

SAVAGE BEASTS



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INTRODUCTION

Savage Worlds and the various Companions offer a number of Edges and Powers related to animals, such as Beast Bond, Beast Master, Familiar, Shape Change, etc. However the list of animals available for players to use is relatively small, and while GMs can just make up other animal types on the fly, it can often be difficult to balance them.

Savage Beasts attempts to address this issue by introducing 300 animal templates, each with a breakdown of their individual ability costs as both races and shapechanged forms. Shapechanging has also been adjusted to use relative attributes, rather than replacing the attributes of the original character. This was done for both balance and flavour reasons – the muscular barbarian shaman who shapechanges into a grizzly bear will now be stronger than the frail and elderly wizard who assumes the same form.

ANIMAL NPCs

Creating new NPC animals with Savage Beasts is very easy – start with d6 in each attribute, then add the appropriate animal template. That's it.

ANIMAL RACES

If you want to balance the animal exactly (for example, if it's a sentient animal PC race (in which case remove (A) from Smarts), or an animal companion created for the Beast Master Edge), then use the Race Creation line at the top of the template for advice on what needs to be adjusted. Note that if you change the attributes (rather than starting them all at d6) you may need to recalculate the 15 skill points as well.

If the template is particularly expensive, then you'll need to remove some of the abilities. This is an art more than a science, but it's generally recommended that you first remove Edges (starting with the stronger ones first). After that you can lower or remove attribute bonuses, although if the animal has both a Size and a Strength bonus, don't lower Strength below Size (e.g., a gorilla has +6 Strength and +4 Size, so you shouldn't reduce its Strength below +4). If that's still not enough, you'll need to be more creative, or perhaps pick a different template that isn't quite so expensive.

If the template has a low race value then you will need to add additional abilities. If there's a stronger version of the animal available (such as a dire variant) you could try borrowing abilities from that, but as a general rule it's better to stick to skills (worth a +½ ability each in Savage Beasts) and Edges (worth a +2 ability).

BEASTMEN

Beastmen are humanoid creatures with animal-like features and characteristics. They are created much like regular races, except that their abilities are all drawn from one of the animal templates (different beastmen can use different templates, but it's best not to mix and match).

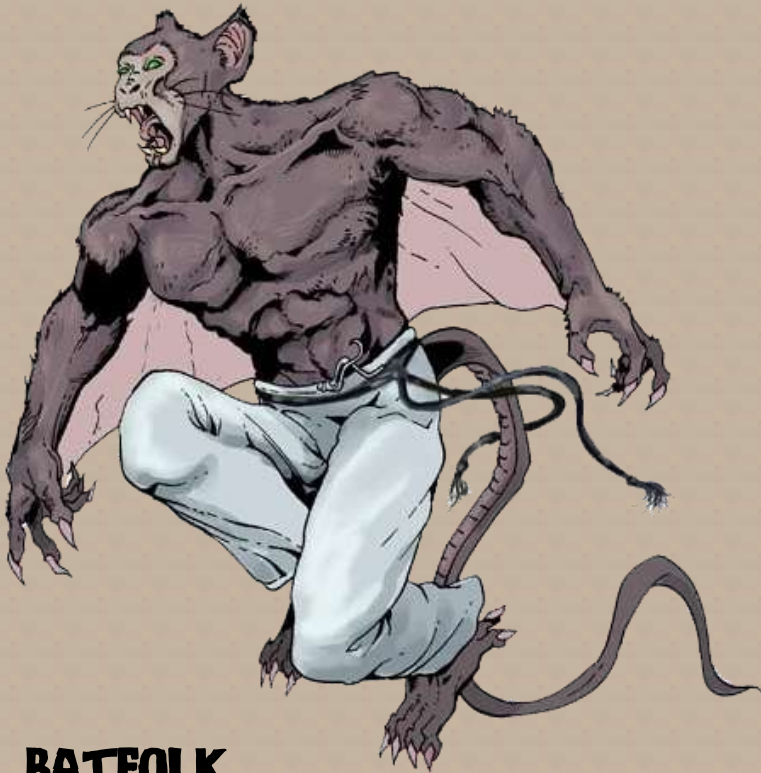
They should take natural weapons (beastmen often have claws as well, even if their animal form doesn't), natural armour and special senses from their animal template, and if possible retain a +1 bonus to at least one attribute in which that particular animal excels.

No Hands, No Speech and Naked are not generally used for beastmen, but you can balance the race at +2 with other abilities, for example:

- **Simple Minded (-2):** -1 die step to Smarts. If this would take Smarts below d4, instead suffer -1 to all Smarts rolls.
- **Undisciplined (-2):** -1 die step to Spirit. If this would take Spirit below d4, instead suffer -1 to all Spirit rolls.
- **Bestial (-1):** Perhaps you have a very bestial appearance, or maybe you have uncontrollable urges, or simply no sense of propriety. You suffer a -2 penalty to Charisma.

You can also roll other abilities into racial Edges, although it's recommended that you try to limit the number of racial Edges to 2-3 per race. A racial Edge should typically give a +2 ability bonus, if this isn't possible (due to fractions) then consider splitting the bonus over two Edges, with the first Edge containing the smaller part of the bonus. You can also flesh out an otherwise boring Edge with a bonus to an attribute maximum – as this doesn't actually increase the attribute itself, it's not very powerful, but it helps add flavor.

Here are a few examples to get you started:



BATFOLK

- **Agile (+2):** +1 current/max Agility.
- **Frail (-2):** -1 current/max Vigor.
- **Simple Minded (-2):** -1 current/max Smarts.
- **Bite/Claws (+1):** Str+d6.
- **Keen Ears (+1):** +2 to listening Notice rolls.
- **Sonar (+1):** Gain Blindsense to a range of 4".
- **Gliding (+1):** Can glide at Pace 6, but loses at least 1" of altitude at the end of each round, and cannot normally gain altitude while gliding.

AERIAL DISCIPLINE

Requirements: Novice, batfolk

You've learned how to utilise your bat-like wings for true flight. You can now fly with Pace 7" and Climb 1.

VISUAL ACUITY

Requirements: Novice, batfolk

Some bats rely on their vision as much as their hearing. You gain Low Light Vision, and a +2 bonus to sight-based Notice rolls. This Edge must be taken during character creation.

