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
10	PD	24		Total: 10 PD (10 rPD)
10	ED	27		Total: 10 ED (10 rED)
4	SPD	7		Phases: 3, 6, 9, 12
7	REC	0		
0	END	-10		
—	STUN	—		Total Characteristics Cost: 127 (+26 with NCM)

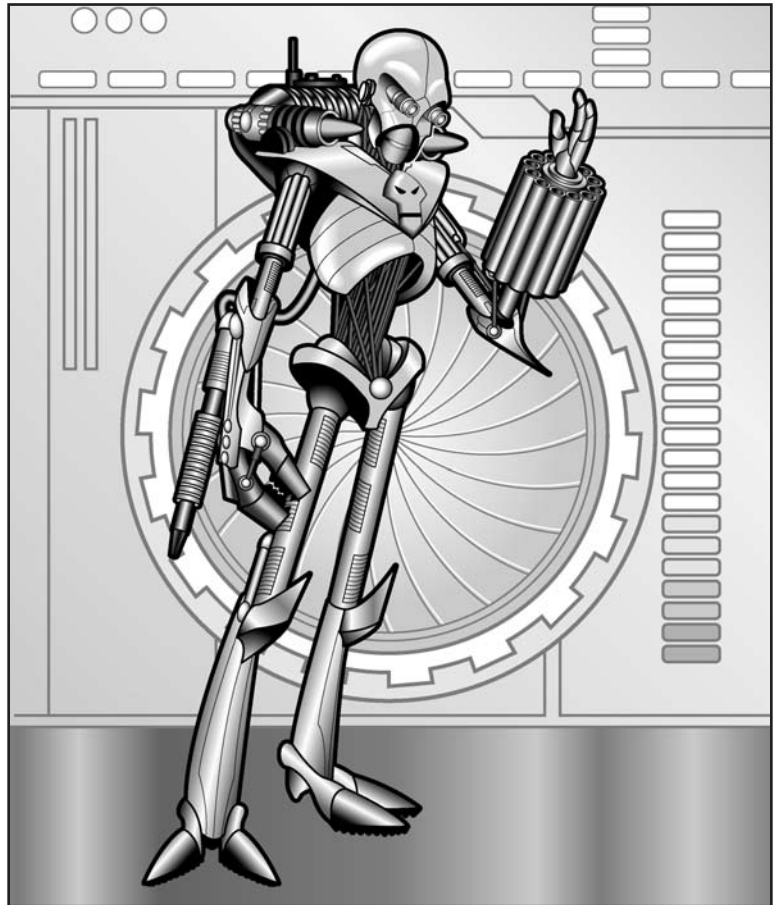
Movement: Running: 9"/18"
Leaping: 5"/10"

Cost Powers END

112	<i>Onboard Weaponry:</i> RKA 2d6, Variable Advantage (+1 Advantages; +2), Variable Special Effects (any weapon; +¼), Reduced End (0 END; +½)	0
15	<i>Robot Body:</i> Does Not Bleed	0
45	<i>Robot Body:</i> Takes No STUN	0
12	<i>Tireless:</i> Reduced End (0 END; +½) on 25 STR	0
9	<i>Tireless:</i> Reduced End (0 END; +½) on Running	0
2	<i>Tireless:</i> Reduced End (0 END; +½) on Leaping	0
1	<i>Tireless:</i> Reduced End (0 END; +½) on Swimming	0
30	<i>Robot Body:</i> Damage Resistance (10 PD/10 ED)	0
45	<i>Robot Body:</i> Life Support: Total	0
6	<i>Robot Legs:</i> Running +3" (9" total)	0
34	<i>Visual Sensors:</i> Infrared Perception, Ultraviolet Perception, x1000 Microscopic, Telescopic (+6 versus Range) (all for Sight Group)	0
18	<i>Auditory Sensors:</i> Active Sonar and Ultrasonic Perception (both for Hearing Group)	0
27	<i>Radio Sensors:</i> HRRP and Radar	0
3	<i>Sensor Enhancements:</i> +1 PER with all Sense Groups	0

Talents

32	<i>Onboard Computer Systems:</i> Absolute Range Sense, Absolute Time Sense, Bump Of Direction, Lightning Calculator, Universal Translator 12-
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Skills

20	+2 Overall
24	Suite of Skills specifically programmed into drone
1	Climbing 8-
2	Language (GM's choice)
3	Stealth 14-
3	Tactics 12-

Total Powers & Skills Cost: 444

Total Cost: 571

75+ Disadvantages

5	Physical Limitation: Affected By Cyberkinesis (has EGO 25 for purposes of cyberkinetic powers, and can be affected by cyberkinetic-based Presence Attacks) (Infrequently, Slightly Impairing)
0	Physical Limitation: Human Size
25	Psychological Limitation: Must Obey Programmer's/Owner's Commands (Very Common, Total)
466	Experience Points

Total Disadvantage Points: 571

Description: Designed for warfare, combat, pursuit, and assassination, the hunter-seeker drone comes equipped with a wide variety of the most sophisticated and deadly weapons available — everything from missiles and slughtrowers to lasers, blasters, and exotic particle weapons. Pursuant to its programming, it determines the location of its target, hunts

RECONNAISSANCE ROBOTS

Many species, including 21st century humans, use robotic sensors in the shape of small animals to spy on their enemies and scout terrain. To create one of these robots, take the appropriate animal character sheet (such as Diminutive Mammal or Songbird), add the *Robot Body*, *Tireless*, and sensory abilities of the Hunter-Seeker Drone, and make any other appropriate changes. You may also want to include a Mind Link between the robot and its controller or home base.

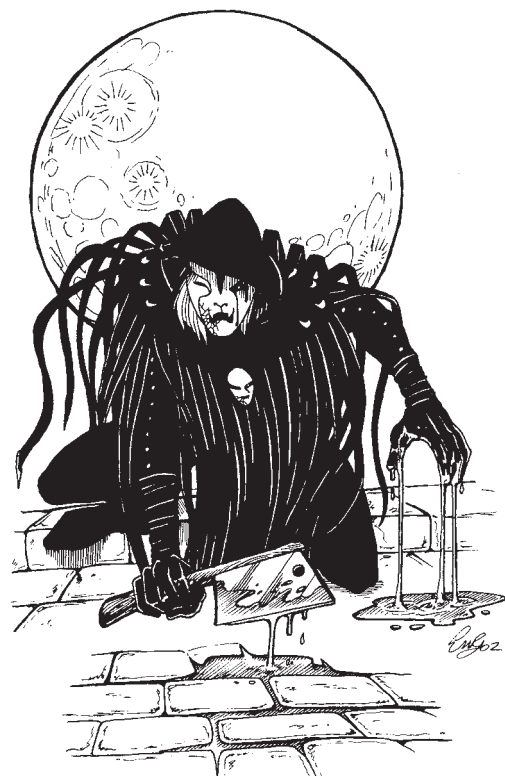
the target down, and then destroys the target in the most efficient manner possible. (If necessary, give the hunter-seeker drone whatever other built-in weapons and equipment it needs to have a reasonable chance of completing its mission.)

Since each hunter-seeker drone is programmed with a selection of Skills specific to it, this character sheet simply specifies the amount of points allotted for Skills, allowing the GM to assign the appropriate ones. Common hunter-seeker drone Skills include Bugging, Combat Driving, Combat Piloting, Combat Skill Levels, Computer Programming, Deduction, Demolitions, Electronics, Fast Draw, Interrogation, Lock-picking, Mechanics, Navigation, Penalty Skill Levels, Security Systems, Shadowing, Tracking, Transport Familiarity, Weapon Familiarity, and Weaponsmith.

Slasher

SLASHER

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
15	DEX	15	12-	OCV: 5/DCV: 5
20	CON	20	13-	
20	BODY	20	13-	
15	INT	5	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
8	PD	5		Total: 11 PD (3 rPD)
8	ED	4		Total: 11 ED (3 rED)
3	SPD	5		Phases: 4, 8, 12
10	REC	6		
40	END	0		
40	STUN	2		
				Total Characteristics Cost: 107



Movement: Running: 6"/12"
Leaping: 3"/6"

Cost	Powers	END
7	<i>Butcher Knife</i> : HKA 1d6 (2d6 with STR); OAF (-1), Real Weapon (-¼)	1
11	<i>Can't Keep Him Down For Long</i> : +10 REC; Requires A CON Roll (-¾)	0
29	<i>Unstoppable Killer</i> : Healing 2d6 (Regeneration; 2 BODY per Turn), Resurrection (others can stop resurrection by burning the body), Reduced Endurance (0 END; +½), Persistent (+½); Self Only (-½), Extra Time (1 Turn; -¼)	0

Talents

6 Combat Luck

Skills

15 +3 Hand-To-Hand

3 Climbing 12-

3 Contortionist 12-

5 Stealth 13-

Total Powers & Skills Cost: 79

Total Cost: 186

75+ Disadvantages

0 Physical Limitation: Human Size
20 Psychological Limitation: Unquenchable Urge To Kill (Very Common, Strong)
91 Experience Points

Total Disadvantage Points: 186

Ecology: An unstoppable homicidal maniac, the Slasher lurks in parks, basements, campgrounds, lover's lanes, and any other dark and scary area where he can find his preferred prey — teenagers.

Personality/Motivation: The Slasher kills not for food or self-defense, but out of a simple urge to kill. Many experts have speculated on what turned him into a five-fingered monster, but no definitive theory has yet emerged, in part because of the difficulty of studying the subject.

Powers/Tactics: The Slasher uses a common butcher's knife or similar object, wielded with vicious efficiency, to dispatch his victims. What makes him remarkable is not his form of attack, but how difficult it is for his victims to stop him. Although he looks like a normal human, the Slasher possesses uncanny recuperative abilities. Beat him, stab him, slash him, crush him, or burn him, you can't keep him down for very long. Somehow, even when he looks dead, he shrugs off the effects of his injuries and continues to implacably pursue his prey.

Campaign Use: The Slasher is a classic horror movie villain. To make him more effective against actual heroes, as opposed to teenagers too stupid not to search an unlit basement after several of their friends have already been murdered, you may need to increase his combat abilities or Characteristics, give him additional abilities (such as Invisibility with

appropriate Limitations), or arrange the situation so the PCs are weaker than normal.

Appearance: The Slasher is a man wearing dark clothes and wielding a butcher knife. He typically covers his face with a rubber mask, hockey mask, ski mask, hood, or the like.

