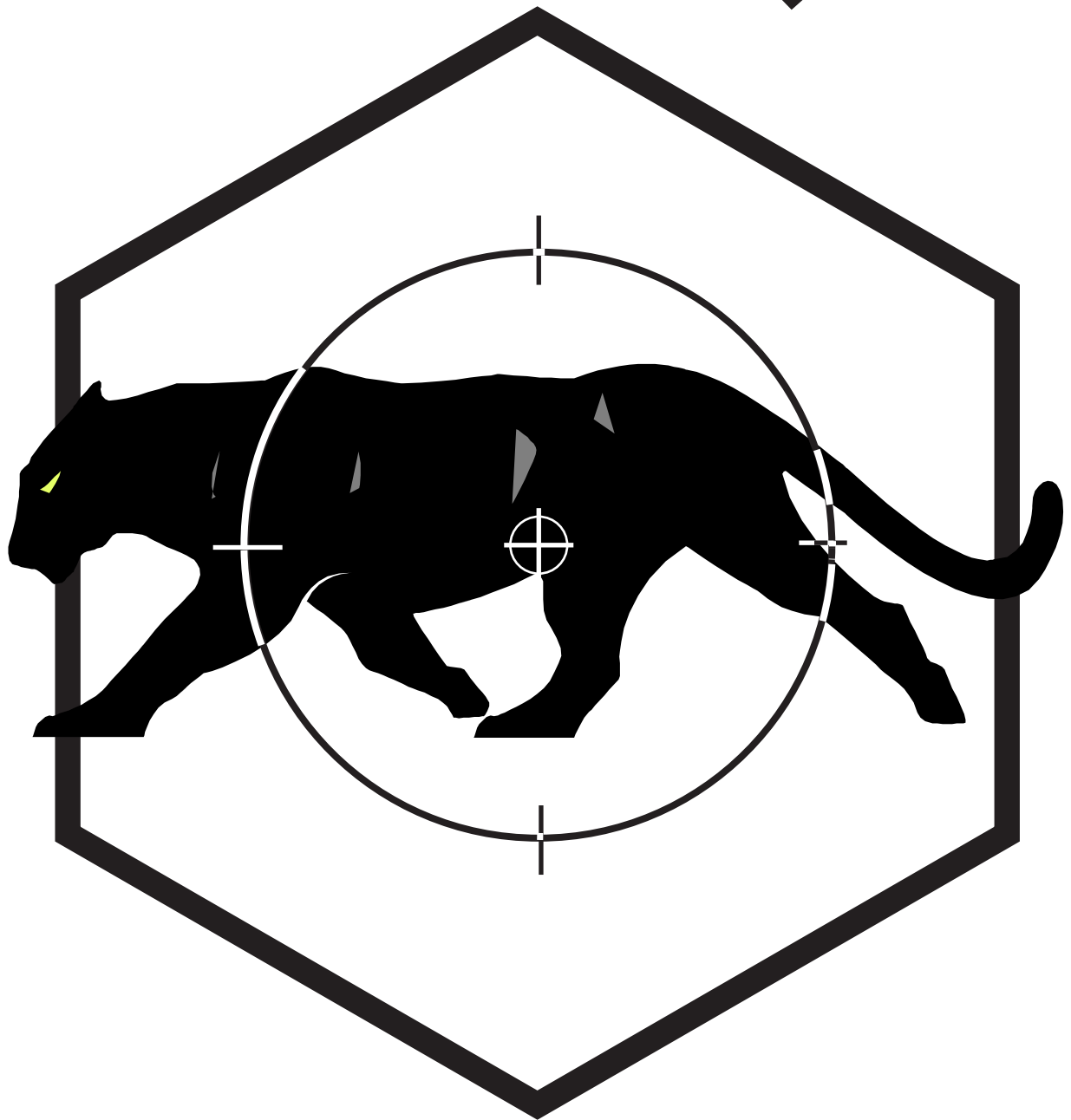


THE GREAT WHITE HUNTER'S BESTIARY



A Hero Plus Adventure For

**PULP
HERO**

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**PULP
HERO**



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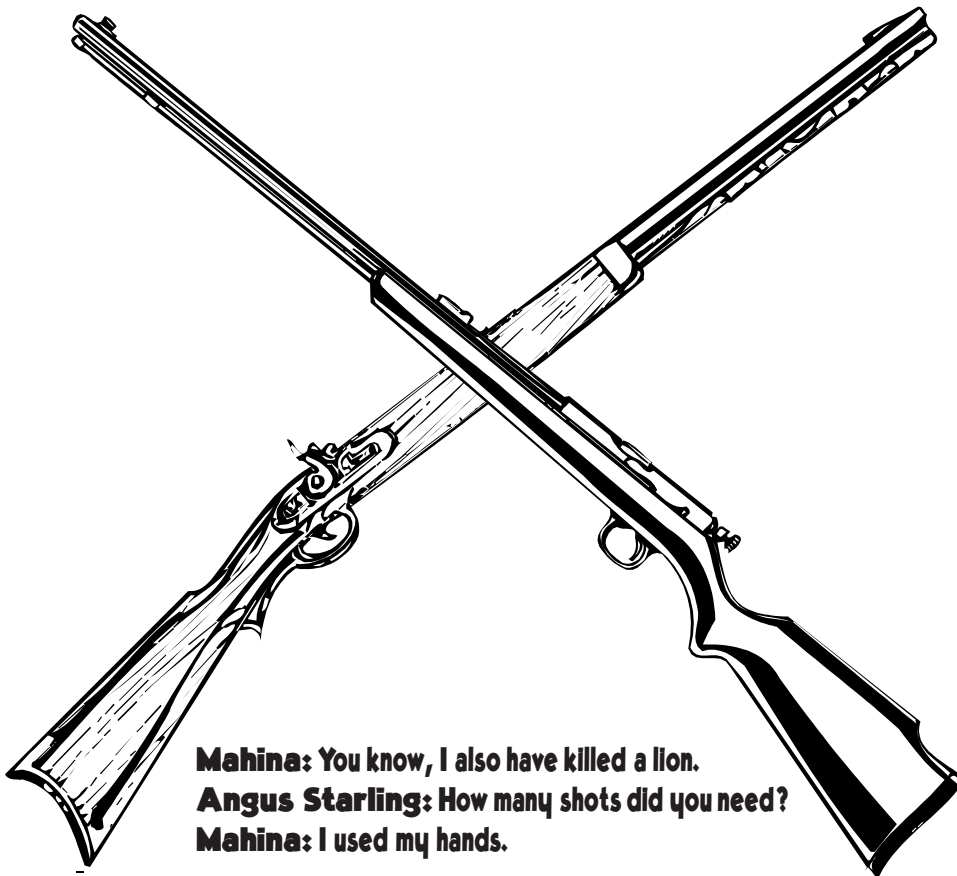
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WELCOME HUNTERS!



The world of the Pulp Era is one with far more unexplored wilderness than modern-day Earth. And in those strange, unknown places — the jungles, the mountain ranges, the deep deserts — there may lurk unusual, undiscovered creatures that are perfect prey for Great White Hunter characters. This Bestiary describes a few such creatures, and will hopefully inspire GMs to create more if they so desire. You can also find dozens of creatures perfect for *Pulp Hero* games in *The HERO System Bestiary* (and, if you want even more dinosaurs, in Hero Plus Adventure #11, *Inner-Earth*).