LIONFOLK

- **Strong (+2):** +1 current/max Strength.
- **Pelt (+1):** +1 natural armour.
- **Bite/Claws (+1):** Str+d6.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Simple Minded (-2):** -1 current/max Smarts.
- **Savage Demeanor (-2):** Same as Bloodthirsty.

ADULT LIONMAN

Requirements: Novice, lionfolk

You've reached full maturity, standing at nearly seven feet in height. Increase both your Size and Pace by +1.

POUNCING ATTACK

Requirements: Seasoned, lionfolk, Agility d8

You can leap d6" towards a non-adjacent foe before attacking them with your claws. This gives +4 to the attack and damage rolls, but you also suffer a -2 penalty to Parry until the beginning of your next turn.

PIN FOE

Requirements: Seasoned, lionfolk, Strength d8

If you hit your opponent with a raise when using your claws, you can choose to pin them. They require a raise on an opposed Strength roll (as a normal action) to escape.

WALRUSFOLK

- **Strong (+2):** +1 current/max Strength.
- **Slow (-1):** Pace 4.
- **Tusks/Claws (+1):** Str+d6.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Hold Breath (+½):** For Vigor x 10 minutes.
- **Resistance (+½):** -2 damage from cold.
- **Simple Minded (-2):** -1 current/max Smarts.
- **Crude Manners (-1):** -2 Charisma.

MATURE WALRUS

Requirements: Novice, walrusfolk

As you mature your tusks lengthen and your skin thickens. You gain +1 natural armour, and if you move at least 6" in a straight line towards your opponent before attacking with your tusks, you inflict +4 damage.

REALLY STRONG

Requirements: Novice, walrusfolk

Your Strength increases by an additional +1, and your maximum Strength increases by +3, allowing you to raise your Strength to d12+4 with normal advances, and d12+6 with the Expert and Master Edges.

AT HOME IN THE WATER

Requirements: Novice, walrusfolk, Vigor d8, Swimming d8

You gain a Swimming Pace of 7", and receive a +2 bonus to resist drowning. You also gain the Hardy ability.

DRUIDS

Guardians of nature and protectors of the wild, druids wield primal magic that allows them to summon and shapeshift into animals, and call down elemental forces upon their foes.

Druids take Arcane Background (Miracles), and usually choose Beast Shape and/or Nature's Ally as their starting powers. Most druids also take the Beast Master Edge.

- **Aspects:** Animals, plants, weather.
- **Powers:** Beast friend, beast shape, nature's ally and elemental manipulation are the usual choices, but druids can take any power as long as it has an appropriate trapping.
- **Duties:** Protect nature.
- **Sins:** (Minor) wearing armour made from metal, carrying shields that aren't made from wood; (Major) accidentally causing destruction to nature, or doing nothing while someone else causes such destruction; (Mortal) intentionally causing damage or destruction to nature.

Note that sins should take into account both the intent and the bigger picture. For example, fire is a natural part of forest ecology, and a controlled fire can sometimes help renew a forest or reduce other hazards. On the other hand, starting an uncontrolled forest fire through maliciousness or carelessness would certainly be considered a sin.

SUPER POWERS

Savage Beasts can also be used with Necessary Evil or the Super Powers Companion, providing an alternative to Animal Control (Shapechanger).

SHAPESHIFT (VARIABLE)

Trappings: Lycanthrope, magic, shifter

This power grants you the ability to shapechange into an animal form as a normal action. You must invest a number of Power Points into this power equal to the Beast Shape cost of your chosen animal form, depending on whether you have a dedicated form or can assume *any* animal form, and whether your equipment magically vanishes when you change. Ignore the Beast Shape ranks.

Modifiers

- **Additional Form (+1):** You have an additional form you can assume, with the same PP value as the first. This modifier obviously only makes sense if you have a dedicated form.

WEREBEASTS

To create a lycanthrope (or indeed any type of therianthrope), it is recommended that you use the guidelines from **Savage Undead** to define their core abilities, and then give them the Shifter Edge to let them transform into animal form:

- **Ravenous:** Craving for raw flesh.
- **Subservient Spawn:** Pack hierarchy.
- **Weakness (Minor):** Silver inflicts +4 damage.
- **Allergy (Minor):** Wolfsbane (2d6 damage).
- **Marked (Minor):** Animals can smell that you're a predator, and become highly agitated.
- **Undead:** +2 Toughness, +2 bonus when rolling to recover from Shaken, ignore wound modifiers, immune to disease and poison.
- **Blush of Life:** Werebeasts aren't *really* undead, they just get many of the same benefits.
- **Mortal limitations:** Still need to eat, drink and sleep, and still vulnerable to called shots.
- **Shifter (Edge):** Choose an animal template.
- **Restriction (Minor):** Must always assume their animal form on the night of a full moon.

The Undead ability means the werebeast ignores wound modifiers, while Predator and Free Meal mean they require food to remove wounds. In the case of werewolves, this is used as a trapping for their amazing healing factor – their wounds close up almost instantly (which is why they don't suffer wound modifiers, and why Healing rolls don't work on them), but doing so rapidly burns through their body's resources, and they need to eat raw meat to restore what their body has used (representing the actual mechanical removal of the wounds).

The above werebeast is intentionally balanced at +0, so that you can apply the abilities directly to a PC if they become infected. However you could instead turn werebeasts into a full race, giving them an additional Edge to bring them up to +0 – perhaps Free Will (particularly if they're based on a solitary animal), or Resilience to make them even tougher, or even Tainted to represent their infectious disease. It really depends on the sort of mythology you want to base them on.

Alternatively you could give them Shapechanger, allowing them to choose any animal template up to Veteran rank, or Rapid Shift so that they can transform even more quickly, or even Partial Transformation. Ignore requirements (unless they include other Edges) when turning an Edge into a racial ability.

NEW EDGES

SUMMON FAMILIAR

Requirements: Novice, Arcane Background (Magic)

You can summon a familiar, which is chosen when this Edge is first taken. Only animal types with the Small ability can be selected, and the familiar must be balanced as a +2 race. You can communicate with your familiar empathically over distances of up to a mile, but this only allows very basic communication. Familiars understand the same languages as their master, but those with No Speech cannot respond verbally.