Swamp Creature

SWAMP CREATURE

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
20	CON	20	13-	
15	BODY	10	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
6	COM	-2	10-	
8	PD	5		Total: 8 PD (6 rPD)
6	ED	2		Total: 6 ED (6 rED)
4	SPD	12		Phases: 3, 6, 9, 12
9	REC	4		
40	END	0		
40	STUN	7		Total Characteristics Cost: 97

Movement: Running: 6"/12"
Leaping: 3"/6"
Swimming: 5"/10"

Cost	Powers	END
10	<i>Claws:</i> HKA ½d6 (1d6+1 with STR)	1
6	<i>Scaly Skin:</i> Damage Resistance (6 PD/6 ED)	0
5	<i>Gills:</i> Life Support (Expanded Breathing: Breathe Underwater)	0
3	<i>Aquatic Adaptation:</i> Swimming +3" (5" total)	1
10	<i>Big Black Eyes:</i> Infrared Perception and Ultraviolet Perception (both for Sight Group)	0

Skills
5 +1 Hand-To-Hand

6 AK: Home Swamp 15-
3 Shadowing 11-
3 Stealth 13-

Total Powers & Skills Cost: 51

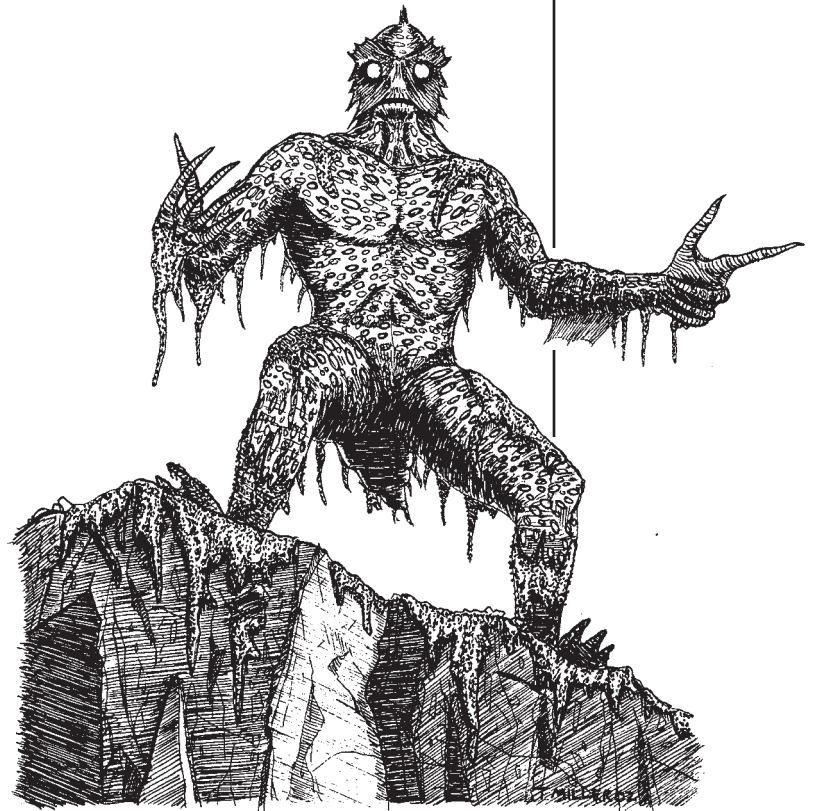
Total Cost: 148

75+ Disadvantages

0 Physical Limitation: Human Size
20 Psychological Limitation: Desire For Companionship (Very Common, Strong)
53 Experience Points

Total Disadvantage Points: 148

Ecology: A Swamp Creature inhabits a large swamp or marsh, typically one far from civilization (but not so far rumors of it have not reached the ears of



intrepid explorers and fearful tribesmen). It survives mostly on fish and aquatic vegetation.

Personality/Motivation: For the most part, the Swamp Creature simply wants to live in peace, feeding off the fish and creatures native to its home and defending itself from the likes of crocodiles. But it's afflicted with a strange, instinctual drive for human female companionship, since it needs a human woman to mate. If it encounters a human woman, it typically tries to Grab her and drag her away to an underwater grotto to keep her prisoner and, in its own monstrous way, cherish her.

Powers/Tactics: A Swamp Creature usually prefers to attack from ambush and surprise, using its stealthfulness and knowledge of its native terrain to obtain the upper hand (especially against humans armed with guns or fire). If forced into open battle, it uses its claws.

Campaign Use: A Swamp Creature (which can also serve as a Sewer Creature, Sea Creature, or the like) works best for your stories when it presents a threat to the PCs. Although it might not stand up to a given PC in a one-on-one battle, it usually avoids such battles anyway, evening the odds with cunning and guile. If necessary, give it other abilities — fish-related powers like an electric eel's shock, Mimicry, effective camouflage, or the like — to even the odds.

Appearance: The Swamp Creature is a humanoid being resembling a cross between a man, a fish, and a lizard. It has both gills and lungs, allowing it to exist comfortably on the surface or underwater.

XENOVORE CREATURES

First encountered by humanity in the 2300s, the Xenovores are a hostile alien species that attempted to exterminate mankind in a series of long wars that occupied Earth's attention for almost the entire twenty-fourth century. The Xenovores include as part of their arsenal battle-trained animals from their homeworld. Human soldiers fought many such animals during the Xenovore Wars, but they encountered two — the warhound and the battlebird — more often than others.

XENOVORE BATTLEBIRD

Val	Char	Cost	Roll	Notes
0	STR	-10	9-	Lift 25 kg; 0d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
10	CON	0	11-	
7	BODY	-6	10-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
16	PRE	6	12-	PRE Attack: 3d6
8	COM	-1	11-	
5	PD	5		Total: 5 PD (1 rPD)
5	ED	3		Total: 5 ED (1 rED)
3	SPD	2		Phases: 4, 8, 12
4	REC	4		
20	END	0		
20	STUN	8		

Total Characteristics Cost: 23



Movement:	Running:	1"/2"
	Leaping:	1"/2"
	Swimming:	0"/0"
	Flight:	20"/40"

Cost	Powers	END
15	<i>Talons:</i> HKA 1d6 (1d6 with STR)	1
5	<i>Beak:</i> HKA 1 point (1 point with STR)	1
1	<i>Scaly Skin:</i> Damage Resistance (1 PD/1 ED)	0
1	<i>Combat-Acclimated:</i> +3 PRE; Only To Protect Against Presence Attacks (-1)	
33	<i>Wings:</i> Flight 20", Reduced Endurance (½ END; +¼); Restrainable (-½)	2
29	<i>Stooping:</i> Flight +24", Reduced Endurance (0 END; +½); Restrainable (-½), Only To Dive At Prey For Move Bys (-1)	0
1	<i>Wing-Assisted Leap:</i> Leaping +1" (1" forward, ½" upward)	1
-10	<i>Short Legs:</i> Running -5"	
-2	<i>No Swimming:</i> Swimming -2"	
10	<i>Raptor Eyes:</i> +5 PER with Sight Group	0
16	<i>Raptor Eyes:</i> +16 versus Range for Normal Sight	0

Skills

10	+2 Hand-To-Hand
8	+4 Targeting Skill Levels with Talons and Beak
10	<i>Hard To Hit:</i> +2 DCV
2	PS: Attack 11-
2	PS: General Obedience 11-
2	PS: Guard 11-
2	PS: Retrieve/Fetch 11-
2	PS: Stop Attacking 11-
7	Stealth 15-

Total Powers & Skills Cost: 144

Total Cost: 167

75+ Disadvantages

15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
5	Physical Limitation: Small (from about .6m to 1.3m long; +3" KB) (Infrequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
57	Experience Points

Total Disadvantage Points: 167

Ecology: Unknown. Presumably battlebirds fill a similar ecological niche on their homeworld as eagles and hawks do on Earth, but this has not been confirmed.

Personality/Motivation: Normal animal motivations, though battlebirds encountered by Humans have received combat training and are vicious combatants and killers.

Powers/Tactics: A trained battlebird typically begins combat by swooping down on its target, performing a Move By with its talons. If that works well, it performs other Move Bys, or hovers around the target striking with beak and talons. It often aims for the eyes and hands.

Campaign Use: You can use this character sheet for eagles altered by magic, other strange alien raptors and bats, and the like.

Appearance: A Xenovore battlebird looks like a strange cross between a lizard and an eagle. It has scales on its upper body and the top edges of its wings that gradually, almost imperceptibly, meld into feathers lower down. Its ears and tail are leathery, more like those of a bat than a bird. Most subspecies are grey-green or black in color.

XENOVORE WARHOUND

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
18	DEX	24	13-	OCV: 6/DCV: 6
20	CON	20	13-	
16	BODY	12	12-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
10	PD	5		Total: 10 PD (4 rPD)
8	ED	4		Total: 5 ED (4 rED)
4	SPD	12		Phases: 3, 6, 9, 12
9	REC	0		
40	END	0		
40	STUN	1		
Total Characteristics Cost: 90 (+7 with NCM)				

Movement: Running: 9"/18"
Leaping: 5"/10"

Cost	Powers	END
25	<i>Bite:</i> HKA 1½d6 (3d6+1 with STR)	2
16	<i>Claws:</i> HKA 1d6+1 (2½d6 with STR); Reduced Penetration (-¼)	1
15	<i>Spikes:</i> HKA ½d6, Continuous (+1), Damage Shield (+½), Inherent (+¼), Persistent (+½), Reduced Endurance (0 END; +½); Always On (-½), Activation Roll 14- (-½), No STR Bonus (-½)	0
4	<i>Growl:</i> +10 PRE; Only For Fear-Based Presence Attacks (-1), Incantations (must growl; -¼)	0
4	<i>Scaly Skin:</i> Damage Resistance (4 PD/4 ED)	0
1	<i>Combat-Acclimated:</i> +3 PRE; Only To Protect Against Presence Attacks (-1)	0
6	<i>Swift-limbed:</i> Running +3" (9" total)	1
9	<i>Warhound's Senses:</i> +3 PER with all Sense Groups	0
5	<i>Warhound's Eyes:</i> Nightvision	0
5	<i>Warhound's Nose:</i> Tracking with Normal Smell	0
5	<i>Tail:</i> Extra Limb, Inherent (+¼); Limited Manipulation (-¼)	0
Skills		
15	+3 Hand-To-Hand	
3	Climbing 13-	
2	Concealment 11-; Self Only (-½)	
2	PS: Attack 11-	

- 2 PS: General Obedience 11-
- 2 PS: Guard 11-
- 2 PS: Retrieve/Fetch 11-
- 2 PS: Stop Attacking 11-
- 5 Stealth 14-
- 3 Tactics 11-
- 3 Teamwork 13-

Total Powers & Skills Cost: 136
Total Cost: 226

75+ Disadvantages

- 15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
- 0 Physical Limitation: Human Size
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 121 Experience Points

Total Disadvantage Points: 226

Ecology: Unknown. Presumably warhounds fill a similar ecological niche on their homeworld as lions, wild dogs, or wolves do on Earth, but this has not been confirmed.

Personality/Motivation: Normal animal motivations, though warhounds encountered by Humans have received combat training and are vicious combatants and killers.

Powers/Tactics: Trained warhounds know how to work in a pack to bring down dangerous prey, such as Humans. But if necessary, a warhound will take on opponents up to twice its size on its own, counting on its strong jaws and sharp claws to slaughter its prey before it can escape or strike back.