Mahina: You know, I also have killed a lion.
Angus Starling: How many shots did you need?
Mahina: I used my hands.

-The Ghost and the Darkness

HERO PLUS ADVENTURES

The Great White Hunter's Bestiary is one of Hero Games's Hero Plus Adventures, a series of short, no-frills, inexpensive adventures (or, in this case, collection of creatures) in PDF format. Hero Plus Adventures are designed to provide roughly one game session's worth of entertainment, though they include suggestions on how to lengthen or expand the scenario if you want to. They're written with simplicity and ease of use in mind so you can run them with a minimum of preparation.

PRINTING

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CONGOLESE BLACK APE

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 HTH damage [5]
16	DEX	12	12-	
24	CON	14	14-	
10	INT	0	11-	PER Roll 11-
8	EGO	-2	11-	
20	PRE	10	13-	PRE Attack: 4d6
5	OCV	10		
5	DCV	10		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		Phases: 4, 8, 12
7	PD	5		Total: 8 PD (1 rPD)
5	ED	3		Total: 6 ED (1 rED)
12	REC	8		
45	END	5		
17	BODY	7		
50	STUN	15		Total Characteristics Cost: 122 (+7 with NCM)

Movement: Running: 10m
Swimming: 0m

Cost	Powers	END
8	Arm Swing: HA +2d6 Hand-To-Hand Attack (-¼)	1
8	Bite: HKA ½d6 (1d6+1 with STR) Reduced Penetration (-¼)	1
4	Roar: +10 PRE Only For Fear-Based Presence Attacks (-1), Incantations (must roar; -¼)	0
1	Thick Skin: Resistant Protection (1 PD/1 ED)	0
-2	Slow: Running -2m (10m total)	
-2	Poor Swimmer: Swimming -4m (0m total)	
3	Ape Senses: +1 PER with all Sense Groups	0

Skills

4 +2 OCV with Arm Swing

Total Powers & Skills Cost: 24

Total Cost: 146

175 Matching Complications (50)

- 15 **Physical Complication:** Near-Human Intelligence (Frequently, Slightly Impairing)
- 15 **Physical Complication:** Limited Manipulation (Frequently, Slightly Impairing)

Total Complications Points: 30

Experience Points: 0

Ape, Congolese Black

Dr. Elliot: What exactly did you see on that tape?

Dr. Ross: A camp destroyed. People dead. A gray gorilla...

Dr. Elliot: There's no such thing as a gray gorilla.

Dr. Ross: Well, I saw one.

-Congo

Description: Some Great White Hunters have reported encountering an unusual type of gorilla in the Congo jungles. According to their stories, the “Congolese Black Ape” — so called because of its dark fur, with no evidence of “silverbacks” — is unusually clever, large, and ferocious compared to ordinary gorillas. Some hunters claim that a standing Black Ape is nearly twice as tall as a man, though others dispute this. Hunters have noted that the Black Ape tends to be highly territorial and aggressive, often attacking parties of explorers without any seeming provocation on the humans’ part. They also seem to find human women attractive for some reason, and often kidnap them from traveling groups and carry them off into the jungle.

As far as anyone knows, Congolese Black Apes have the same diet and behavior patterns as ordinary gorillas, though they do seem to be more solitary.

CAVE BEAR

Val	Char	Cost	Roll	Notes
35	STR	25	16-	Lift 3,200 kg; 7d6 HTH damage [7]
15	DEX	10	12-	
25	CON	15	14-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-5	10-	
25	PRE	15	14-	PRE Attack: 5d6
5	OCV	10		
4	DCV	5		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		Phases: 4, 8, 12
10	PD	8		Total: 10 PD (4 rPD)
8	ED	5		Total: 8 ED (4 rED)
12	REC	0		
50	END	0		
22	BODY	12		
50	STUN	15		Total Characteristics Cost: 123 (+31 with NCM)

Movement: Running: 12m
Leaping: 1m

Cost	Powers	END
30	Bite: HKA 2d6 (4d6 with STR)	3
20	Claws: HKA 1½d6 (3d6+1 with STR) Reduced Penetration (-¼)	2
7	Growl: +15 PRE Only For Fear-Based Presence Attacks (-1), Incantations (must growl or roar; -¼)	0
4	Tough Skin: Resistant (+½) for 4 PD/4 ED	0
12	Heavy: Knockback Resistance -12m	0
1	Adapted To The Cold: Life Support (Safe Environment: Intense Cold) Requires A Survival Roll (-½)	0
1	Burst Of Speed: Running +6m (18m total) Increased Endurance Cost (x8 END; -3½)	8
-1	Short Leaps: Leaping -3m (1m total)	
4	Bear's Nose: +2 PER with Smell/Taste Group	0

Skills

16 +2 HTH

0 **ES:** Climbing 8-

Total Powers & Skills Cost: 96

Total Cost: 219

175 Matching Complications (50)

- 20 **Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
- 20 **Physical Complication:** Hibernates In Winter (Infrequently, Fully Impairing)
- 10 **Physical Complication:** Large (up to 3m and 650 kg; +2 OCV to be hit, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
- 20 **Physical Complication:** Poor Eyesight, suffers -2 to all Sight PER Rolls (Frequently, Greatly Impairing)
- 15 **Physical Complication:** Poor Hearing, suffers -2 to all Hearing PER Rolls (Frequently, Slightly Impairing)
- 20 **Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)

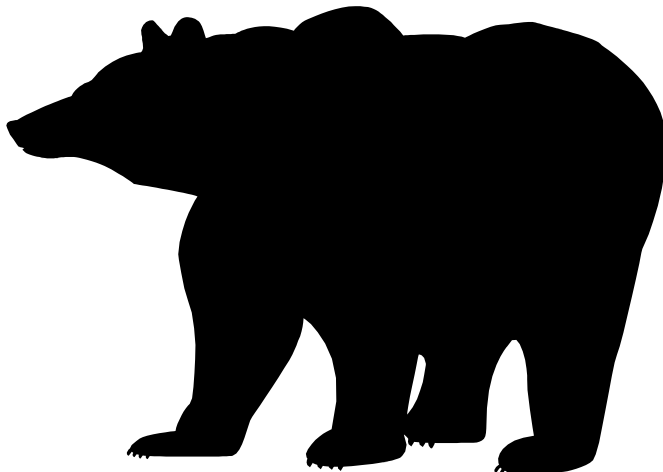
Total Complications Points: 105

Experience Points: 44

Bear, Cave

Description: Paleontologists are familiar with cave bears — massive ursines who lived in European caves tens of thousands of years ago and perhaps competed with prehistoric man for living space and food. In recent years some Great White Hunters have reported encountering bears in Siberia/eastern Russia and Canada which sound identical to cave bears, though as yet no specimen has been brought forward for scientific analysis.

A cave bear is larger and more powerful than even the biggest known polar bear, weighing upwards of 1,000 kg (over 2,000 pounds). Its fangs and claws are particularly sharp, allowing it to deal deadly blows to any hunter who lets it get too close. As its name indicates, it lairs in caves (rather than just hibernating in them), which can make hunting it a dangerous task.