The familiar is treated as an extension of its master. It has a Wild Die if its master has one, and shares bennies and wound levels (including wound penalties) with its master rather than having its own. If the familiar suffers wounds, it can attempt to Soak using its master's bennies, otherwise the wounds are automatically applied to the master (the master cannot try to Soak as well, nor does he become Shaken or incapacitated by damage suffered by the familiar, or vice versa). If the familiar suffers damage and its master doesn't have sufficient wound levels, the familiar will be incapacitated.

If both master and familiar are hit by the same area effect attack, they can each make a Soak roll with the same benny, and don't apply any wounds until afterwards (i.e., if one suffers a wound, the other doesn't treat that as a penalty to their trait rolls until after they've made their own Soak roll).

Familiars serve as a battery of magical energy, and can store up to 5 Power Points, although they don't recover these Power Points naturally. The master can withdraw or deposit Power Points as a free action while within 2" of his familiar.

If you cast a spell on yourself, you may choose to have it *also* affect your familiar, as long as you're within 2" of each other – if you ever move more than 2" apart, your familiar immediately loses the benefits of the spell.

You can also draw upon the abilities of your familiar, as long as you're within (and remain within) 1 mile of each other. This works exactly like casting Aspect of the Beast (using your familiar's animal template), and benefits from any Edges that apply to Aspect of the Beast, except that you can't cast it on other people.

Should your familiar die, it requires 2d6 days to summon a replacement, or a year and a day if you want a different type of animal.

SPELL-LINKED FAMILIAR

Requirements: Seasoned, Summon Familiar

You can now withdraw and deposit Power Points over distances of up to a mile, and may also treat your familiar as part of your own body for the purposes of casting touch spells on others.

As long as your familiar is (and remains) within a mile of you, it can benefit from spells you cast on yourself.

Finally, you can now use Aspect of the Beast to view the world through your familiar's senses – each sense is treated as a +2 racial ability.



TALKING BEAST

Requirements: Novice, intelligent animal or Summon Familiar

Unlike most beasts, you have the ability to talk. Note that if you have Summon Familiar, you can take this Edge yourself on your familiar's behalf.

SHIFTER

Requirements: Novice

This Edge grants you the ability to transform into an animal, exactly like the Beast Shape power.

Initiating the transformation is a free action, but you suffer -2 Parry until the process is complete. At the beginning of your next turn after initiating a transformation, make a Spirit roll with a penalty equal to half the PP cost of the form you wish to assume (rounded down). On a success, you finish shifting, but it consumes your entire action for the round. On a raise, you can also act normally that round. On a failure, you become Shaken from the exertion, and you'll need to roll again next round to continue shifting. If you roll 1 on the Spirit die, you suffer a level of Fatigue (Bumps and Bruises).

You do not suffer from disruption while in animal form, in fact it actually requires effort to turn back - you must go through the same process to return to your original form (or reverse a transformation that's still in progress), without the form penalty.

PARTIAL TRANSFORMATION

Requirements: Seasoned, Shifter with dedicated form, Spirit d8

You can partially transform your own body while in human form. This works like Shifter, except using Aspect of the Beast instead of Beast Shape.

If you have Spirit d10+, you can also remove negative abilities while in animal form.

Shapechanger (and Master Shapechanger) also apply their bonuses to this Edge.

RAPID SHIFT

Requirements: Novice, Shifter, Spirit d8

You're able to shapeshift as a normal action if you wish; make the Spirit roll immediately instead of waiting until your next turn. After failing a roll to transform, you have the option of spending a benny to automatically assume your animal form (although you're still Shaken from the failed roll, and cannot perform any other action for the turn).

WILD SHAPE

Requirements: Seasoned, Arcane Background (Miracles), Knowledge (Nature) d6

When you cast Beast Shape, the duration is now in hours rather than minutes. In addition, if you

get a raise when casting Beast Shape, you also heal a wound if you are within the "Golden Hour".

ANIMIST

Requirements: Novice, Arcane Background (Miracles) with Aspect of the Beast, Spirit d8

You can take Aspect of the Beast for animal forms up to two ranks above your own, and the spell duration increases to 3 minutes (1/minute). You can also pay double the PP cost in return for twice as many ability points, if you wish.

MASTER ANIMIST

Requirements: Veteran, Animist

You can take Aspect of the Beast for animal forms of any rank, and the duration of the spell increases to 1 hour (1/hour). You can now pay triple the cost for three times the ability points.

SHAPECHANGER

Requirements: Novice, Shifter or Arcane Background with Beast Shape, Spirit d8

You're able to assume animal forms of up to two ranks above your own when using the Shifter Edge or Beast Shape. If you assume a dedicated form, you gain a +2 bonus to the Spirit or arcane skill roll if the form doesn't exceed your rank, or +1 if it's no more than one rank higher than you.

MASTER SHAPECHANGER

Requirements: Veteran, Shapechanger

You're now able to assume animal forms of up to four ranks above your own when using the Shifter Edge or Beast Shape. At Legendary rank you can assume *any* animal form, regardless of rank. If you assume a dedicated form, you now gain a +4 bonus to the roll if it doesn't exceed your rank, or +2 if it's no more than two ranks higher than you.

SUMMONER

Requirements: Novice, Arcane Background with Nature's Ally, Spirit d8

When casting Nature's Ally you can summon a single animal up to two ranks above your own, or summon multiple animals as if you were one rank higher than you really are. You also halve the PP cost of the Extended Duration modifier.

MASTER SUMMONER

Requirements: Veteran, Summoner

When casting Nature's Ally you can now summon a single animal up to four ranks above your own, or summon multiple animals as if you were two ranks higher than you really are. You can now control a number of animals equal to your Spirit.

NEW POWERS

ASPECT OF THE BEAST

Rank: Novice

Power Points: 2+

Range: Smarts

Duration: 3 (1/round)

You must select one animal template when you first take this power, but you can choose which specific abilities you grant each time you cast the spell.

On a success, you grant the target a +2 ability of your choice from your animal template. On a raise, you can give them a +4 ability instead. You may break the bonus up into smaller parts if you wish (e.g., two +1 abilities instead of one +2 ability), and raise skills as +½ abilities (although not above the template maximum), but you cannot give negative abilities. If the ability is an Edge, the target must also have any additional Edges it requires (e.g., you cannot give someone Improved Sweep unless they also have Sweep). These abilities manifest in a physical way, for example a character gaining Flight from a parrot would grow wings with colored feathers, while someone gaining Natural Weapons from a boar would grow tusks. Unwilling targets can resist the spell with an opposed Spirit roll.