Appearance: Canine-like animals about the size of lions, Xenovore warhounds have the same strange quasi-reptilian physiognomy as many other creatures from the Xenovore homeworld. Their squarish heads, with bat-like ears and large red-amber eyes, are most noted for the heavy, slightly underslung jaw filled with fangs from one to three inches long. Strong legs support a body with scaly skin and a series of short, sharp spines running along the forward part of the creature's back. Its long, thick tail provides balance when it leaps and allows it to trip prey.



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APPENDIX: RESOURCES



To help you use the creatures from the Bestiary in your campaigns, this appendix contains several gaming aids. First, it includes several examples of how to apply the templates described on pages 21-30.

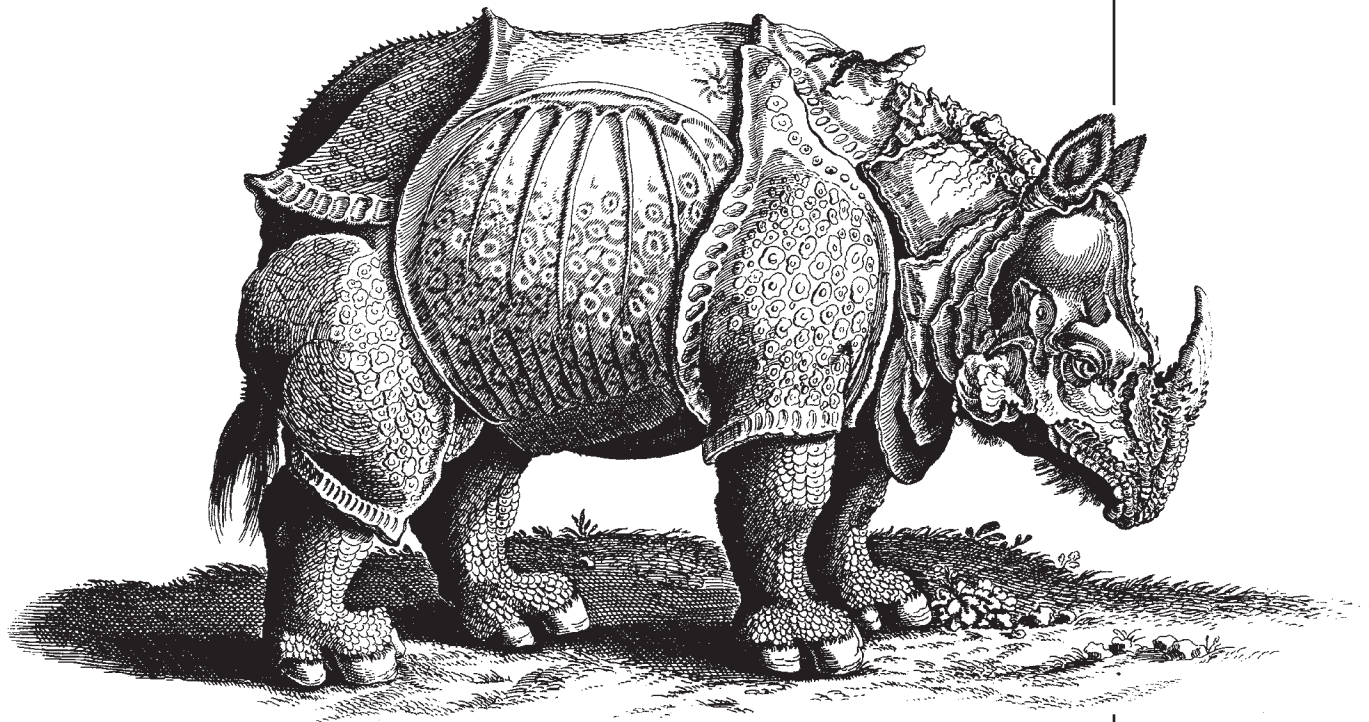
Second, there's a two-page quick-reference containing all of the Hit Location Tables from this book. That way you can save yourself a lot of page-flipping during a game; just bookmark those pages and turn to them quickly whenever you need them.

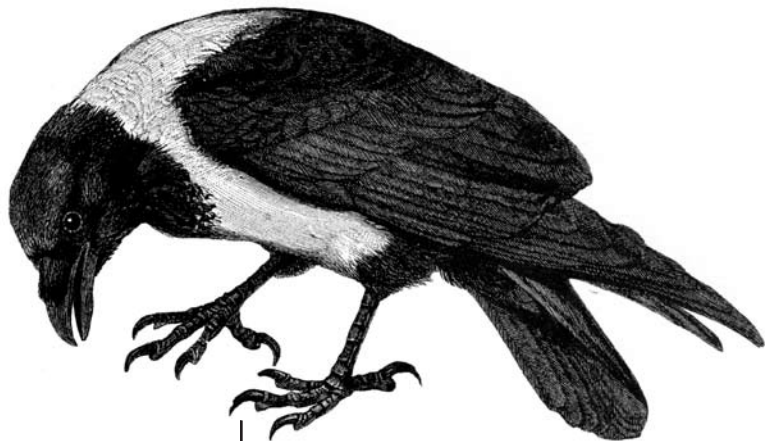
Third, there are two pages of combat templates for the Area Of Effect attacks some of the monsters have, as well as some generic "creature" combat templates for creatures larger than one hex. The combat templates are all on a scale of 1" = one inch, the same as the maps in the HERO System

Resource Kit.

To use the combat templates, all you have to do is photocopy them (you have permission to do so for your personal use only) and cut them out. A few are in two or more "pieces," since they're too big to fit on a single page, so you'll have to tape the pieces together. After your combat templates are ready, whenever you need one, simply lay it on the hex map you're using to track a battle. That way you can quickly and easily determine which characters are affected by an attack, and which aren't.

Lastly, there's a summary chart containing all the creatures in Chapters Two, Three, and Four, arranged in alphabetical order, so you can reference them quickly.



**MAGIC RAVEN**

Val	Char	Cost	Roll	Notes
-20	STR	-30	5-	Lift 1.6 kg; 0d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
6	CON	-8	10-	
3	BODY	-14	10-	
10	INT	0	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
8	PRE	-2	11-	PRE Attack: 1½d6
8	COM	-1	11-	

2	PD	2		Total: 2 PD (0 rPD)
2	ED	1		Total: 2 ED (0 rED)
3	SPD	6		Phases: 4, 8, 12
2	REC	2		
16	END	2		
12	STUN	6		Total Characteristics Cost: -34

Movement:	Running:	1"/2"
	Leaping:	0"/0"
	Flight:	9"/18"
	Swimming:	0"/0"

Cost	Powers	END
5	<i>Beak:</i> HKA 1 point (1 point with STR)	1
30	<i>Magical Protection:</i> Magic Damage Reduction, 50%	0
10	<i>Magical Protection:</i> Power Defense (10 points)	0
12	<i>Wings:</i> Flight 9"; Restrained (-½)	2
-10	<i>Short Legs:</i> Running -5"	
-2	<i>Nonaquatic:</i> Swimming -2"	
5	<i>Bird's Eyes:</i> Increased Arc Of Perception (240 Degrees) for Sight Group	0

Skills

10	<i>Hard To Hit:</i> +2 DCV
5	<i>Easily Hidden:</i> +4 to Concealment; Self Only (-½)
3	<i>Mimicry</i> 11-

Total Powers & Skills Cost: 68**Total Cost: 34****75+ Disadvantages**

15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
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- 10 Physical Limitation: Diminutive (from about .3m up to about .6m; +6" KB) (Frequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)

Total Disadvantage Points: 115**MUTATED BEAR**

Val	Char	Cost	Roll	Notes
38	STR	28	14-	Lift 4,800 kg; 7 ½d6 [4]
15	DEX	15	12-	OCV: 5/DCV: 5
18	CON	16	13-	
12	BODY	4	11-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
11	PD	3		Total: 11 PD (2 rPD)
6	ED	2		Total: 6 ED (2 rED)
3	SPD	5		Phases: 4, 8, 12
13	REC	2		
36	END	0		
40	STUN	0		Total Characteristics Cost: 72 (+21 with NCM)

Movement:	Running:	6"/12"
	Leaping:	1"/2"

Cost	Powers	END
30	<i>Radioactive Aura:</i> Drain CON 1d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), Continuous (+1), Damage Shield (-½), Persistent (+½), Reduced Endurance (0 END; +½); Always On (-½)	0
15	<i>Bite:</i> HKA 1d6 (2d6 with STR)	1
16	<i>Claws:</i> HKA 1d6+1 (2 ½d6 with STR); Reduced Penetration (-¼)	2
11	<i>Hideous Growl:</i> +25 PRE; Only For Fear-Based Presence Attacks (-1), Incantations (must growl or roar; -¼)	0
2	<i>Tough Skin/Fat:</i> Damage Resistance (2 PD/2 ED)	0
1	<i>Burst Of Speed:</i> Running +3" (9" total); Increased Endurance Cost (x8 END; -3½)	8
4	<i>Bear's Nose:</i> +2 PER with Smell/Taste Group	0
4	<i>Tentacles:</i> Extra Limbs (3); Limited Manipulation (-¼)	0

Talents

3	Lightsleep
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Skills

5	+1 Hand-To-Hand
3	Climbing 12-
2	Concealment 11-; Self Only (-½)

Total Powers & Skills Cost: 96**Total Cost: 168**

75+ Disadvantages

- 45 Berserk: in combat (Very Common), go 14-, recover 8-
- 15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
- 15 Physical Limitation: Hibernates In Winter (Infrequently, Fully Impairing)
- 0 Physical Limitation: Human Size
- 15 Physical Limitation: Poor Eyesight, suffers -2 to all Sight PER Rolls (Frequently, Greatly Impairing)
- 10 Physical Limitation: Poor Hearing, suffers -2 to all Hearing PER Rolls (Frequently, Slightly Impairing)
- 5 Physical Limitation: Reduced Leap, can only leap 1" (Infrequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)

Total Disadvantage Points: 195

AQUATIC GUARDIAN APE

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]
18	DEX	24	13-	OCV: 6/DCV: 6
23	CON	26	14-	
16	BODY	12	12-	
10	INT	0	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
18	PRE	8	13-	PRE Attack: 3 ½d6
8	COM	-1	11-	
8	PD	2		Total: 10 PD (2 rPD)
6	ED	1		Total: 8 ED (2 rED)
3	SPD	2		Phases: 4, 8, 12
11	REC	0		
46	END	0		
43	STUN	0		Total Characteristics Cost: 84 (+16 with NCM)

Movement: Running: 7"/14"
Leaping: 6"/12"
Swimming: 5"/10"