BLACK-BRISTLED BOAR

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 HTH damage [5]
14	DEX	8	12-	
22	CON	12	13-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-5	10-	
20	PRE	10	13-	PRE Attack: 4d6
5	OCV	10		
4	DCV	5		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		Phases: 4, 8, 12
8	PD	6		Total: 8 PD (4 rPD)
6	ED	4		Total: 6 ED (4 rED)
9	REC	5		
45	END	5		
20	BODY	10		
50	STUN	15		Total Characteristics Cost: 108 (+7 with NCM)

Movement: Running: 16m
Leaping: 1m

Boar, Black-Bristled

Ecology: In certain wild places around the world — South America, Asia, some Pacific Islands, even the southeastern United States — local peoples have reported boars of enormous size. They're said to grow to 10 feet, or longer. Several Great White Hunters have shot and killed boars at or near this size, lending credence to the stories.

Like their smaller cousins, black-bristled boards eat primarily roots, tubers, acorns, and the like. They're probably solitary, though, mingling with other wild pigs only during mating season.

Personality/Motivation: Normal animal motivations, though from all reports they're unusually touchy, temperamental, and prone to attacking at the slightest provocation.

Cost	Powers	END
25	Tusks: HKA 1½6 (3d6+1 with STR)	2
12	Bite: HKA 1d6 (2d6 with STR) Reduced Penetration (-¼)	1
4	Tough Skin: Resistant (+½) for 4 PD/4 ED	0
4	Big Legs: Running +4m (16m total)	1
1	Charge: Running +6m (22m total) Increased Endurance Cost (x8 END; -3 ½)	8
-1	Short Leaps: Leaping -3m (1m total)	
5	Boar's Eyes: Nightvision	0
6	Boar's Nose: +3 PER with Smell/Taste Group	0

Skills

4 +2 OCV with Move By
3 Stealth 12-

Total Powers & Skills Cost: 63

Total Cost: 171

175 Matching Complications (50)

- 20 **Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
- 10 **Physical Complication:** Large (4m; +2 OCV to be hit, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
- 20 **Physical Complication:** Poor Eyesight, suffers -2 to all Sight PER Rolls (Frequently, Greatly Impairing)
- 20 **Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)

Total Complications Points: 70

Experience Points: 0

Powers/Tactics: Black-bristled boars use their size, strength, and tusks to great effect in combat. They prefer to charge, doing a Move By with their tusks to disembowel their opponent, or otherwise cripple him so he can't fight effectively or give chase. They're also said to knock their foes down and roll on them, crushing them.

Appearance: Reports of gigantic boars inevitably describe them as having large, black or dark grey bristles, hence this creature's name. They have typical porcine features, including large, distinctive tusks.

DESERT BURROWER

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [3]
15	DEX	10	12-	
18	CON	8	13-	
10	INT	0	11-	PER Roll 11-
8	EGO	-2	11-	
15	PRE	5	12-	PRE Attack: 3d6
5	OCV	10		
5	DCV	10		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		Phases: 4, 8, 12
10	PD	8		Total: 10 PD (3 rPD)
8	ED	6		Total: 8 ED (3 rED)
7	REC	3		
35	END	3		
13	BODY	3		
30	STUN	5		Total Characteristics Cost: 84 (+2 with NCM)

Movement: Running: 12m
Tunneling: 12m

Desert Burrower

Ecology: Some Great White Hunters who've spent time in desert areas (including the Kalahari in Africa, the Gobi in Mongolia, and parts of the southwestern United States and northern Mexico) have occasionally claimed to have encountered a very strange creature: a gigantic worm that can burrow through the earth as fast as a man can run! Some describe it as solitary; others tell tales of the so-called "desert burrower" working in packs to attack groups or even small towns. Beyond that, almost nothing is known about these mysterious creatures. Adventuring zoologists have opined that if the desert burrower does exist, it may be some advanced form of amphibiaenian (legless burrowing reptile), rather than a species of worm.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: According to the stories, desert burrowers can somehow sense where prey is on the surface, perhaps by "reading" the vibrations made when people walk (at least one Great White Hunter reports that he "hid" from a burrower by standing on a rock and not moving). It tunnels underneath the prey and then bursts out of the ground beneath it, grabs it with its bite, and then drags it underground to feast (where the victim, even if still alive, would have great difficulty fighting back in a tunnel that's only slightly larger in diameter than he himself is).

Cost	Powers	END
15	Bite: HKA 1d6 (2d6 with STR)	1
28	Acidic Spittle: RKA 1d6 Area Of Effect (1m Radius; +¼), Constant (+½), Penetrating (+½), Sticky (see text; +½), Uncontrolled (lasts for 1d6+1 Segments; +½); Limited Range (16m; -¼), 8 Charges (-½)	[8]
3	Tough Skin: Resistant (+½) for 3 PD/3 ED	0
16	Burrowing: Tunneling 12m through PD 6 materials Only Through Earth/Rock (-½)	2
38	Sense Vibrations: Detect Physical Vibrations 13- (Touch Group), Discriminatory, Analyze, Range, Targeting	0

Skills

8	+1 HTH
3	Stealth 12-

Total Powers & Skills Cost: 111
Total Cost: 195

175 Matching Complications (50)

10	Physical Complication: Near-Human Intelligence (Frequently, Slightly Impairing)
20	Physical Complication: Poor Eyesight, suffers -2 to all Sight PER Rolls (Frequently, Greatly Impairing)
20	Physical Complication: Very Limited Manipulation (Frequently, Greatly Impairing)
0	Physical Complication: Human Size
Total Complications Points: 50	
Experience Points: 20	

As if that weren't enough, apparently desert burrowers can also spit acid if necessary. The *Continuous* and *Uncontrolled* Advantages reflect how the acid continues to burn those it hits for several seconds after initial contact. People who enter the area in the Segments after the burrower spits acid are not affected, except to the extent that they touch the ground or other objects that acid continues to burn (for example, they might ruin their boots and then take damage to their feet). However, anyone who was affected by the attack when the burrower spit acid continues to take the damage for 1d6+1 Segments (assuming the burrower has another Phase during that time) even if he moves out of the affected area (the *Sticky* Advantage allows for this; other people touching the victim do not take damage, however).

Appearance: Descriptions of the desert burrower vary. Most stories describe it as having a worm-like, segmented body about as thick in diameter as an adult human, but some claim the body has a sort of exoskeleton like an insect. Typically the burrower's said to have a mouth like a lamprey, but a few adventurers who encountered one state it had mandibles. It's possible there are two (or more) subspecies whose appearances differ slightly.