► **Extra Push:** You may spend +1 PP (and *only* +1) to gain an additional +½ ability.

► **Additional Targets:** You can affect up to five additional targets with the same abilities, at the cost of +1 PP for each target after the first.

BEAST SHAPE

Rank: Novice

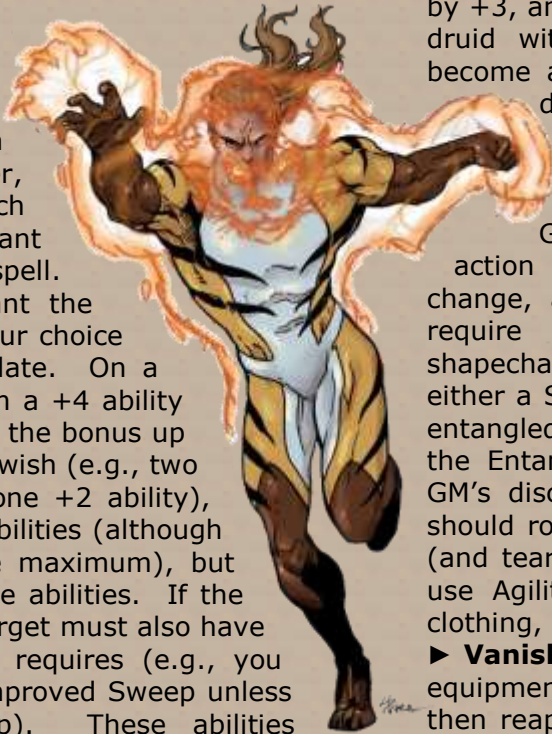
Power Points: 1+

Range: Self

Duration: 1 minute (1/minute)

You have the ability to transform yourself into an animal. When you first take this power you must decide whether or not you have a dedicated form; if so, you *always* assume the same form, but the casting cost is lower. Otherwise you can choose a different form each time you use this spell, but it will cost more to cast. The Power Point cost is listed at the top of each animal template.

When you shapechange into animal form, simply apply the abilities from the appropriate template



to your character. For example, if you become a dire wolf your Agility will increase by +1, Strength by +3, and Vigor by +2. If you're an Obese Lame druid with Strength d4 and Vigor d12, you'll become an Obese Lame dire wolf with Strength d10 and Vigor d12+2. Your Smarts and Spirit do not change, nor do you gain or lose any skills when you shapechange, you always keep your own.

Generally speaking, it requires a normal action to strip off your clothes before you change, although certain types of clothing may require longer. If you don't strip, you'll shapechange inside your clothes, and must make either a Strength or Agility roll to avoid becoming entangled by them (as if you'd been targeted by the Entangle power). Your new form (and the GM's discretion) determines which attribute you should roll, but larger forms usually use Strength (and tear clothing to shreds) while smaller forms use Agility (and allow you to slip out of your clothing, leaving it behind in a pile on the floor).

► **Vanishing Equipment:** Your clothes and other equipment magically vanish when you transform, then reappear again when you turn back to your original form. This option increases the casting cost by +2 PP, and cannot be toggled on and off; you must choose whether you wish to use this option when you first take the power, if so it will *always* apply, otherwise it is *never* available.

NATURE'S ALLY

Rank: Novice

Power Points: 3+

Range: Smarts

Duration: 3 (1/round)

You can summon a single animal of your rank, up to two animals of one rank lower than you, up to three animals of two ranks lower than you, etc. If you summon multiple animals, they must all be of exactly the same type. The animals are initially Extras with d6 in all attributes, just add on the abilities from their template. Each template also lists the summoning cost in PP.

If you get a raise on your arcane skill roll, the animals can act on the turn they're summoned, otherwise they do nothing until your next turn.

You can control a number of animals at one time equal to half your Spirit.

► **Extended Duration:** You may spend +2 PP to increase the duration to 3 minutes (1/minute), or +4 PP to increase the duration to 1 hour (1/hour).

ANIMAL ABILITIES

Most of the abilities are clearly defined within their individual animal templates, but some are less obvious, or may appear strangely priced.

Race and Shape: The race value is the total of all the abilities, while the shape value ignores skills, Docile, and modifiers to Smarts or Spirit.

Beast Shape: Divide the shape value by 2 and round down (minimum of 1) to determine the PP cost. If the result is 1-2 then the rank is Novice, 3-4 is Seasoned, 5-6 is Veteran, and so on. The dedicated version is divided by 4 instead of 2, but the rank is unchanged. Both cost an additional +2 PP if they have vanishing equipment.

Nature's Ally: Divide the race value by 4 and round down (minimum of 1) to determine the PP cost. If the result is 1, then the rank is Novice, 2 is Seasoned, 3 is Veteran, and so on. It always costs +2 PP to summon the first creature.

No Hands: No Thumbs is a Minor Hindrance, from which I've extrapolated that being unable to use tools *at all* would likely be a Major Hindrance. In addition, this ability prevents you using a shield (which would be the equivalent of Block).

No Speech: Animals can make sounds and use body language, but cannot verbally communicate, which I rate as a Major Hindrance. The inability to speak is considered a Minor Hindrance in the SFC, however it also states that you can use electronic devices to communicate – compare that with Bad Eyes, which is either a Minor or Major Hindrance, depending on whether the setting has glasses.

Naked: Most animals aren't capable of wearing armour or carrying equipment, which I rate as a Major Hindrance. Some animals (such as horses) don't have the Naked ability, because they can wear barding and carry saddlebags. Some players might argue that it's physically possible for other animals to wear barding, in which case you can either adjust the animal's abilities, allow them to buy off Naked (as an Edge), or give them a -2 penalty to Pace and Parry while wearing armour.

Size: Size and Toughness are both valued at +2 in SWD, and +1 in the SFC. I've taken the middle ground, and valued them at +1½ each (although changing Size often changes the natural weapon

die as well, which I treat as ½ per die step). Note that the Brawny Edge is valued at +2, but as well as providing +1 Toughness it also increases the carrying capacity, which will potentially allow the character to wield superior weapons and/or wear better armour.