Cost	Powers	END
7	<i>Arm Swing:</i> HA +2d6; Hand-To-Hand Attack (-½)	1
12	<i>Bite:</i> HKA 1d6 (2d6 with STR); Reduced Penetration (-¼)	1
15	<i>Claws:</i> HKA 1d6 (2d6 with STR)	1
4	<i>Roar:</i> +10 PRE; Only For Fear-Based Presence Attacks (-1), Incantations (must roar; -¼)	0
6	<i>Thick, Leathery Skin:</i> Armor (2 PD/2 ED)	0
5	<i>Gills:</i> Life Support: Expanded Breathing (Breathe Underwater)	
1	<i>Aquatic Body:</i> Life Support (Safe Environment: High Pressure)	
2	<i>Long Legs:</i> Running +1" (7" total)	1
3	<i>Webbed Paws:</i> Swimming +3" (5" total)	1
6	<i>Ape Senses:</i> +2 PER with all Sense Groups	0

Skills

- 10 +2 Hand-To-Hand
- 3 Acrobatics 13-
- 3 Climbing 13-
- 3 Tactics 11-
- 3 Teamwork 13-

Total Powers & Skills Cost: 83

Total Cost: 167

75+ Disadvantages

- 0 Physical Limitation: Human Size (up to about 3m tall and 650 kg)
- 10 Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
- 10 Physical Limitation: Near-Human Intelligence (Frequently, Slightly Impairing)
- 15 Psychological Limitation: Hunger For Human Flesh (Common, Strong)
- 57 Experience Points

Total Disadvantage Points: 167

DIVINE GRIFFIN

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
16	BODY	12	12-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
25	PRE	15	14-	PRE Attack: 5d6
16	COM	3	12-	
10	PD	5		Total: 10 PD (3 rPD)
9	ED	5		Total: 9 ED (3 rED)
4	SPD	10		Phases: 3, 6, 9, 12
9	REC	0		
40	END	0		
40	STUN	1		Total Characteristics Cost: 114 (+13 with NCM)

Movement: Running: 9"/18"
Leaping: 5"/10"
Flight: 12"/24"

Cost	Powers	END
40	<i>Holy Aura:</i> Sight Group Images, 1" radius, Reduced Endurance (0 END; +½); Only To Create Light (-1), No Range (-½), Linked (-½) (total cost: 5 points) plus RKA 1d6, Continuous (+1), Damage Shield (+½), Penetrating (+½), Reduced Endurance (0 END; +½); Only Affects Evil Beings (-½)	0
20	<i>Eagle's Beak:</i> HKA 1d6+1 (2 ½d6 with STR)	2
12	<i>Eagle's Talons/Lion's Claws:</i> HKA 1d6 (2d6 with STR); Reduced Penetration (-¼)	1
60	<i>Divine Shield:</i> Physical and Energy Damage Reduction, Resistant, 50%	0
3	<i>Thick Skin:</i> Damage Resistance (3 PD/3 ED)	0
6	<i>Heavy:</i> Knockback Resistance -3"	0



5	<i>Divine Form: Life Support</i> (Longevity: Immortality)	0
16	<i>Eagle's Wings: Flight 12"</i> ; Restrainable (-½)	2
6	<i>Swift-limbed: Running +3"</i> (9" total)	1
6	<i>Eagle's Eyes: +3 PER</i> with Sight Group	0
6	<i>Eagle's Eyes: +4</i> versus Range for Sight Group	0
31	<i>Divine Awareness: Infrared Perception</i> (Sight Group), <i>Ultrasonic Perception</i> (Hearing Group), <i>Ultraviolet Perception</i> (Sight Group), <i>Telescopic (+6</i> versus Range for Sight and Hearing Groups)	0

Skills

10	+2 Hand-To-Hand
3	Stealth 13-

Total Powers & Skills Cost: 224**Total Cost: 338****75+ Disadvantages**

15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
5	Physical Limitation: Large (4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
25	Psychological Limitation: Suffused With Holy Purpose (Very Common, Total)
203	Experience Points

Total Disadvantage Points: 338**AIR CONSTRICTOR SERPENT**

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2 ½d6 [1]
11	DEX	3	11-	OCV: 4/DCV: 4
15	CON	10	12-	
13	BODY	6	12-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
10	PRE	0	11-	PRE Attack: 2d6
8	COM	-1	11-	
4	PD	1		Total: 4 PD (1 rPD)
3	ED	0		Total: 3 ED (1 rED)
2	SPD	0		Phases: 6, 12
6	REC	0		
30	END	0		
28	STUN	0		
				Total Characteristics Cost: 10

Movement:	Running:	0"/0"
	Leaping:	0"/0"
	Swimming:	0"/0"
	Flight:	20"/160"

Cost	Powers	END
7	<i>Bite: HKA ½d6</i> (½d6 with STR); No STR Bonus (-½)	0
7	<i>Coils: +15 STR</i> ; Only With Grab And Squeeze (-1)	1
75	<i>Body Of Air: Physical Damage Reduction</i> , Resistant, 75% plus Energy Damage Reduction, Resistant, 25%	0
1	<i>Scaly Skin: Damage Resistance</i> (1 PD/1 ED)	0
6	<i>Heavy: Knockback Resistance</i> -3"	0
2	<i>Not Much Appetite: Life Support</i> (Dimin-	

- ished Eating: only needs to eat once every few months) 0
 - 100 *Windrunning*: Flight 20", x8 noncombat, Rapid Noncombat Movement (+¼), Combat Acceleration/Deceleration (+¼), Reduced Endurance (0 END; +½) 0
 - 12 *Only Flies*: Running -6" (0" total)
 - 2 *Only Flies*: Swimming -2" (0" total)
 - 6 *Serpent's Tongue*: +3 PER with Smell/Taste Group 0
 - 27 *Body Of Air*: Desolidification (affected by magic); Cannot Pass Through Solid Objects (-½) 0
- Skills**
- 4 +2 OCV with Grab
 - 5 Climbing 12-
 - 2 Concealment 11-; Self Only (-½)
 - 3 Stealth 11-

Total Powers & Skills Cost: 231
Total Cost: 249

75+ Disadvantages

- 15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
- 15 Physical Limitation: Cold-Blooded (Frequently, Greatly Impairing)
- 10 Physical Limitation: Enormous (up to 10m long; -4 DCV, +4 to PER Rolls to perceive) (Frequently, Slightly Impairing)
- 15 Physical Limitation: Poor Eyesight, suffers -2 to all Sight PER Rolls (Frequently, Greatly Impairing)
- 5 Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 99 Experience Points

Total Disadvantage Points: 249

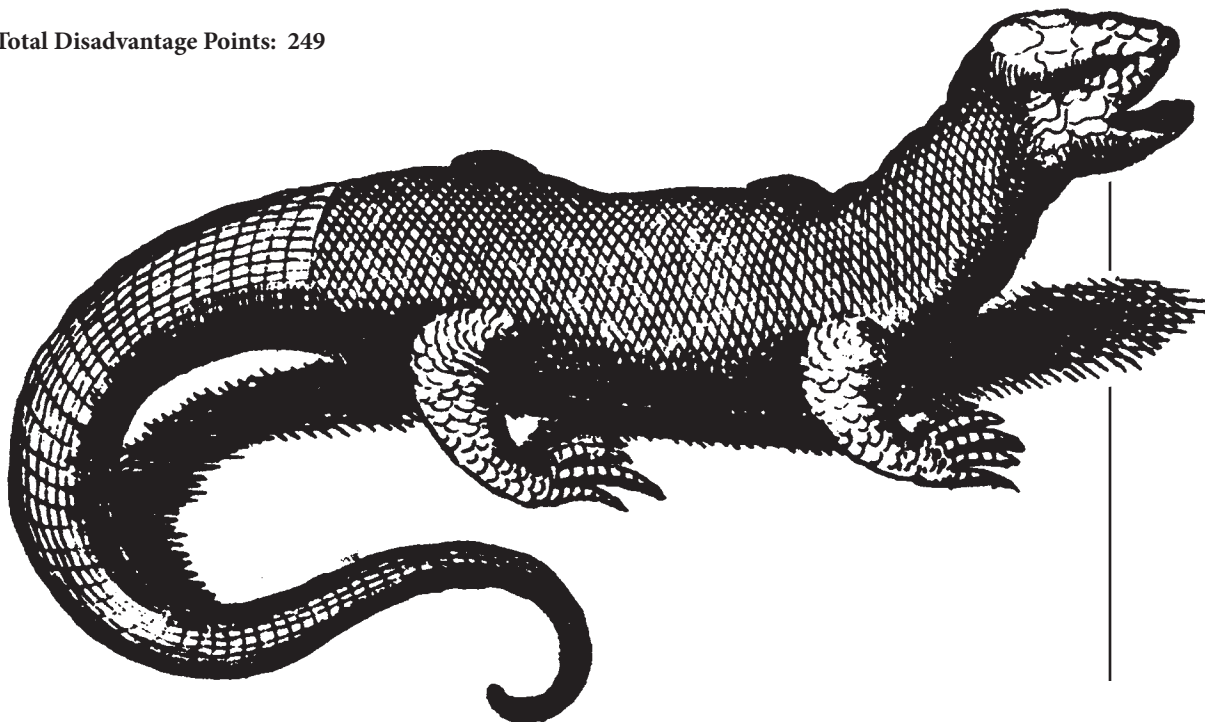
EARTH GIANT LIZARD

Val	Char	Cost	Roll	Notes
60	STR	50	15-	Lift 1,600 kg; 6d6 [3]
15	DEX	15	12-	OCV: 5/DCV: 5
28	CON	36	15-	
20	BODY	20	13-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
25	PRE	15	14-	PRE Attack: 5d6
6	COM	-2	10-	
18	PD	6		Total: 28 PD (10 rPD)
12	ED	6		Total: 26 ED (10 rED)
3	SPD	5		Phases: 4, 8, 12
18	REC	0		
56	END	0		
65	STUN	1		

Total Characteristics Cost: 140
(+72 with NCM)

Movement: Running: 24"/48"
Leaping: 6"/12"
Tunneling: 6"/12"

Cost	Powers	END
25	<i>Bite</i> : HKA 1½d6 (3d6+1 with STR)	2
12	<i>Claws</i> : HKA 1d6 (2d6 with STR); Reduced Penetration (-¼)	1
23	<i>Spiny Skin</i> : HKA 1d6, Continuous (+1), Damage Shield (+½), Persistent (+½), Reduced Endurance (0 END; +½); Activation Roll 14- (-½), No STR Bonus (-½), No Knockback (-¼)	0
30	<i>Body Of Earth</i> : Armor (10 PD/10 ED)	
18	<i>Heavy</i> : Knockback Resistance -9"	0
36	<i>Long Legs</i> : Running +18" (24" total)	3
52	<i>Passage Of Earth</i> : Tunneling 6" through 10 DEF material, Fill In	5
5	<i>Stonesight</i> : N-Ray Perception (Sight Group) (cannot perceive through organic	



	matter); Only To See Through Earth And Stone (-1)	0
3	<i>Reptilian Senses</i> : +1 PER with all Sense Groups	0
5	<i>Tail</i> : Extra Limb, Inherent (+¼); Limited Manipulation (-¼)	0