GIANT EAGLE

Val	Char	Cost	Roll	Notes
5	STR	-5	10-	Lift 50 kg; 1d6 HTH damage [1]
16	DEX	12	12-	
12	CON	2	11-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-5	10-	
20	PRE	10	13-	PRE Attack: 4d6
5	OCV	10		
5	DCV	10		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		Phases: 4, 8, 12
6	PD	4		Total: 6 PD (0 rPD)
4	ED	2		Total: 4 ED (0 rED)
4	REC	0		
25	END	1		
8	BODY	-2		
20	STUN	0		Total Characteristics Cost: 47

Movement:		
Running:	2m	
Leaping:	0m	
Swimming:	0m	
Flight:	30m	

Cost	Powers	END
15	Talons: HKA 1d6 (2d6 with STR)	1
10	Beak: HKA ½d6 (1d6-1 point with STR)	1
30	Wings: Flight 30m Usable As Gliding (+¼), Reduced Endurance (½ END; +¼); Restrainable (-½)	1
24	Stooping: Flight +40m Reduced Endurance (0 END; +½); Restrainable (-½), Only To Dive At Prey For Move Bys (-1)	0
-10	Short Legs: Running -10m (2m total)	
-2	No Swimming: Swimming -4m (0m total)	
-2	No Leaping: Leaping -4m (0m total)	
10	Eagle Eyes: +5 PER with Sight Group	0
16	Eagle Eyes: +16 versus Range for Normal Sight	0

Skills

4	+2 OCV with Talons
3	Stealth 12-

Total Powers & Skills Cost: 98
Total Cost: 145

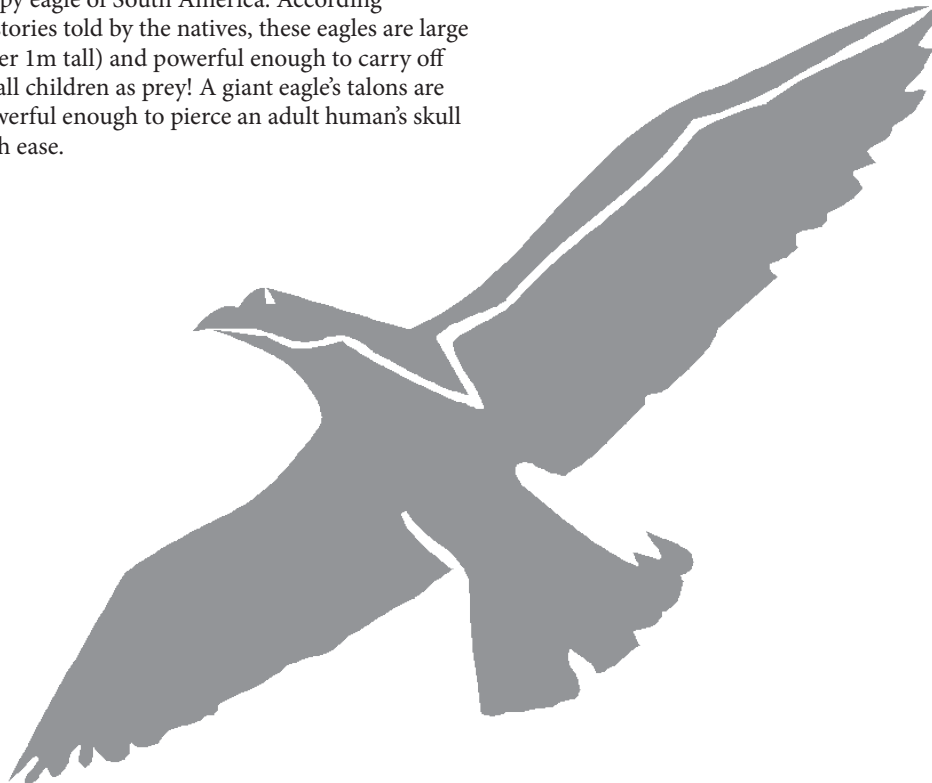
175 Matching Complications (50)

- 20 **Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
- 20 **Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)

Total Complications Points: 40
Experience Points: 0

Eagle, Giant

Description: Great White Hunters who frequent the larger Oceanic islands have occasionally reported seeing eagles far larger than even the harpy eagle of South America. According to stories told by the natives, these eagles are large (over 1m tall) and powerful enough to carry off small children as prey! A giant eagle's talons are powerful enough to pierce an adult human's skull with ease.



KONGAMATO

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [3]
15	DEX	10	12-	
13	CON	3	12-	
8	INT	-2	11-	PER Roll 11-
8	EGO	-2	11-	
15	PRE	5	12-	PRE Attack: 3d6
5	OCV	10		
5	DCV	10		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		Phases: 4, 8, 12
5	PD	3		Total: 5 PD (0 rPD)
4	ED	2		Total: 4 ED (0 rED)
6	REC	2		
25	END	1		
12	BODY	2		
30	STUN	5		Total Characteristics Cost: 64

Movement:	Running:	2m
	Leaping:	0m
	Flight:	20m

Cost	Powers	END
15	Bite: HKA 1d6 (2d6 with STR)	1
20	Wings: Flight 20m Usable As Gliding (+¼), Reduced Endurance (½ END; +¼); Restrainable (-½)	1
-10	Short Legs: Running -10m (2m total)	
6	Good Eyes: +3 PER with Sight Group	0

Skills

4 +2 OCV with Move By

Total Powers & Skills Cost: 35

Total Cost: 99

175 Matching Complications (50)

- 20 **Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
- 10 **Physical Complication:** Large (wingspan of up to 7m; +2 OCV to be hit, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
- 20 **Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)

Total Complications Points: 50

Experience Points: 0

Kongamato

Ecology: The kongamato (“breaker of boats”) is native to central Africa (primarily the jungled regions, though sightings as far east as Kenya have been reported). It prefers to live along rivers, and apparently eats mostly fish and aquatic animals that it scoops out of the water with its beak or mouth. However, it’s fierce and aggressive and, as the meaning of its name indicates, has no fear of attacking humans, even in groups.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: The kongamato attacks by swooping down on its prey and performing Move Bys (or, on prey that’s small enough for it to lift easily, possibly a Grab By). If seriously injured, or if it takes any injury to its wings, it usually flees.

Appearance: The kongamato is a red-colored flying creature with a wingspan that reportedly reaches as much as seven feet. Its body is said to be about five feet long, sometimes with a long narrow tail, and its head looks something like that of a dog with an elongated snout. Whether it’s a gigantic bird, a flying reptile, a bat, or something even more strange and sinister remains to be seen.

MAHAMBBA

Val	Char	Cost	Roll	Notes
28	STR	18	15-	Lift 1,200 kg; 5 1/2d6 HTH damage [6]
15	DEX	10	12-	
24	CON	14	14-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-5	10-	
25	PRE	15	14-	PRE Attack: 5d6
5	OCV	10		
5	DCV	10		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		Phases: 4, 8, 12
10	PD	8		Total: 16 PD (6 rPD)
8	ED	6		Total: 14 ED (6 rED)
10	REC	6		
45	END	5		
20	BODY	10		
50	STUN	15		Total Characteristics Cost: 130 (+19 with NCM)
Movement:				
	Running:		6m	
	Leaping:		1m	
	Swimming:		14m	

Mahamba

Description: According to the stories of natives of the Congo region, and even a few reports from Great White Hunters, a creature known as a *mahamba* lives in the swamps and rivers there. By all accounts it seems to be fierce, gigantic species of crocodile, though no samples have been obtained for scientific study. Some adventuring zoologists believe it might be a surviving example of the prehistoric crocodilian *Deinosuchus* (though the only fossil evidence of that beast is from North America).

Stories told about the mahamba claim that it can be as much as fifty feet long, though Great White Hunter accounts seem to indicate that a maximum length in the range of 30-35 feet is more likely. But even at that size a mahamba is a fearsome predator, and its aggressive tendencies make it even more dangerous to explorers.