Hardy: This is officially valued at +3, but I've run literally millions of simulated fights, with a diverse range of characters, and Hardy always seems to be about half as effective as +1 Toughness, so I treat it as a +1 ability.

Gore and Pounce: These abilities look much stronger than they are, which is why their values appear quite low. Because they require you to move towards your opponent, they're usually only useful for *initiating* combat, and even then a clever opponent can negate the ability by closing with you first. Note that both of these abilities only work with natural weapons.

Grab: This is a powerful ability when you've got high Strength, but as you need a raise you usually end up pinning a corpse. Generally speaking, you can only pin one opponent at a time, although you can also swallow them if you have the ability.

Swallow: After successfully pinning a victim with a bite attack, you can make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and you automatically inflict Str+d6 damage to them every round after that. A swallowed victim can attempt to crawl back up to your mouth as a normal action with an opposed Strength roll, although they still remain pinned by the bite even if successful. This ability only works on victims of a smaller size category (i.e., Small, Medium, Large, or Huge).

Scent: This ability allows you to navigate, track and detect creatures by scent, with a range of 6". The range is halved when you're upwind and doubled when you're downwind. It's also doubled again for very strong scents. You can use this ability to attack adjacent opponents you can't see, but you suffer a -2 penalty to your attacks.

Edges: If an animal template includes an Edge, you gain it regardless of requirements. If you already have that Edge, you should stack the two if possible, or provide an alternative benefit if not.

ANIMAL TEMPLATES

ARMADILLO

ARMADILLO (+1 race/+4 shape)

Race Creation: Assign another 2 skill points.

Beast Shape (Novice): 2-4 PP, or 1-3 PP for dedicated form.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-3/+0):** Tracking d8, Swimming d4 and Notice d8.
- **Agile (+2):** +1 die step to Agility.
- **Weak (-2):** -1 die step to Strength. If this would take Strength below d4, instead suffer -1 to all Strength rolls (including damage) and halve carrying capacity.
- **Overlapping Scales (+1):** +1 armour.
- **Claws (+1):** Str.
- **Scent (+1):** Navigate by scent (range 6").
- **Burrow (+1):** Burrow and reappear within 2".
- **Size -2 (-4):** 2½ feet long; Toughness -2; Natural weapons reduced to Str damage.
- **Small (+12):** +2 to attack medium-sized foes, they receive -2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

BADGER

BADGER (-5 race/+0 shape)

Race Creation: Assign another 10 skill points and 2 racial abilities.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-5/+0):** Fighting d4, Tracking d6 and Notice d6.
- **Tough (+2):** +1 die step to Vigor.
- **Edge (+2):** Berserk.
- **Bite/Claws (+1):** Str+d4.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Burrow (+1):** Burrow and reappear within 2".
- **Endurance (+2)** +2 to Soak rolls.
- **Size -1 (-2):** Toughness -1; Natural weapons reduced to Str+d4 damage.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

DIRE BADGER (+8½ race/+10 shape)

Race Creation: Remove 6½ racial abilities.

Beast Shape (Veteran): 5-7 PP, or 2-4 PP for dedicated form.

Nature's Ally (Seasoned): 4 PP for the first, +2 PP for each additional animal.

Abilities:

- **Skills (-1½/+0):** Fighting d6, Tracking d10 and Notice d8.
- **Agile (+2):** +1 die step to Agility.
- **Strong (+2):** +1 die step to Strength.
- **Tough (+4):** +2 die steps to Vigor.
- **Edge (+2):** Berserk.
- **Edge (+2):** Level Headed.
- **Shaggy Fur (+1):** +1 armour.
- **Bite/Claws (+1):** Str+d6.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+1):** +1 to Notice rolls.
- **Burrow (+1):** Burrow and reappear within 2".
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

BAT

BAT (-½ race/+3 shape)

Race Creation: Assign another 5 skill points.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-5½/+0):** Notice d8.
- **Agile (+2):** +1 die step to Agility.
- **Spirited (+2/+0):** +1 die step to Spirit (not when shapechanging).
- **Weak (-2):** -1 die step to Strength. If this would take Strength below d4, instead suffer -1 to all Strength rolls (including damage) and halve carrying capacity.
- **Frail (-2):** -1 die step to Vigor. If this would take Vigor below d4, instead suffer -1 to all Vigor rolls and reduce Toughness by 1 (this can take Toughness below 1).
- **Slow (-2½):** Pace 1.
- **Bite (+1):** Str.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Blindsense (+1):** Can sense and approximately pinpoint things within 4", attacks using blindsense are made at -2.
- **Keen Senses (+2):** +2 to Notice rolls.

- **Flight (+4):** Flying Pace of 8" and Climb 2.
- **Size -3 (-5½):** Toughness -3; Natural weapons reduced to Str damage.
- **Small (+12):** +2 to attack medium-sized foes, they receive -2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

DIRE BAT (+8 race/+9½ shape)

Race Creation: Remove 6 racial abilities.

Beast Shape (Seasoned): 4-6 PP, or 2-4 PP for dedicated form.

Nature's Ally (Seasoned): 4 PP for the first, +2 PP for each additional animal.

Abilities:

- **Skills (-3½/+0):** Fighting d6, Notice d8 and Stealth d6.
- **Agile (+2):** +1 die step to Agility.
- **Spirited (+2/+0):** +1 die step to Spirit (not when shapechanging).
- **Strong (+4):** +2 die steps to Strength.
- **Edge (+2):** Alertness.
- **Slow (-1):** Pace 4.
- **Dark Fur (+1):** +1 armour.
- **Bite (+1):** Str+d6.
- **Blindsense (+1):** Can sense and approximately pinpoint things within 8", attacks using blindsense are made at -2.
- **Keen Ears (+1):** +2 to sound-based Notice rolls.
- **Flight (+3½):** Flying Pace of 8" and Climb 1.
- **Size +2 (+3):** Toughness +2.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

CLOUD OF BATS (+16 race/+17 shape)

Race Creation: Remove 14 racial abilities.

Beast Shape (Heroic): 8-10 PP, or 4-6 PP for dedicated form.

Nature's Ally (Heroic): 6 PP for the first, +4 PP for each additional animal.