Skills

0	ES: Climbing 8-
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Total Powers & Skills Cost: 209**Total Cost: 349****75+ Disadvantages**

15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
10	Physical Limitation: Huge (16m long; -6 DCV, +6 to PER Rolls to perceive) (Frequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
234	Experience Points

Total Disadvantage Points: 349**FIRE TIGER**

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
16	BODY	12	12-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
20	PRE	10	13-	PRE Attack: 4d6
22	COM	4	13-	

9	PD	4	Total: 9 PD (1 rPD)
5	ED	1	Total: 5 ED (1 rED)
4	SPD	10	Phases: 3, 6, 9, 12
10	REC	2	
40	END	0	
39	STUN	0	Total Characteristics Cost: 98 (+7 with NCM)

Movement:	Running:	9"/18"
	Leaping:	5"/10"
	Flight:	15"/30"

Cost	Powers	END
30	<i>Body Of Fire</i> : HKA 1d6, Continuous (+1), Damage Shield (does damage in HTH Combat; +¾), Inherent (+¼), Persistent (+½), Reduced Endurance (0 END; +½); Always On (-½), No STR Bonus (-½)	0
25	<i>Bite</i> : HKA 1½d6 (3d6+1 with STR)	2
16	<i>Claws</i> : HKA 1d6+1 (2 ½d6 with STR); Reduced Penetration (-¼)	2
4	<i>Roar</i> : +10 PRE; Only For Fear-Based Presence Attacks (-1), Incantations (must roar; -¼)	0
1	<i>Tough Skin</i> : Damage Resistance (1 PD/1 ED)	0
40	<i>Body Of Fire</i> : Energy Damage Reduction, Resistant, 75%; Only Works Against	

	Fire (-½)	0
4	<i>Heavy</i> : Knockback Resistance -2"	0
30	<i>Wings Of Fire</i> : Flight 15"	3
6	<i>Swift Runner</i> : Running +3" (9" total)	1
9	<i>Cat's Senses</i> : +3 PER with all Sense Groups	0
5	<i>Cat's Eyes</i> : Nightvision	0
5	<i>Cat's Nose</i> : Tracking with Normal Smell	0

Skills

15	+3 Hand-To-Hand
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3	Climbing 13-
2	Concealment 11-; Self Only (-½)
3	<i>Camouflage Coloration</i> : +4 to Concealment; Self Only (-½), Only In Home Environment (-1)
7	Stealth 15-
1	<i>Camouflage Coloration</i> : +1 to Stealth; Only In Home Environment (-1)

Total Powers & Skills Cost: 206**Total Cost: 304****75+ Disadvantages**

15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
5	Physical Limitation: Large (up to 11 feet long and 660 pounds; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
194	Experience Points

Total Disadvantage Points: 304**WATER HORSE**

Val	Char	Cost	Roll	Notes
28	STR	18	15-	Lift 1,200 kg; 5 ½d6 [3]
17	DEX	21	12-	OCV: 6/DCV: 6
21	CON	22	13-	
17	BODY	14	12-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
17	PRE	7	12-	PRE Attack: 3d6
10	COM	0	11-	

8	PD	2	Total: 8 PD (1 rPD)
4	ED	0	Total: 4 ED (1 rED)
3	SPD	3	Phases: 4, 8, 12
10	REC	0	
42	END	0	
42	STUN	0	Total Characteristics Cost: 75 (+12 with NCM)

Movement:	Running:	11"/22"
	Leaping:	6"/12"
	Swimming:	17"/136"

Cost	Powers	END
5	<i>Bite</i> : HKA 1 point (½d6 with STR)	1
10	<i>Kick/Rear</i> : HA +3d6; Hand-To-Hand Attack (-½)	1
75	<i>Body Of Water</i> : Physical Damage	

	Reduction, Resistant, 75% plus Energy	
	Damage Reduction, Resistant, 25%	0
27	<i>Body Of Water:</i> Desolidification (affected by magic or fire); Cannot Pass Through Solid Objects (-½)	4
1	<i>Tough Skin:</i> Damage Resistance (1 PD/1 ED)	0
6	<i>Body Of Water:</i> Life Support (Expanded Breathing: Can Breathe Out Of Water, Safe Environment: High Pressure)	0
1	<i>Combat-Acclimated:</i> +3 PRE; Only To Protect Against Presence Attacks (-1)	
8	<i>Heavy:</i> Knockback Resistance -4"	0
25	<i>Waverunning:</i> Swimming +15", x8 noncombat	2
10	<i>Horse's Legs:</i> Running +5" (11" total)	1
6	<i>Sharp-Eared And Keen-Nosed:</i> +2 PER with all Sense Groups but Sight Group	0

Skills

3	+1 with Bite, Kick/Rear
3	PS: Attack 12-
2	PS: Stop Attacking 11-
1	Riding 12-; Complementary To Rider's Skill Only (-1)

Total Powers & Skills Cost: 183

Total Cost: 258

75+ Disadvantages

15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
5	Physical Limitation: Large (4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
20	Psychological Limitation: Domesticated (Very Common, Strong)
128	Experience Points

Total Disadvantage Points: 258

FIVE-HEADED MANTICORE

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
20	DEX	30	13-	OCV: 7/DCV: 7
22	CON	24	13-	
16	BODY	12	12-	
10	INT	0	11-	PER Roll 11-
8	EGO	-4	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
6	COM	-2	10-	
10	PD	5		Total: 10 PD (3 rPD)
8	ED	4		Total: 8 ED (3 rED)
4	SPD	10		Phases: 3, 6, 9, 12
9	REC	0		
44	END	0		
40	STUN	0		Total Characteristics Cost: 104 (+15 with NCM)

Movement:

Running:	12"/24"
Leaping:	5"/10"
Flight:	8"/16"

Cost Powers END

20	<i>Triple Fangs:</i> HKA 1d6+1 (2 ½d6 with STR)	2
16	<i>Claws:</i> HKA 1d6+1 (2 ½d6 with STR); Reduced Penetration (-¼)	1
18	<i>Shooting Spines:</i> RKA 1d6, Armor Piercing (+½); 12 Charges (-¼)	[12]
4	<i>Roar:</i> +10 PRE; Only For Fear-Based Presence Attacks (-1), Incantations (must roar; -¼)	0
3	<i>Tough Skin:</i> Damage Resistance (3 PD/3 ED)	0
6	<i>Heavy:</i> Knockback Resistance -3"	0
11	<i>Wings:</i> Flight 8"; Restrainable (-½)	2
12	<i>Long Legs:</i> Running +6" (12" total)	0
5	<i>Extra Heads:</i> Extra Limbs (5)	0
12	<i>More Eyes Better:</i> +4 PER with all Sense Groups	0
10	<i>More Eyes Better:</i> Increased Arc Of Perception (360 Degrees) for Sight Group	

Skills

8	<i>Fangs A Lot:</i> +4 OCV with Triple Fangs
9	+3 with Triple Fangs, Claws, and Shooting Spines
3	Stealth 13-

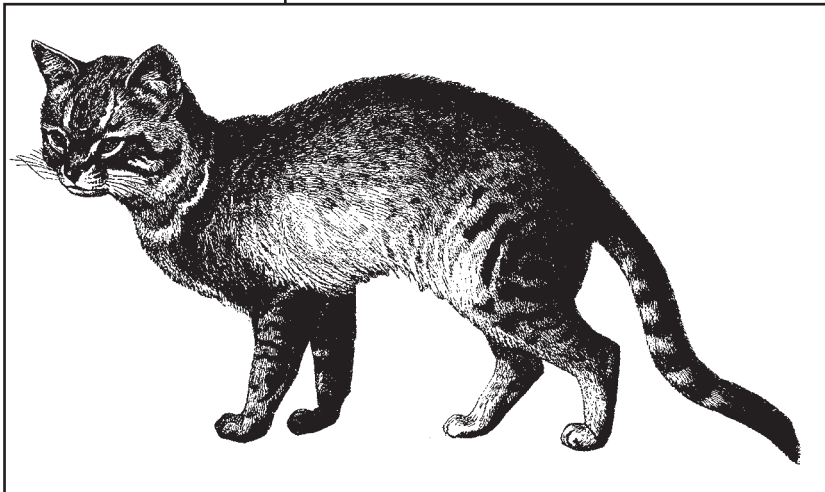
Total Powers & Skills Cost: 137

Total Cost: 241

75+ Disadvantages

5	Physical Limitation: Large (4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
10	Physical Limitation: Near-Human Intelligence (Frequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
10	Psychological Limitation: Heads Tend To Argue Amongst Themselves (Common; Moderate)

126 Experience Points

Total Disadvantage Points: 241**CAT FAMILIAR**

Val	Char	Cost	Roll	Notes
-15	STR	-25	6-	Lift 3.2 kg; 0d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
10	CON	0	11-	
5	BODY	-10	10-	
10	INT	0	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
8	PRE	-2	11-	PRE Attack: 1½d6
12	COM	1	11-	
2	PD	2		Total: 2 PD (0 rPD)
2	ED	0		Total: 2 ED (0 rED)
3	SPD	2		Phases: 4, 8, 12
4	REC	4		
20	END	0		
12	STUN	2		Total Characteristics Cost: -12

Movement: Running: 6"/12"
Leaping: 2"/4"

Cost	Powers	END
32	<i>Magic Augmentation:</i> Aid Magic 2d6, any magic power one at a time (+¼), Delayed Return Rate (points fade at the rate of 5 per Hour; +1) Invisible Power Effects (Fully Invisible; +1); Only When Within 5" Of Wizard (-1), Can Only Affect One Power At A Time (-0)	0
32	<i>Shared Senses:</i> Clairsentience (Sight And Hearing Groups), 4x Range (1200"), Usable Simultaneously (familiar and wizard at once; +½), Reduced Endurance (0 END; +½); Blackout (-½), Only Through The Senses Of Others (familiar only; -1)	0
5	<i>Bite:</i> HKA 1 point (1 point with STR)	1
5	<i>Claws:</i> HKA 1 point (1 point with STR)	1
2	<i>Pounce:</i> Leaping +2" (2" total)	1
10	<i>Magical Communication:</i> Mind Link, one mind (the wizard), Psychic Bond	0
9	<i>Cat's Senses:</i> +3 PER with all Sense Groups	0