Cost	Powers	END
25	Bite: HKA 1½6 (3d6+1 with STR) Restrained (-½)	2
7	Tail Bash: HA +3d6 Hand-To-Hand Attack (-¼), Only With Extra Limb (-½)	1
18	Scaly Skin: Resistant Protection (6 PD/6 ED)	0
14	Heavy: Knockback Resistance -14m	0
5	Strong Swimmer: Swimming +10m (14m total)	1
-6	Short Legs: Running -6m (6m total)	
1	Lunge: Leaping +2m (3m forward, 2m upward) Only To Lunge At Things Near The Water (-1)	1
1	Burst Of Speed: Running +6m (12m total) Increased Endurance Cost (x8 END; -3½)	8
-1	Short Leaps: Leaping -3m (1m total)	
6	Crocodilian Senses: +2 PER with all Sense Groups	0
5	Crocodilian Eyes: Nightvision	0
6	Tail: Extra Limb Inherent (+¼)	0
Talents		
4	Environmental Movement: Aquatic Movement (no penalties in water)	

Skills

4	+2 OCV with Bite
6	+3 OCV with Grab
3	Stealth 12-

Total Powers & Skills Cost: 98

Total Cost: 228

175 Matching Complications (50)

20	Physical Complication: Animal Intelligence (Frequently, Greatly Impairing)
20	Physical Complication: Cold-Blooded (Frequently, Greatly Impairing)
15	Physical Complication: Huge (up to 16m long; +6 OCV to be hit; +6 to PER Rolls to perceive) (Frequently, Slightly Impairing)
20	Physical Complication: Very Limited Manipulation (Frequently, Greatly Impairing)

Total Complications Points: 75

Experience Points: 53

MAN-EATING LION

Val	Char	Cost	Roll	Notes
25	STR	20	14-	Lift 800 kg; 5d6 HTH damage [5]
20	DEX	20	13-	
22	CON	12	13-	
10	INT	0	11-	PER Roll 11-
8	EGO	-2	11-	
25	PRE	15	14-	PRE Attack: 5d6
6	OCV	15		
6	DCV	15		
3	OMCV	0		
3	DMCV	0		
4	SPD	20		Phases: 3, 6, 9, 12
8	PD	6		Total: 8 PD (1 rPD)
5	ED	3		Total: 5 ED (1 rED)
10	REC	6		
45	END	5		
17	BODY	7		
50	STUN	15		Total Characteristics Cost: 157 (+12 with NCM)

Movement: Running: 14m
Leaping: 10m

Man-Eaters

Sometimes a large predator will develop a taste for human flesh. Experts often opine that this results from being able to feed on human carrion after a natural disaster, an animal who's become too old or weak to pursue animal prey, or similar reasons, though no one can say for sure. Whatever the reason, Great White Hunters have observed that man-eaters tend to be larger, fiercer, bolder, more aggressive, and above all cleverer than ordinary animals of their species. More than one has reported that a man-eater actually seemed to be stalking him as much as he it, or has told verifiable stories of man-eaters sneaking into camps to drag off victims.

Cost	Powers	END
25	Bite: HKA 1 ½d6 (3d6 with STR)	2
16	Claws: HKA 1d6+1 (2 ½d6 with STR) Reduced Penetration (-¼)	2
4	Roar: +10 PRE Only For Fear-Based Presence Attacks (-1), Incantations (must roar; -¼)	0
1	Tough Skin: Resistant (+½) for 1 PD/1 ED	0
2	Swift Runner: Running +2m (14m total)	1
3	Strong Leaper: Leaping +6m (10m forward, 5m upward)	1
9	Cat's Senses: +3 PER with all Sense Groups	0
5	Cat's Eyes: Nightvision	0
5	Cat's Nose: Tracking with Normal Smell	0

Skills

24	+3 HTH
3	Climbing 13-
5	Stealth 14-
1	Camouflage Coloration: +1 to Stealth Only In Home Environment (-1)
3	Tactics 11-
3	Teamwork 13-

Total Powers & Skills Cost: 109

Total Cost: 266

175 Matching Complications (50)

15	Physical Complication: Near-Human Intelligence (Frequently, Slightly Impairing)
0	Physical Complication: Human Size
20	Physical Complication: Very Limited Manipulation (Frequently, Greatly Impairing)
10	Psychological Complication: Prefers Human Flesh To Other Meat (Common, Moderate)

Total Complications Points: 45

Experience Points: 96



"Lions don't do this. Lions... never had a lair like this. They're doing it for the pleasure."

- Remington and Patterson discover the lion's den in *The Ghost and the Darkness*

MAN-EATING TIGER

Val	Char	Cost	Roll	Notes
28	STR	18	14-	Lift 1,200 kg; 5½d6 HTH damage [6]
21	DEX	22	13-	
22	CON	12	13-	
10	INT	0	11-	PER Roll 11-
8	EGO	-2	11-	
25	PRE	15	14-	PRE Attack: 5d6
7	OCV	20		
6	DCV	15		
3	OMCV	0		
3	DMCV	0		
4	SPD	20		Phases: 3, 6, 9, 12
8	PD	6		Total: 8 PD (1 rPD)
6	ED	4		Total: 6 ED (1 rED)
10	REC	6		
45	END	5		
20	BODY	10		
50	STUN	15		Total Characteristics Cost: 166 (+17 with NCM)

Movement: Running: 18m
Leaping: 10m

Mowgli: Run? Why should I run?
Shere Khan: Why should you run? Is it possible that you don't know who I am?
Mowgli: I know you all right. You're Shere Khan.
Shere Khan: Precisely. And you should know that *everyone* runs from Shere Khan.

- Mowgli meets Shere Khan for the first time in *The Jungle Book*

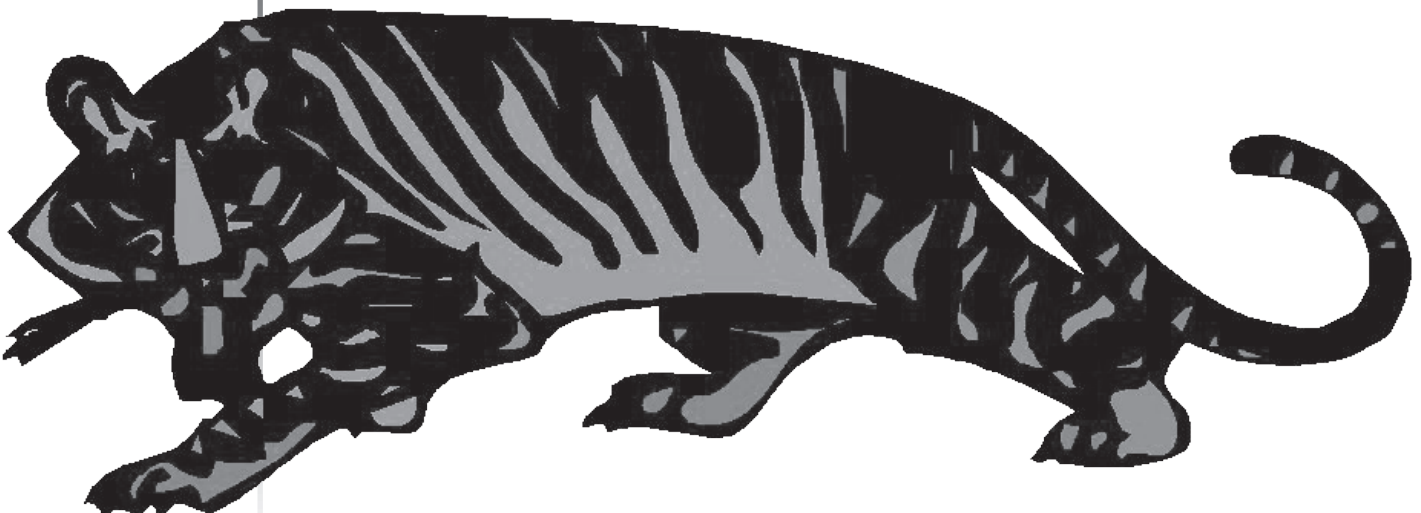
Cost	Powers	END
25	Bite: HKA 1 ½d6 (3d6+1 with STR)	2
16	Claws: HKA 1d6+1 (2 ½d6 with STR) Reduced Penetration (-¼)	2
4	Roar: +10 PRE Only For Fear-Based Presence Attacks (-1), Incantations (must roar; -¼)	0
1	Tough Skin: Resistant (+½) for 1 PD/1 ED	0
4	Heavy: Knockback Resistance -4m	0
6	Swift Runner: Running +6m (18m total)	1
3	Strong Leaper: Leaping +6m (10m forward, 5m upward)	1
9	Cat's Senses: +3 PER with all Sense Groups	0
5	Cat's Eyes: Nightvision	0
5	Cat's Nose: Tracking with Normal Smell	0