Abilities:

- **Skills (-5/+0):** Notice d8.
- **Agile (+2):** +1 die step to Agility.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Spirited (+6/+0):** +3 die steps to Spirit (not when shapechanging).
- **Strong (+2):** +1 die step to Strength.
- **Tough (+2):** +1 die step to Vigor.
- **Edge (+2):** Level Headed.
- **Slow (-2½):** Pace 1.

- **Low Light Vision (+1):** Dim/dark lighting.
- **Blindsense (+1):** Can sense and approximately pinpoint things within 4", attacks using blindsense are made at -2.
- **Keen Senses (+2):** +2 to Notice rolls.
- **Swarm (+12):** +2 Parry, immune to most weapons, automatically inflicts 2d6 damage to everyone within a MBT.
- **Flight (+3½):** Flying Pace of 8" and Climb 1.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

BEAR

BLACK BEAR (+8 race/+9½ shape)

Race Creation: Remove 6 racial abilities.

Beast Shape (Seasoned): 4-6 PP, or 2-4 PP for dedicated form.

Nature's Ally (Seasoned): 4 PP for the first, +2 PP for each additional animal.

Abilities:

- **Skills (-1½/+0):** Fighting d6, Survival d6, Tracking d6, Swimming d10 and Notice d6.
- **Agile (+4):** +2 die steps to Agility.
- **Strong (+4):** +2 die steps to Strength.
- **Tough (+2):** +1 die step to Vigor.
- **Fast (+1):** Pace 8.
- **Black Fur (+1):** +1 armour.
- **Claws/Bite (+1):** Str+d6; Grab.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Fast Runner (+½):** d8 running die.
- **Grab (+2):** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

DIRE BEAR (+23½ race/+20 shape)

Race Creation: Remove 21½ racial abilities.

Beast Shape (Legendary): 10-12 PP, or 5-7 PP for dedicated form.

Nature's Ally (Legendary): 7 PP for the first, +5 PP for each additional animal.

Abilities:

- **Skills (+3½/+0):** Fighting d8, Tracking d10, Swimming d12 and Notice d8.
- **Strong (+12):** +6 die steps to Strength.
- **Tough (+8):** +4 die steps to Vigor.
- **Edge (+2):** Level Headed.
- **Edge (+2):** Strong Willed.
- **Fast (+1):** Pace 8.
- **Matted Fur (+2):** +2 armour.

- **Claws/Bite (+1):** Str+d8; Grab.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+1):** +1 to Notice rolls.
- **Fast Runner (+½):** d8 running die.
- **Grab (+2):** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Size +4 (+6½):** Toughness +4; Natural weapons increased to Str+d8 damage.
- **Large (-12):** -2 to attack medium-sized foes, they receive +2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

GRIZZLY BEAR (+18 race/+17½ shape)

Race Creation: Remove 16 racial abilities.

Beast Shape (Heroic): 8-10 PP, or 4-6 PP for dedicated form.

Nature's Ally (Heroic): 6 PP for the first, +4 PP for each additional animal.

Abilities:

- **Skills (+½/+0):** Fighting d6, Survival d6, Tracking d6, Swimming d12 and Notice d6.
- **Strong (+8):** +4 die steps to Strength.
- **Tough (+6):** +3 die steps to Vigor.
- **Fast (+1):** Pace 8.
- **Brown Fur (+2):** +2 armour.
- **Claws/Bite (+1):** Str+d6; Grab.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Fast Runner (+½):** d8 running die.
- **Grab (+2):** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Size +2 (+3):** Toughness +2.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

PANDA (-1 race/+1 shape)

Race Creation: Assign another 4 skill points and 1 racial ability.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-2/+0):** Fighting d6, Climbing d10, Survival d4 and Notice d8.
- **Strong (+4):** +2 die steps to Strength.
- **Tough (+2):** +1 die step to Vigor.
- **Thick Fur (+1):** +1 armour.
- **Bite/Claws (+1):** Str+d6.

- **Low Light Vision (+1):** Dim/dark lighting.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

POLAR BEAR (+27 race/+21 shape)

Race Creation: Remove 25 racial abilities.

Beast Shape (Legendary): 10-12 PP, or 5-7 PP for dedicated form.

Nature's Ally (Legendary+1): 8 PP for the first, +6 PP for each additional animal.

Abilities:

- **Skills (+2/+0):** Fighting d6, Survival d8, Tracking d8, Swimming d12 and Notice d8.
- **Agile (+4):** +2 die steps to Agility.
- **Spirited (+4/+0):** +2 die steps to Spirit (not when shapechanging).
- **Strong (+12):** +6 die steps to Strength.
- **Tough (+10):** +5 die steps to Vigor.
- **Fast (+1):** Pace 8.
- **White Fur (+2):** +2 armour.
- **Claws/Bite (+1):** Str+d8; Grab.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Fast Runner (+½):** d8 running die.
- **Grab (+2):** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Size +4 (+6½):** Toughness +4; Natural weapons increased to Str+d8 damage.
- **Large (-12):** -2 to attack medium-sized foes, they receive +2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

BIRD

ARCHAEOPTERYX (+2 race/+5½ shape)

Race Creation: Already balanced.

Beast Shape (Novice): 2-4 PP, or 1-3 PP for dedicated form.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-3½/+0):** Climbing d10 and Notice d4.
- **Agile (+2):** +1 die step to Agility.
- **Weak (-2):** -1 die step to Strength. If this would take Strength below d4, instead suffer -1 to all Strength rolls (including damage) and halve carrying capacity.
- **Fast (+1):** Pace 8.
- **Bite (+1):** Str.
- **Low Light Vision (+1):** Dim/dark lighting.