5 *Cat's Eyes:* Nightvision 0
5 *Cat's Nose:* Tracking for Normal Smell 0

Skills

15 *Hard To Hit:* +3 DCV
5 +1 Hand-To-Hand

3 Breakfall 13-
3 Climbing 13-
13 Concealment 19-; Self Only (-½)
15 Stealth 19-

Total Powers & Skills Cost: 159**Total Cost: 147****75+ Disadvantages**

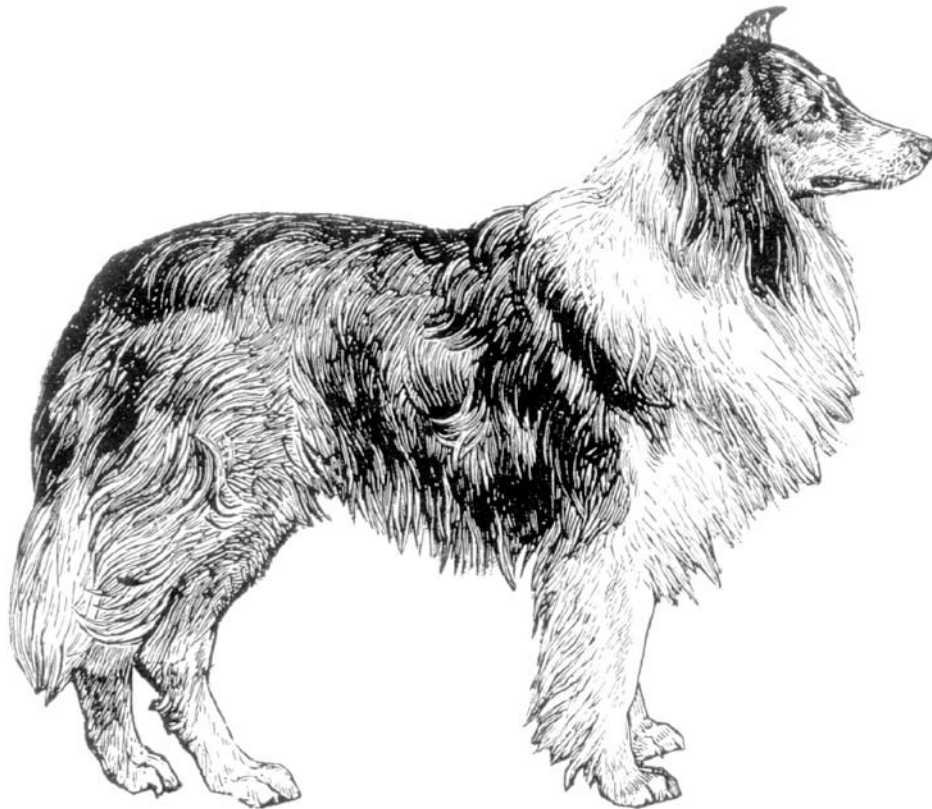
15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
10 Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
10 Physical Limitation: Tiny (.25m; +9" KB) (Frequently, Slightly Impairing)
20 Psychological Limitation: Lets Humans Think They Own It, When It Really Owns Them (Common, Total)
17 Experience Points

Total Disadvantage Points: 147**INFERNAL TYRANNOSAURUS REX**

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 [5]
15	DEX	15	12-	OCV: 5/DCV: 5
40	CON	60	17-	
35	BODY	50	16-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
30	PRE	20	15-	PRE Attack: 6d6
8	COM	-1	11-	
15	PD	5		Total: 15 PD (5 rPD)
12	ED	4		Total: 12 ED (5 rED)
4	SPD	15		Phases: 3, 6, 9, 12
18	REC	0		
80	END	0		
80	STUN	0		Total Characteristics Cost: 196 (+123 with NCM)

Movement: Running: 12"/24"
Leaping: 0"/0"
Swimming: 0"/0"

Cost	Powers	END
40	<i>Jaws:</i> HKA 2 ½d6 (5d6+1 with STR)	4
54	<i>Hellfire Aura:</i> HKA 1½d6, Continuous (+1), Damage Shield (+½), Penetrating (+½), Reduced Endurance (½ END; +¼); No STR Bonus (-½)	3
37	<i>Demonic Claws:</i> HKA 1½d6, Armor Piercing (+½)	4
60	<i>Infernal Shield:</i> Physical and Energy Damage Reduction, Resistant, 50%	0
5	<i>Tough Skin:</i> Damage Resistance (5 PD/5 ED)	0



- 22 *Heavy*: Knockback Resistance -11" 0
- 5 *Infernal Form*: Life Support (Longevity: Immortality) 0
- 12 *Big Body And Long Legs*: Running +6" (12" total) 1
- 2 *Can't Swim*: Swimming -2"
- 6 *Dinosaur Senses*: +2 PER with all Sense Groups 0
- 6 *Tail*: Extra Limb, Inherent (+¼) 0

Skills

- 10 +2 Hand-To-Hand

Total Powers & Skills Cost: 255

Total Cost: 451

75+ Disadvantages

- 15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
- 10 Physical Limitation: Huge (up to 15m long/tall and 8 tons; -6 DCV, +6 to PER Rolls to perceive) (Frequently, Slightly Impairing)
- 10 Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 326 Experience Points

Total Disadvantage Points: 451

SMART LARGE/HUNTING DOG

Val	Char	Cost	Roll	Notes
-5	STR	-15	8-	Lift 12.5 kg; 0d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
10	CON	0	11-	
7	BODY	-6	10-	
13	INT	3	12-	PER Roll 12-
5	EGO	-10	10-	ECV: 2
13	PRE	3	11-	PRE Attack: 2 ½d6
10	COM	0	11-	
3	PD	3		Total: 3 PD (0 rPD)
2	ED	0		Total: 1 ED (0 rED)
3	SPD	6		Phases: 4, 8, 12
4	REC	4		
20	END	0		
15	STUN	3		Total Characteristics Cost: 3

Movement: Running: 6"/12"
Leaping: 1"/2"

Cost	Powers	END
10	<i>Bite</i> : HKA ½d6 (½d6 with STR)	1
1	<i>Leap</i> : Leaping +1" (1" forward, ½" upward)	1
9	<i>Canine Senses</i> : +3 PER with all Sense Groups	0
5	<i>Canine Nose</i> : Tracking for Normal Smell	0
3	<i>Canine Ears</i> : Ultrasonic Perception (Hearing Group)	0

Talents

- 3 Lightsleep

Skills

- 5 Concealment 13-; Self Only (-½)
- 1 Language: English (basic conversation)

- (comprehension only)
 2 PS: Retrieve/Fetch 11-
 2 One other PS, representing an additional trick
 5 Stealth 13-

Total Powers & Skills Cost: 45

Total Cost: 48

75+ Disadvantages

- 15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
 5 Physical Limitation: Small (no larger than about 1m; +3" KB) (Infrequently, Slightly Impairing)
 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)

Total Disadvantage Points: 110

SPACE ROC

Val	Char	Cost	Roll	Notes
60	STR	50	21-	Lift 100 tons; 12d6 [6]
12	DEX	6	11-	OCV: 4/DCV: 4
30	CON	40	15-	
50	BODY	80	19-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
40	PRE	30	17-	PRE Attack: 8d6
8	COM	-1	11-	
15	PD	3		Total: 25 PD (18 rPD)
15	ED	9		Total: 25 ED (18 rED)
3	SPD	8		Phases: 4, 8, 12
18	REC	0		
60	END	0		
95	STUN	0		Total Characteristics Cost: 213 (+170 with NCM)

Movement: Running: 20"/40"
 Leaping: 6"/12"
 Flight: 30"/60"

Cost	Powers	END
90	<i>Colossal Talons:</i> Area Of Effect (6" Radius; +1) for 60 STR; Reduced Endurance (0 END; +½)	0
86	<i>Reach:</i> Stretching 20"; Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)	0
45	<i>Beak:</i> HKA 3d6 (6d6 with STR)	4
48	<i>Talons:</i> HKA 4d6 (8d6 with STR); Reduced Penetration (-¼)	6
30	<i>Tough Body:</i> Armor (10 PD/10 ED)	0
36	<i>Heavy:</i> Knockback Resistance -18"	0
6	<i>Vacuum Adaptation:</i> Life Support (Safe Environments: High Radiation, Intense Cold, Low Pressure/Vacuum)	0
50	<i>Wings:</i> Flight 30"; Reduced Endurance (½ END; +¼); Restrained (-½)	3
20	<i>Space Travel:</i> FTL Travel (30 LY/year)	3
28	<i>Long Legs:</i> Running +14" (20" total)	3
6	<i>Roc's Eyes:</i> +3 PER with Sight Group	0

- 15 *Roc's Eyes:* +10 versus Range for Sight Group 0

Talents

- 4 *Adapted To Space:* Environmental Movement: Zero-G Training

Total Powers & Skills Cost: 464

Total Cost: 677

75+ Disadvantages

- 15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
 20 Physical Limitation: Colossal (128 m; -12 DCV, +12 to PER Rolls to perceive) (All The Time, Greatly Impairing)
 6 Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
 546 Experience Points

Total Disadvantage Points: 667

WINTER LESSER DRAGON

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 [4]
20	DEX	30	13-	OCV: 7/DCV: 7
25	CON	30	14-	
25	BODY	30	14-	
18	INT	8	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
30	PRE	20	15-	PRE Attack: 6d6
16	COM	3	12-	
20	PD	12*		Total: 20 PD (14 rPD)
20	ED	15*		Total: 20 ED (14 rED)
4	SPD	10		Phases: 3, 6, 9, 12
15	REC	4		
50	END	0		
60	STUN	2		Total Characteristics Cost: 210 (+80 with NCM)

*: Does Not Protect Hit Location 18 (-0)

Movement: Running: 6"/12"
 Leaping: 4"/8"
 Flight: 15"/30"

Cost	Powers	END
90	<i>Dragon Powers:</i> Multipower, 90-point reserve	
4u	1) <i>Fire Breath:</i> RKA 3d6, Area Of Effect (18" Line; +1); Increased Endurance Cost (x2 END; -½), No Range (-½)	18
6u	2) <i>Hypnotic Gaze:</i> Mind Control 12d6, Reduced Endurance (0 END; +½); Eye Contact Required (-½)	0
47	<i>Draconic Weapons:</i> Multipower, 47-point reserve	
5m	1) <i>Bite:</i> HKA 1½d6 (3d6 with STR)	2
4m	2) <i>Talons:</i> HKA 1d6 (2d6 with STR), Armor Piercing (+½)	2

2m	3) <i>Tail Bash</i> : HA +3d6; Hand-To-Hand Attack (-½)	1
14	<i>Scaly Skin</i> : Damage Resistance (14 PD/14 ED); Does Not Protect Hit Location 18 (-0)	0
30	<i>Tough Body</i> : Physical and Energy Damage Reduction, Resistant, 25%	0
10	<i>Protection From Fire</i> : Energy Damage Reduction, Resistant, +25% (50% total); Only Works Against Fire (-½)	0
1	<i>Used To The Cold</i> : Life Support (Safe Environment: Intense Cold) (2 Active Points); Requires A Survival Roll (-½)	0
18	<i>Heavy</i> : Knockback Resistance -9"	0
10	<i>Strong Mind</i> : Mental Defense (14 points total)	0
8	<i>Magical Beast</i> : Power Defense (8 points)	0
30	<i>Wings</i> : Multipower, 30-point reserve	
2u	1) <i>Flying</i> : Flight 15"; Restrainable (-½)	3
1u	2) <i>Wing Buffet</i> : HA +2d6; Hand-To-Hand Attack (-½)	1
19	<i>Hoardsense</i> : Detect Hoard 15-, Discriminatory, Analyze, Sense	0
10	<i>Dragon's Eyes</i> : Infrared Perception and Ultraviolet Perception (both Sight Group)	0
5	<i>Dragon's Nose</i> : Tracking for Normal Smell	0
6	<i>Dragon's Senses</i> : +2 PER with all Sense Groups	0
6	<i>Tail</i> : Extra Limb, Inherent (+¼)	0
Perks		
5	<i>Hoard</i> : Money: Well Off	
Talents		
3	Lightsleep	
Skills		
10	+1 Overall	
16	+2 with All Combat	