Cost	Skills
24	+3 HTH
3	Climbing 13-
7	Stealth 15-
1	Camouflage Coloration: +1 to Stealth Only In Home Environment (-1)

Total Powers & Skills Cost: 113
Total Cost: 279

Cost	Complications
15	Physical Complication: Near-Human Intelligence (Frequently, Slightly Impairing)
10	Physical Complication: Large (up to 11 feet long and 660 pounds; +2 OCV to be hit, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
20	Physical Complication: Very Limited Manipulation (Frequently, Greatly Impairing)
10	Psychological Complication: Prefers Human Flesh To Other Meat (Common, Moderate)

Total Complications Points: 55
Experience Points: 104



MAN-EATING WOLF

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [3]
18	DEX	16	13-	
18	CON	8	13-	
10	INT	0	11-	PER Roll 11-
8	EGO	-2	11-	
20	PRE	10	13-	PRE Attack: 4d6
6	OCV	15		
6	DCV	15		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		Phases: 4, 8, 12
8	PD	6		Total: 8 PD (1 rPD)
5	ED	3		Total: 5 ED (1 rED)
7	REC	3		
35	END	3		
15	BODY	5		
36	STUN	8		Total Characteristics Cost: 105

Movement: Running: 16m

Cost	Powers	END
8	Bite: HKA ½d6 (1d6+1 with STR) Reduced Penetration (-¼)	1
1	Tough Skin: Resistant (+½) for 1 PD/1 ED	0
4	Swift: Running +4m (16m total)	1
3	Wolf's Senses: +1 PER with all Sense Groups but Sight Group	0
5	Wolf's Eyes: Nightvision	0
6	Wolf's Nose: +3 PER with Smell/Taste Group	0
5	Wolf's Nose: Tracking for Normal Smell	0
6	Wolf's Ears: +3 PER with Hearing Group	0
3	Wolf's Ears: Ultrasonic Perception (Hearing Group)	0

Skills

16	+2 HTH
3	Stealth 12-
3	Tactics 11-
3	Teamwork 12-

Total Powers & Skills Cost: 68

Total Cost: 173

175 Matching Complications (50)

15	Physical Complication: Near-Human Intelligence (Frequently, Slightly Impairing)
0	Physical Complication: Human Size
20	Physical Complication: Poor Eyesight, suffers -2 to all Sight PER Rolls (Frequently, Greatly Impairing)
10	Psychological Complication: Prefers Human Flesh To Other Meat (Common, Moderate)
20	Physical Complication: Very Limited Manipulation (Frequently, Greatly Impairing)

Total Complications Points: 65

Experience Points: 0

ALBINO ANIMALS

Great White Hunters may be particularly eager to “bag” a rare albino animal — that is, an animal lacking normal pigmentation, so that it's white instead of its standard coloration and has pink-red eyes. The pursuit of a white stag, elephant, tiger, or other creature could turn into quite an adventure!

However, there may be more dangers to such an escape than just the ones normally associated with hunting a dangerous animal. Local people may consider an albino sacred, a guardian spirit, a good luck charm, or maybe just a tourist attraction. In any of these cases they're likely to try to stop a hunting party from pursuing the creature, and may even take up arms to stop the hunt. And woe to the Great White Hunter who triumphantly carries his quarry back to the local village, only to discover the villagers worship the white animal as a god...



PHORUSRHACOS

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [2]
15	DEX	10	12-	
10	CON	0	11-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-5	10-	
15	PRE	5	12-	PRE Attack: 3d6
5	OCV	10		
4	DCV	5		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		Phases: 4, 8, 12
4	PD	2		Total: 4 PD (0 rPD)
4	ED	2		Total: 4 ED (0 rED)
4	REC	0		
20	END	0		
15	BODY	5		
24	STUN	2		Total Characteristics Cost: 44

Movement: Running: 18m

Cost	Powers	END
15	Beak: HKA 1d6 (1½d6 with STR)	1
5	Claw-Tipped Rudimentary Wings: HKA 1 point (½d6 with STR)	0
10	Talons: HKA ½d6 (1d6 with STR)	1
6	Running Predator: Running +6m (18m total)	1
40	Burst Of Speed: Running +40m (58m total)	4

Skills

8	+1 HTH
3	Stealth 12-

Total Powers & Skills Cost: 87

Total Cost: 131

175 Matching Complications (50)

20	Physical Complication: Animal Intelligence (Frequently, Greatly Impairing)
20	Physical Complication: Very Limited Manipulation (Frequently, Greatly Impairing)
0	Physical Complication: Human Size

Total Complications Points: 40

Experience Points: 0

Phorusrhacos

Ecology: The phorusrhacos is a gigantic, carnivorous, flightless bird that lived in woods and grasslands of what is now Patagonia during the Cenozoic Era (62-52 million years ago); one large subspecies has also been found in Florida and Texas. It ran across the ground on its long legs, pursuing prey such as small mammals. When it caught up to its target, it would grab it with its rudimentary wings (which had claws on the end), or knock it to the ground with its feet, and then kill the prey with its large, hooked beak. Alternately, it might grab the prey with its beak, hurl it to the ground to knock it unconscious, then eat it. It's thought that some subspecies, such as *Bron-tornis*, may have been ambush predators instead, waiting to leap onto unsuspecting prey rather than chasing their meals. (For that type of phorusrhacos, remove the *Burst Of Speed* ability.)

Adventurers who've explored the wilds of Patagonia have occasionally reported tracks that could very well have come from a phorusrhacos. If so, obtaining a specimen for science would be a major feather in any Great White Hunter's cap.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: See above. If confronted with serious opposition, a phorusrhacos usually flees.

Campaign Use: If the phorusrhacos can remain hidden all these years, so can an ancient civilization that has figured out how to tame the birds and use them as riding animals....

Appearance: Also known as the "Terror Bird," the phorusrhacos stands about eight feet tall and weighs nearly 300 pounds. Instead of wings it has two small claw-tipped limbs. Its long legs are made for running, and it has a large, hook-tipped beak.