- **Glide (+1½):** Flying Pace of 8" and Climb -1, but cannot gain or maintain altitude.
- **Wall Walker (+1):** Climbing Pace 2".
- **Size -2 (-4):** Toughness -2; Natural weapons reduced to Str damage.
- **Small (+12):** +2 to attack medium-sized foes, they receive -2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

CHICKEN (-4½ race/+2 shape)

Race Creation: Assign another 13 skill points.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-6½/+0):** Notice d6.
- **Agile (+2):** +1 die step to Agility.
- **Weak (-2):** -1 die step to Strength. If this would take Strength below d4, instead suffer -1 to all Strength rolls (including damage) and halve carrying capacity.
- **Slow (-1):** Pace 4.
- **Bite (+1):** Str.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Limited Flight (+1):** Flying Pace of 2" and Climb 0, but cannot remain airborne.
- **Size -2 (-4):** Toughness -2; Natural weapons reduced to Str damage.
- **Small (+12):** +2 to attack medium-sized foes, they receive -2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

CROW (-3 race/+1½ shape)

Race Creation: Assign another 10 skill points.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-6½/+0):** Notice d6.
- **Agile (+2):** +1 die step to Agility.
- **Spirited (+2/+0):** +1 die step to Spirit (not when shapechanging).
- **Weak (-2):** -1 die step to Strength. If this would take Strength below d4, instead suffer -1 to all Strength rolls (including damage) and halve carrying capacity.
- **Frail (-2):** -1 die step to Vigor. If this would take Vigor below d4, instead suffer -1 to all Vigor rolls and reduce Toughness by 1 (this can take Toughness below 1).
- **Slow (-2):** Pace 2.

- **Bite (+1):** Str.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Flight (+3):** Flying Pace of 8" and Climb 0.
- **Size -3 (-5½):** Toughness -3; Natural weapons reduced to Str damage.
- **Small (+12):** +2 to attack medium-sized foes, they receive -2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **Naked (-2):** Cannot wear armour or clothing.

MURDER OF CROWS (+22 race/+19½ shape)

Race Creation: Remove 20 racial abilities.

Beast Shape (Legendary): 9-11 PP, or 4-6 PP for dedicated form.

Nature's Ally (Legendary): 7 PP for the first, +5 PP for each additional animal.

Abilities:

- **Skills (-1½/+0):** Tracking d10 and Notice d8.
- **Agile (+2):** +1 die step to Agility.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Spirited (+6/+0):** +3 die steps to Spirit (not when shapechanging).
- **Strong (+2):** +1 die step to Strength.
- **Tough (+2):** +1 die step to Vigor.
- **Edge (+4):** Improved Level Headed.
- **Slow (-2½):** Pace 1.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+1):** +1 to Notice rolls.
- **Swarm (+12):** +2 Parry, immune to most weapons, automatically inflicts 2d6 damage to everyone within a MBT.
- **Flight (+3):** Flying Pace of 8" and Climb 0.
- **No Hands (-4):** Can't use weapons or tools.
- **Naked (-2):** Cannot wear armour or clothing.

DIATRYMA (-3 race/+2½ shape)

Race Creation: Assign another 10 skill points.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-5½/+0):** Fighting d6 and Notice d6.
- **Agile (+6):** +3 die steps to Agility.
- **Fast (+2):** Pace 10.
- **Bite (+1):** Str+d6.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Fast Runner (+½):** d8 running die.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

DODO (-15½ race/-9 shape)

Race Creation: Assign another 13 skill points and 11 racial abilities.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-6½/+0):** Fighting d4 and Notice d4.
- **Weak (-2):** -1 die step to Strength. If this would take Strength below d4, instead suffer -1 to all Strength rolls (including damage) and halve carrying capacity.
- **Tough (+2):** +1 die step to Vigor.
- **Slow (-1):** Pace 4.
- **Bite (+1):** Str+d4.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Size -1 (-2):** Toughness -1; Natural weapons reduced to Str+d4 damage.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

DUCK (-4 race/+2 shape)

Race Creation: Assign another 12 skill points.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-6/+0):** Swimming d6 and Notice d4.
- **Agile (+2):** +1 die step to Agility.
- **Weak (-2):** -1 die step to Strength. If this would take Strength below d4, instead suffer -1 to all Strength rolls (including damage) and halve carrying capacity.
- **Frail (-2):** -1 die step to Vigor. If this would take Vigor below d4, instead suffer -1 to all Vigor rolls and reduce Toughness by 1 (this can take Toughness below 1).
- **Slow (-2):** Pace 2.
- **Bite (+1):** Str.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Flight (+3):** Flying Pace of 8" and Climb 0.
- **Natural Swimmer (+1):** Swimming Pace of 5", and +2 to resist drowning.
- **Size -2 (-4):** Toughness -2; Natural weapons reduced to Str damage.
- **Small (+12):** +2 to attack medium-sized foes, they receive -2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

EAGLE (-3 race/-½ shape)

Race Creation: Assign another 9 skill points and ½ racial ability.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-4½/+0):** Fighting d6 and Notice d8.
- **Agile (+2):** +1 die step to Agility.
- **Spirited (+2/+0):** +1 die step to Spirit (not when shapechanging).
- **Slow (-2):** Pace 2.
- **Talons/Bite (+1):** Str+d4.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Keen Eyes (+½):** +1 to sight-based Notice rolls.
- **Flight (+7):** Flying Pace of 16" and Climb 0.
- **Size -1 (-2):** Toughness -1; Natural weapons reduced to Str+d4 damage.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

EMU (-9½ race/-½ shape)

Race Creation: Assign another 10 skill points and 6½ racial abilities.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-5/+0):** Fighting d4 and Notice d8.
- **Agile (+4):** +2 die steps to Agility.
- **Fast (+1):** Pace 8.
- **Kicks (+1):** Str.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Fast Runner (+½):** d8 running die.
- **Docile (-4/+0):** +0 for shapechanging. -4 for companions, familiars and summoned minions; this animal won't attack, and automatically flees if Shaken.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

BATTLE EMU (+6½ race/+9 shape)

Race Creation: Remove 4½ racial abilities.

Beast Shape (Seasoned): 4-6 PP, or 2-4 PP for dedicated form.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-4½/+0):** Fighting d6 and Notice d8.
- **Agile (+8):** +4 die steps to Agility.
- **Spirited (+2/+0):** +1 die step to Spirit (not when shapechanging).
- **Strong (+2):** +1 die step to Strength.
- **Tough (+2):** +1 die step to Vigor.
- **Fast (+1):** Pace 8.

- **Feathers (+1):** +1 armour.
- **Kicks (+1):** Str+d4.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Keen Eyes (+½):** +1 to sight-based Notice rolls.
- **Fast Runner (+½):** d8 running die.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

GIANT FALCON (+11½ race/+13 shape)

Race Creation: Remove 9½ racial abilities.

Beast Shape (Veteran): 6-8 PP, or 3-5 PP for dedicated form.