4	+2 OCV with Fire Breath
3	Concealment 13-
3	<i>Winter Coloration</i> : +4 to Concealment; Self Only (-½), Only In Snow/Ice (-1)
3	KS: Arcane & Occult Lore 13-
5	KS: Dragon Lore 15-
3	KS: History 13-
3	Persuasion 15-
3	Stealth 13-
2	<i>Winter Coloration</i> : +2 to Stealth; Only In Snow/Ice (-1)
2	Survival (Arctic) 13-

Total Powers & Skills Cost: 393

Total Cost: 603

75+ Disadvantages

10	Physical Limitation: Huge (up to 16m tall; -6 DCV, +6 to PER Rolls to perceive) (Frequently, Slightly Impairing)
10	Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
5	Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
20	Psychological Limitation: Overconfidence (Very Common, Strong)
15	Psychological Limitation: Greedy; Loves Gold And Treasure (Common, Strong)
15	Psychological Limitation: Cruel (Common, Strong)
20	Reputation: terrifyingly powerful evil creature, 14- (Extreme)
433	Experience Points

Total Disadvantage Points: 603

AVIAN HIT LOCATION TABLE

Roll	Location	STUNx	N STUN	BODYx	To Hit
3-5	Head	x5	x2	x2	-8 OCV
6-8	Wings	x2	x½	x½	-5 OCV
9-11	Body	x3	x1	x1	-3 OCV
12	Stomach	x4	x1½	x1	-7 OCV
13	Vitals	x4	x1½	x2	-8 OCV
14-15	Legs	x2	x½	x½	-5 OCV
16-18	Tail	x1	x1	x1	-3 OCV

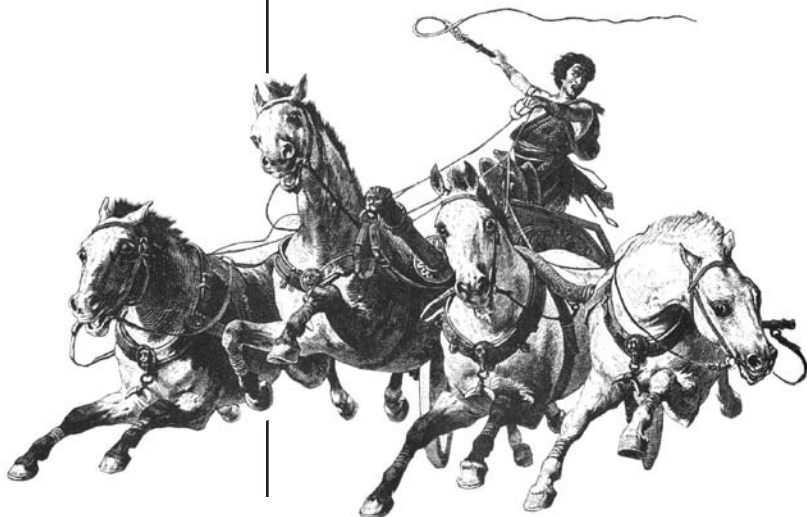
CENTAUR HIT LOCATION TABLE

Roll	Location	STUNx	N STUN	BODYx	To Hit
3-5	Head	x5	x2	x2	-8 OCV
6-7	Arms/Hands	x2	x½	x½	-5 OCV
8	Shoulders	x3	x1	x1	-3 OCV
9-10	Human Torso	x3	x1	x1	-3 OCV
11-12	Horse Body	x3	x1	x1	-3 OCV
13	Vitals	x4	x1½	x2	-8 OCV
14-18	Legs	x2	x½	x½	-5 OCV

Head Shot (-4 OCV):	1d6+3
High Shot (-2 OCV):	2d6+1
Body Shot (-1 OCV):	2d6+4
Low Shot (-2 OCV):	1d6+9
Leg Shot (-4 OCV):	1d6+12

CHIMERIC HIT LOCATION TABLE

Roll	Location	STUNx	N STUN	BODYx	To Hit
3-5	Head	x5	x2	x2	-8 OCV
6-7	Forelimbs	x2	x½	x½	-5 OCV
8-9	Wings	x2	x½	x½	-4 OCV
10-11	Body	x3	x1	x1	-3 OCV
12	Stomach	x4	x1½	x1	-7 OCV
13	Vitals	x4	x1½	x2	-8 OCV
14-16	Hindlimbs	x2	x½	x½	-5 OCV
17-18	Tail	x2	x½	x½	-5 OCV



CRUSTACEAN HIT LOCATION TABLE

Roll	Location	STUNx	N STUN	BODYx	To Hit
3-5	Head	x5	x2	x2	-8 OCV
6-8	Pincers	x2	x½	x½	-5 OCV
9-12	Body	x3	x1	x1	-3 OCV
13	Vitals	x4	x1½	x2	-8 OCV
14-18	Legs/Tail	x2	x½	x½	-5 OCV

Head Shot (-4 OCV):	1d6+3
High Shot (-2 OCV):	2d6+1
Body Shot (-1 OCV):	2d6+4
Low Shot (-2 OCV):	1d6+9
Leg Shot (-4 OCV):	1d6+12

DRACONIC HIT LOCATION TABLE

Roll	Location	STUNx	N STUN	BODYx	To Hit
3-4	Head	x5	x2	x2	-8 OCV
5-6	Neck	x4	x1½	x1½	-7 OCV
7-8	Forelimbs	x2	x½	x½	-5 OCV
9-11	Body	x3	x1	x1	-3 OCV
12-13	Hindlimbs	x2	x½	x½	-5 OCV
14-16	Wings	x2	x½	x½	-4 OCV
17	Tail	x2	x½	x½	-5 OCV
18	Vital Spot	x6	x3	x3	-12 OCV

If dragon does not have wings, count "Wings" result as "Body".

EQUINE HIT LOCATION TABLE

Roll	Location	STUNx	N STUN	BODYx	To Hit
3-4	Head	x5	x2	x2	-8 OCV
5-6	Neck	x4	x1½	x1½	-7 OCV
7-8	Forelimbs	x2	x½	x½	-5 OCV
9-11	Body	x3	x1	x1	-3 OCV
12	Stomach	x4	x1½	x1	-7 OCV
13	Vitals	x4	x1½	x2	-8 OCV
14-18	Hindlimbs	x2	x½	x½	-5 OCV

INSECTOID HIT LOCATION TABLE

Roll	Location	STUNx	N STUN	BODYx	To Hit
3-5	Head	x5	x2	x2	-8 OCV
6-7	Forelegs	x2	x½	x½	-5 OCV
8-9	Wings	x2	x½	x½	-5 OCV
10-12	Thorax	x3	x1	x1	-4 OCV
13-14	Abdomen	x3	x1	x1	-3 OCV
15-17	Hindlegs	x2	x½	x½	-5 OCV
18	Antennae	x1	x1	x1	-3 OCV

If the insect doesn't have Wings or Antennae, count those results as Forelegs or Hindlegs.

ICHTHYOID HIT LOCATION TABLE

Roll	Location	STUNx	N STUN	BODYx	To Hit
3-5	Head	x5	x2	x2	-8 OCV
6-11	Body	x3	x1	x1	-3 OCV
12	Stomach	x4	x1½	x1	-7 OCV
13	Vitals	x4	x1½	x2	-8 OCV
14-18	Tail	x2	x½	x½	-5 OCV

OCTOPOID HIT LOCATION TABLE

Roll	Location	STUNx	N STUN	BODYx	To Hit
3-5	Head	x5	x2	x2	-8 OCV
6-10	Body	x3	x1	x1	-3 OCV
11-18	Arms	x2	x½	x½	-5 OCV

QUADRUPED HIT LOCATION TABLE

Roll	Location	STUNx	N STUN	BODYx	To Hit
3-5	Head	x5	x2	x2	-8 OCV
6-8	Forelimbs	x2	x½	x½	-5 OCV
9-11	Body	x3	x1	x1	-3 OCV
12	Stomach	x4	x1½	x1	-7 OCV
13	Vitals	x4	x1½	x2	-8 OCV
14-17	Hindlimbs	x2	x½	x½	-5 OCV
18	Tail	x1	x1	x1	-3 OCV

If the tail would be unimportant (as for bears), consider an 18 a Hindlimb instead.

REPTILIAN/AMPHIBIAN HIT LOCATION TABLE

Roll	Location	STUNx	N STUN	BODYx	To Hit
3-5	Head	x5	x2	x2	-8 OCV
6-8	Forelimbs	x2	x½	x½	-5 OCV
9-11	Body	x3	x1	x1	-3 OCV
12	Stomach	x4	x1½	x1	-7 OCV
13-16	Hindlimbs	x2	x½	x½	-5 OCV
17-18	Tail	x1	x1	x1	-3 OCV

If the tail would be unimportant, consider a hit on it a Hindlimb hit instead.