MALAYSIAN GIANT VIPER

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [3]
16	DEX	12	12-	
15	CON	5	12-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-5	10-	
15	PRE	5	12-	PRE Attack: 3d6
5	OCV	10		
5	DCV	10		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		Phases: 4, 8, 12
5	PD	3		Total: 5 PD (1 rPD)
4	ED	2		Total: 4 ED (1 rED)
6	REC	2		
30	END	2		
14	BODY	4		
30	STUN	5		Total Characteristics Cost: 68

Movement: Running: 12m
Leaping: 0m

Snake, Malaysian Giant Viper

Description: Some Great White Hunters who've explored the jungles of Malaysia and similar areas of Southeast Asia have reported encountering enormous vipers — as large as a boa constrictor, some say! Its fangs are large, sharp enough to pierce thick leather boots with ease, and filled with a venom strong enough to kill a healthy adult male.

Most reports of Malaysian giant vipers claim their scales are green, grey-green, or bluish. However, a few hunters claim to have seen or shot reddish-scaled ones instead. According to native stories, red vipers do exist and have even deadlier venom.

Cost	Powers	END
12	Bite: HKA ½d6 (1d6 with STR) Armor Piercing (+¼)	1
12	Venom: RKA 1d6 NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1), Damage Over Time (3 damage increments, one every 5 Minutes, can be negated with proper antivenin; +¾), Personal Immunity (+¼); No Range (-½), Bite Must Do BODY (-½), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), 4 Charges (-1)	[4]
1	Scaly Skin: Resistant (+½) for 1 PD/1 ED	0
2	Not Much Appetite: Life Support (Diminished Eating: only needs to eat once every few months)	0
5	Burst Of Speed: Running +10m (22m total) Increased Endurance Cost (x3 END; -1)	3
-2	No Leaping: Leaping -4m (0m total)	
6	Serpent's Tongue: +3 PER with Smell/Taste Group	0
5	Heat-Sensitive Pits: Infrared Perception (Touch Group) 0	

Skills

- 4 +2 OCV with Bite
- 5 Climbing 13-
- 5 Stealth 13-

Total Powers & Skills Cost: 55

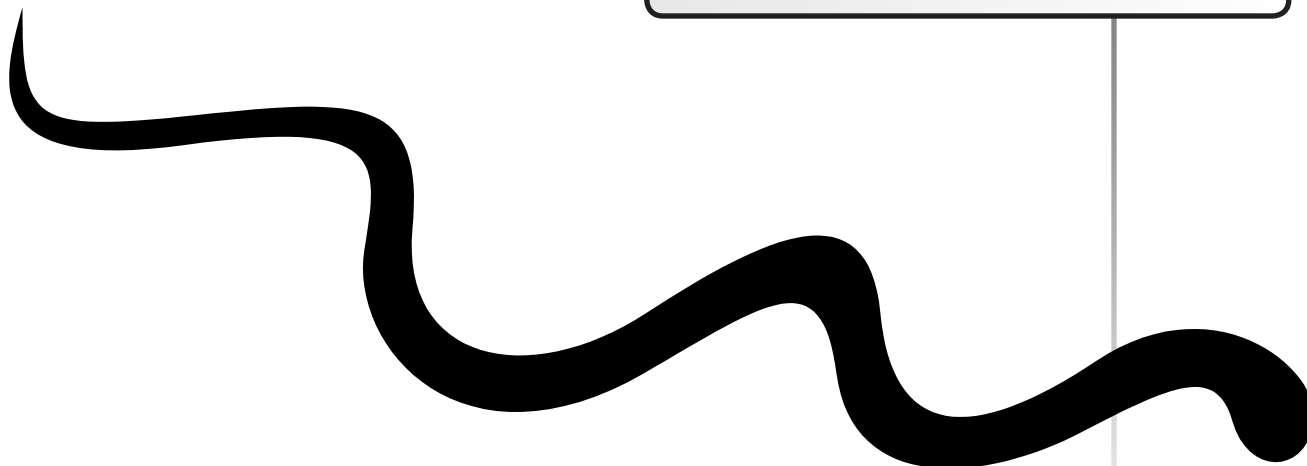
Total Cost: 123

175 Matching Complications (50)

- 20 **Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
- 15 **Physical Complication:** Cold-Blooded (Frequently, Greatly Impairing)
- 20 **Physical Complication:** Poor Eyesight, suffers -2 to all Sight PER Rolls (Frequently, Greatly Impairing)
- 20 **Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)

Total Complications Points: 75

Experience Points: 0



MONSTROUS SPIDER

Val	Char	Cost	Roll	Notes
1	STR	-9	9-	Lift 8 kg; Od6 HTH damage [1]
14	DEX	8	12-	
12	CON	2	11-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-5	10-	
15	PRE	5	12-	PRE Attack: 3d6
5	OCV	10		
10	DCV	35		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		Phases: 4, 8, 12
3	PD	1		Total: 3 PD (0 rPD)
3	ED	1		Total: 3 ED (0 rED)
4	REC	0		
25	END	1		
6	BODY	-4		
20	STUN	0		Total Characteristics Cost: 53

Movement: Running: 8m

Cost	Powers	END
3	Bite: HKA 1 point No STR Bonus (-½)	1
13	Venom: RKA 1d6 NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1), Damage Over Time (4 damage increments, one every 1 Minute, can be negated with proper antivenin; +1¼), Personal Immunity (+¼); No Range (-½), Bite Must Do BODY (-½), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), 4 Charges (-1)	[4]
-4	Short Legs: Running -4m (8m total)	
6	Eight Eyes: +3 PER with Sight Group	0
6	Spider Senses: +3 PER with Touch Group	0
38	Sense Vibrations: Detect Physical Vibrations 13- (Touch Group), Discriminatory, Analyze, Range, Targeting	0
10	Spider Legs: Clinging (10 STR) Cannot Resist Knockback (-¼)	0
6	Eight Legs: Extra Limbs Inherent (+¼)	0

Skills

- 3 Climbing 12-
- 3 Stealth 12-

Total Powers & Skills Cost: 84

Total Cost: 137

175 Matching Complications (50)

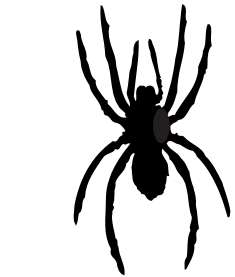
- 20 **Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
- 20 **Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)
- 15 **Physical Complication:** Tiny (.25m; +18m KB) (Frequently, Slightly Impairing)

Total Complications Points: 55

Experience Points: 0

Spider, Monstrous

Description: While hand-sized tarantulas are well-known in many parts of the world, some explorers have reported encountering *much* larger spiders. According to the most reliable reports, these arachnids — dubbed *monstrous spiders* by most scientists — can grow to the size of small terriers! They're fast, hard to hit, and inject their victims with a poison that can seriously injure or even kill an adult human. Typically they act like wolf spiders (*i.e.*, they locate and capture prey by moving and chasing it), but some build webs or lairs. And a few explorers claim that in some places they live in large colonies....