SERPENTINE HIT LOCATION TABLE

Roll	Location	STUNx	N STUN	BODYx	To Hit
3-5	Head	x5	x2	x2	-8 OCV
6-11	Body	x3	x1	x1	-3 OCV
12	Stomach	x4	x1½	x1	-7 OCV
13	Vitals	x4	x1½	x2	-8 OCV
14-18	Tail	x1	x1	x1	-3 OCV

TYRANNOSAUR HIT LOCATION TABLE

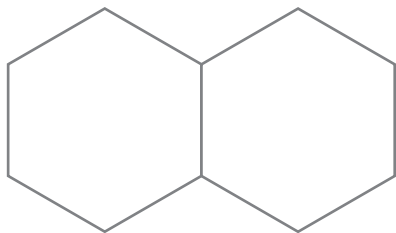
Roll	Location	STUNx	N STUN	BODYx	To Hit
3-5	Head	x5	x2	x2	-8 OCV
6-7	Forelimbs	x2	x½	x½	-5 OCV
7-11	Body	x3	x1	x1	-3 OCV
12	Stomach	x4	x1½	x1	-7 OCV
13-15	Hindlimbs	x2	x½	x½	-5 OCV
16-18	Tail	x1	x1	x1	-3 OCV

WINGED HUMANOID HIT LOCATION TABLE

Roll	Location	STUNx	N STUN	BODYx	To Hit
3-5	Head	x5	x2	x2	-8 OCV
6-7	Arms/Hands	x2	x½	x½	-5 OCV
8-9	Wings	x2	x½	x½	-5 OCV
10-11	Chest	x3	x1	x1	-3 OCV
12	Stomach	x4	x1½	x1	-7 OCV
13	Vitals	x4	x1½	x2	-8 OCV
14	Thighs	x2	x1	x1	-4 OCV
15-16	Legs	x2	x½	x½	-6 OCV
17-18	Feet	x1	x½	x½	-8 OCV

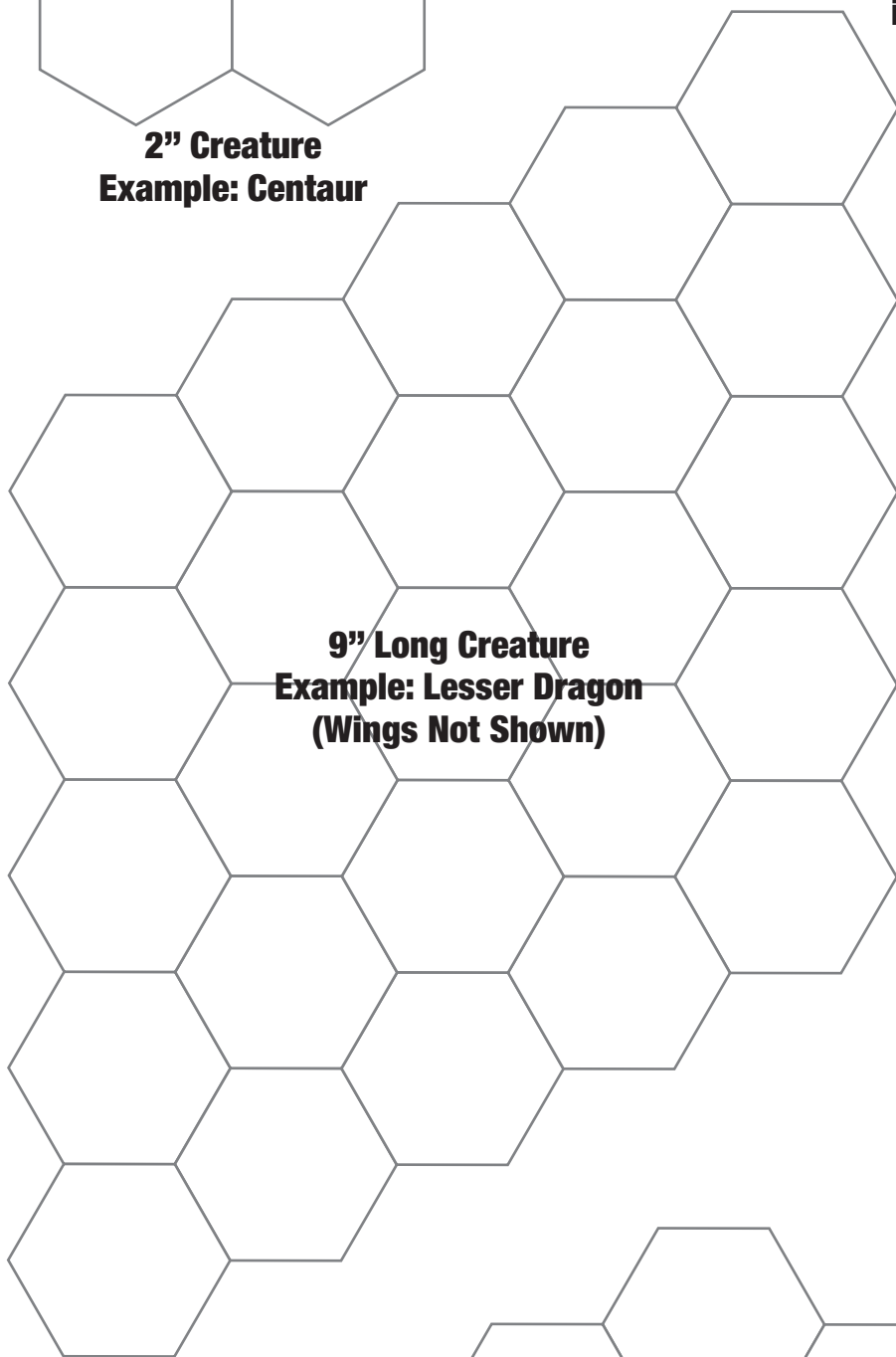
ANIMAL SPECIAL HIT LOCATIONS

	Head Shot (-4 OCV)	High Shot (-2 OCV)	Body Shot (-1 OCV)	Low Shot (-2 OCV)	Leg Shot (-4 OCV)
Avian	1d6+3	2d6+1	2d6+4	2d6+6	1d6+12
Chimeric	1d6+2	2d6+1	2d6+4	2d6+6	1d6+11
Draconic	1d6+3	2d6+1	2d6+4	2d6+5	1d6+10
Equine	1d6+3	2d6+1	2d6+4	2d6+5	1d6+12
Ichthyoid	1d6+3	2d6+1	2d6+4	2d6+6	1d6+12
Insectoid	1d6+3	2d6+1	2d6+4	2d6+5	1d6+11
Octopoid	1d6+3	2d6+1	2d6+4	2d6+6	1d6+12
Quadruped	1d6+3	2d6+1	2d6+4	2d6+6	1d6+11
Reptilian	1d6+3	2d6	2d6+5	2d6+6	1d6+12
Serpentine	1d6+3	2d6+1	2d6+4	2d6+6	1d6+12
Winged Humanoid	1d6+3	2d6+1	2d6+4	2d6+6	1d6+12



2" Creature
Example: Centaur

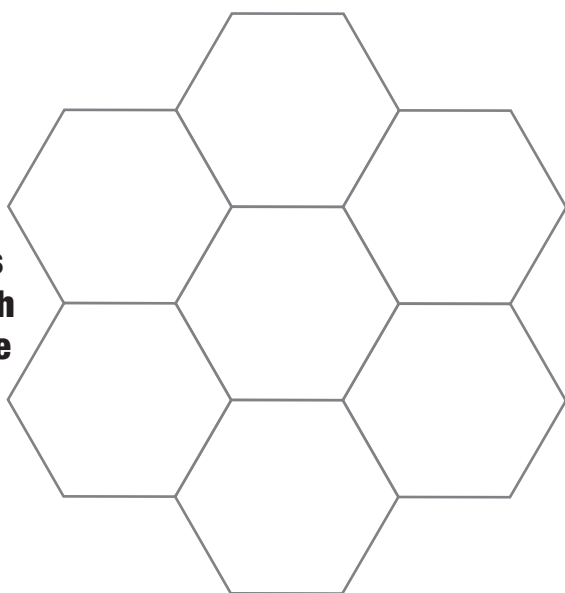
Area Of Effect, 9" Line
(Lesser Dragon's Fire Breath
is 18"; Greater Dragon's is 36")

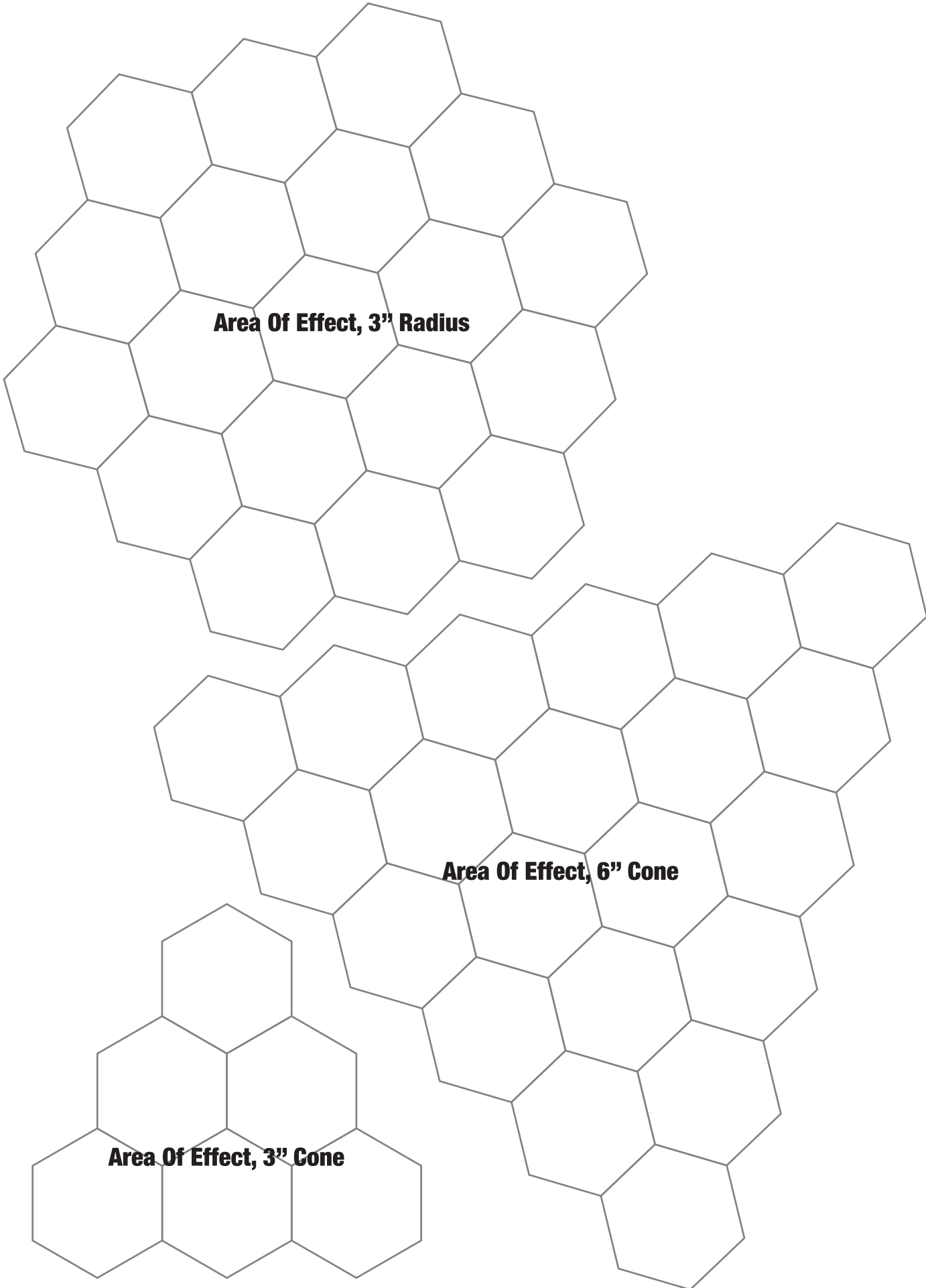


9" Long Creature
Example: Lesser Dragon
(Wings Not Shown)



Area Of Effect, 2" Radius
Or Creature with 1" Reach
Example: Giant Worm Bite



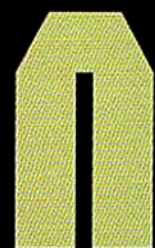


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