OPTIONS

Cost Monstrous Webspinning Spider

- 15 **Webs:** Multipower, 30-point reserve; 4 Charges for entire Multipower (-1)
- 1f **1) Standard Web:** Barrier 1 PD/1 ED, 1 BODY (up to 4m long, 4m high, and ½m wide); Extra Time (takes about 1 Hour per cubic meter to weave web; -1½)
- 1f **2) Wrapping Up Prey:** Entangle 3d6, 3 PD/3 ED; Extra Time (1 Turn; -1 ¼), No Range (-½)

Total cost: +17 points

Cost Monstrous Trapdoor Spider

- 4 **Digging:** Tunneling 2m through 1 PD material
- Total cost: +4 points**

TOMB SCARABS

Val	Char	Cost	Roll	Notes
1	STR	-9	9-	Lift 8 kg; Od6 HTH damage [1]
14	DEX	8	12-	
10	CON	0	11-	
8	INT	-2	11-	PER Roll 11-
8	EGO	-2	11-	
10	PRE	0	11-	PRE Attack: 2d6
5	OCV	10		
4	DCV	5		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		Phases: 4, 8, 12
1	PD	-1		Total: 1 PD (0 rPD)
1	ED	-1		Total: 1 ED (0 rED)
2	REC	-2		
20	END	0		
10	BODY	0		
20	STUN	0		Total Characteristics Cost: 16

Movement: Running: 6m
Leaping: 2m

Cost	Powers	END
8	Mandibles: HKA 1 point Constant (+½), Reduced Endurance (0 END; +½); No STR Bonus (-½)	0
40	Swarm Form: Physical Damage Reduction, Resistant, 75% Not Versus Area Of Effect Attacks (-½)	0
10	Swarm Form: Energy Damage Reduction, Resistant, 25% Not Versus Area Of Effect 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
-1	Insect Legs: Leaping -2m (2m forward, 1m upward)	
-6	Insectile: Running -6m (6m total)	
5	Swarm Form: Increased Arc Of Perception (360 Degrees) for Normal Sight	0
10	Insect Legs: Clinging (10 STR) Cannot Resist Knockback (-¼)	0
6	Insect Legs: Extra Limbs Inherent (+¼)	0

Total Powers & Skills Cost: 96
Total Cost: 112

175 Matching Complications (50)

0	Physical Complication: Human Size
20	Physical Complication: Instinctive Intelligence (All The Time, Greatly Impairing)
20	Physical Complication: Very Limited Manipulation (Frequently, Greatly Impairing)

Total Complications Points: 40
Experience Points: 0

Swarm, Tomb Scarabs

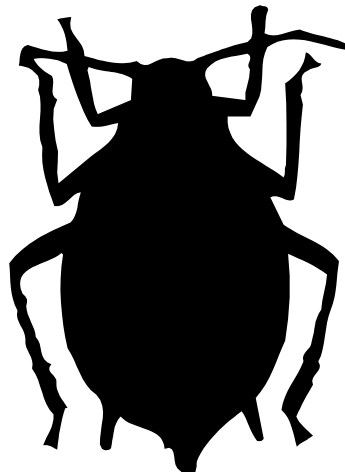
Ecology: The tomb scarab, sometimes referred to simply as a “tomb beetle” outside Egypt even though it’s not technically a beetle by entomological standards, is an insect that inhabits crypts, ruins, and sometimes caves. They live in colonies, and each colony is “commanded” by a queen beetle who’s larger than the others and can usually be found at the center of the locale (or swarm). They can go months or years without any food, living in a hibernation-like state... but when they sense movement or warmth, they awaken with voracious appetites. Forming swarms that can be as large as an adult human, they move over the ground and up walls with great speed (for a walking insect) and onto any prey (vegetable or animal), which they quickly devour using their prominent mandibles.

This character sheet represents a swarm of tomb scarabs. An individual scarab, by itself, is at best a trivial nuisance.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: See above. Once a tomb scarab swarm senses prey, it maintains pursuit until the prey gets away from it somehow (typically by outdistancing it by a large margin, diving into a body of water at least 1” deep, or getting into an airtight area they can’t penetrate). The swarm remains in the area, angrily trying to get at its prey, for up to a day unless lured away by other prey. After a day or so passes the swarm quiets down, disperses, and resumes its hibernation.

Appearance: An individual tomb scarab looks like a beetle about half the size of a human hand, with prominent mandibles and a distinctive blue-black (or in some regions, blue-silver) shell. It has no wings under its shell.



TATZELWURM

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [2]
14	DEX	8	12-	
15	CON	5	12-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-5	10-	
15	PRE	5	12-	PRE Attack: 3d6
5	OCV	10		
5	DCV	10		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		Phases: 4, 8, 12
5	PD	3		Total: 5 PD (1 rPD)
5	ED	3		Total: 5 ED (1 rED)
5	REC	1		
30	END	2		
10	BODY	0		
24	STUN	2		Total Characteristics Cost: 52

Movement:

Running:	8m
Leaping:	2m
Tunneling:	2m

Tatzelwurm

Ecology: According to European legends and some reports (including one supposed photograph dating from 1934), the tatzelwurm lives in the Austrian, Bavarian, Italian, and Swiss Alps. Presumably it digs burrows or inhabits caves or water, which would explain why it's so rarely seen. It probably eats insects, small mammals, carrion, and similar food.

Personality/Motivation: Normal animal motivations, though some reports describe the beast as being particularly aggressive.

Powers/Tactics: Despite their aggressiveness, tatzelwurms probably prefer to avoid combat whenever possible. However, if forced to fight they can expel a cloud of poisonous vapors capable of killing an adult human or large animal.

Legends claim the tatzelwurm can jump as far as 15 meters (7.5") by coiling its "tail" under itself and "springing" forward. But the stories also say the tatzelwurm can only jump in straight lines, and so can be escaped by running in a zig-zag pattern or at right angles to the incline of a hill.

Cost	Powers	END
5	Claws: HKA 1 point (½d6 with STR)	1
70	Venomous Breath: RKA 3d6 [4] NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1), Area Of Effect (1m Radius; +¼), Personal Immunity (+¼); Limited Range (2m; -¼), 4 Charges (-1)	
1	Scaly Skin: Resistant (+½) for 1 PD/1 ED	0
-4	Two Short Legs: Running -4m (8m total)	
-1	Two Short Legs: Leaping -2m (2m forward, 1m upward)	
4	Digging: Tunneling 2m through 1 PD material	1
Skills		
3	Stealth 12-	
Total Powers & Skills Cost: 78		
Total Cost: 130		

175 Matching Complications (50)

20	Physical Complication: Animal Intelligence (Frequently, Greatly Impairing)
20	Physical Complication: Poor Eyesight, suffers -2 to all Sight PER Rolls (Frequently, Greatly Impairing)
20	Physical Complication: Very Limited Manipulation (Frequently, Greatly Impairing)
0	Physical Complication: Human Size
Total Complications Points: 60	
Experience Points: 0	

Campaign Use: Other names for the tatzelwurm include Stollenwurm (Tunnel Worm), Bergstutzen (Mountain Stump), Springwurm (Jumping Worm), Daazelwurm, Praatzelwurm, and Arassas.

Appearance: According to most descriptions, the tatzelwurm is a serpentine reptilian creature ranging from two to six feet long. It has two small, clawed limbs at the front, but no back legs. Its head is sometimes described as resembling a cat's, but covered with the same fine scales that cover its body rather than fur. Its tongue is forked, its eyes are small. Some reports say it has green blood.