Nature's Ally (Seasoned): 4 PP for the first, +2 PP for each additional animal.

Abilities:

- **Skills (-1½/+0):** Fighting d6, Tracking d10 and Notice d8.
- **Agile (+4):** +2 die steps to Agility.
- **Strong (+4):** +2 die steps to Strength.
- **Slow (-2):** Pace 2.
- **Feathers (+1):** +1 armour.
- **Talons/Bite (+1):** Str+d6.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+1):** +1 to Notice rolls.
- **Flight (+7):** Flying Pace of 16" and Climb 0.
- **Size +2 (+3):** Nine feet tall; Toughness +2.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

GOOSE (+1½ race/+6 shape)

Race Creation: Assign another 1 skill point.

Beast Shape (Seasoned): 3-5 PP, or 1-3 PP for dedicated form.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-4½/+0):** Swimming d6 and Notice d8.
- **Agile (+2):** +1 die step to Agility.
- **Weak (-2):** -1 die step to Strength. If this would take Strength below d4, instead suffer -1 to all Strength rolls (including damage) and halve carrying capacity.
- **Slow (-2):** Pace 2.
- **Bite (+1):** Str.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Flight (+5):** Flying Pace of 12" and Climb 0.
- **Natural Swimmer (+1):** Swimming Pace of 5", and +2 to resist drowning.
- **Size -2 (-4):** Five feet long; Toughness -2;

Natural weapons reduced to Str damage.

- **Small (+12):** +2 to attack medium-sized foes, they receive -2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

HAWK (+4½ race/+8 shape)

Race Creation: Remove 2½ racial abilities.

Beast Shape (Seasoned): 4-6 PP, or 2-4 PP for dedicated form.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-5½/+0):** Notice d8.
- **Agile (+4):** +2 die steps to Agility.
- **Spirited (+2/+0):** +1 die step to Spirit (not when shapechanging).
- **Weak (-2):** -1 die step to Strength. If this would take Strength below d4, instead suffer -1 to all Strength rolls (including damage) and halve carrying capacity.
- **Slow (-2):** Pace 2.
- **Talons (+1):** Str.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Keen Eyes (+1):** +2 to sight-based Notice rolls.
- **Flight (+5):** Flying Pace of 12" and Climb 0.
- **Size -2 (-4):** Toughness -2; Natural weapons reduced to Str damage.
- **Small (+12):** +2 to attack medium-sized foes, they receive -2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

OSTRICH (-2½ race/+5 shape)

Race Creation: Assign another 7 skill points and 1 racial ability.

Beast Shape (Novice): 2-4 PP, or 1-3 PP for dedicated form.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-3½/+0):** Fighting d4, Notice d8 and Stealth d8.
- **Agile (+4):** +2 die steps to Agility.
- **Strong (+2):** +1 die step to Strength.
- **Fast (+2):** Pace 10.
- **Kicks (+1):** Str.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Docile (-4/+0):** +0 for shapechanging. -4 for companions, familiars and summoned minions; this animal won't attack, and automatically flees if Shaken.

- **Size +2 (+3):** Nine feet tall; Toughness +2.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

BATTLE-TRAINED OSTRICH (+19½ race/+18½ shape)

Race Creation: Remove 17½ racial abilities.

Beast Shape (Legendary): 9-11 PP, or 4-6 PP for dedicated form.

Nature's Ally (Heroic): 6 PP for the first, +4 PP for each additional animal.

Abilities:

- **Skills (-3/+0):** Fighting d6, Notice d8 and Stealth d8.
- **Agile (+8):** +4 die steps to Agility.
- **Spirited (+4/+0):** +2 die steps to Spirit (not when shapechanging).
- **Strong (+6):** +3 die steps to Strength.
- **Tough (+4):** +2 die steps to Vigor.
- **Fast (+2):** Pace 10.
- **Feathers (+1):** +1 armour.
- **Kicks (+1):** Str+d4.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Keen Eyes (+½):** +1 to sight-based Notice rolls.
- **Size +2 (+3):** Nine feet tall; Toughness +2.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

OWL (+7½ race/+9½ shape)

Race Creation: Remove 5½ racial abilities.

Beast Shape (Seasoned): 4-6 PP, or 2-4 PP for dedicated form.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-4/+0):** Notice d8 and Stealth d8.
- **Agile (+4):** +2 die steps to Agility.
- **Spirited (+2/+0):** +1 die step to Spirit (not when shapechanging).
- **Weak (-2):** -1 die step to Strength. If this would take Strength below d4, instead suffer -1 to all Strength rolls (including damage) and halve carrying capacity.
- **Slow (-2):** Pace 2.
- **Talons (+1):** Str.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Keen Eyes (+½):** +1 to sight-based Notice rolls.
- **Very Stealthy (+2):** +2 to Stealth rolls.
- **Flight (+5):** Flying Pace of 12" and Climb 0.
- **Size -2 (-4):** Toughness -2; Natural weapons reduced to Str damage.

- **Small (+12):** +2 to attack medium-sized foes, they receive -2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

GREAT HORNED OWL (-4 race/-2½ shape)

Race Creation: Assign another 7 skill points and 2½ racial abilities.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-3½/+0):** Fighting d4, Notice d8 and Stealth d8.
- **Agile (+2):** +1 die step to Agility.
- **Spirited (+2/+0):** +1 die step to Spirit (not when shapechanging).
- **Weak (-2):** -1 die step to Strength. If this would take Strength below d4, instead suffer -1 to all Strength rolls (including damage) and halve carrying capacity.
- **Slow (-2):** Pace 2.
- **Feathers (+1):** +1 armour.
- **Talons (+1):** Str+d4.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Keen Eyes (+½):** +1 to sight-based Notice rolls.
- **Stealthy (+1):** +1 to Stealth rolls.
- **Flight (+5):** Flying Pace of 12" and Climb 0.
- **Size -1 (-2):** Toughness -1; Natural weapons reduced to Str+d4 damage.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

PARROT (-3 race/+1½ shape)

Race Creation: Assign another 10 skill points.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-6½/+0):** Notice d6.
- **Agile (+2):** +1 die step to Agility.
- **Spirited (+2/+0):** +1 die step to Spirit (not when shapechanging).
- **Weak (-2):** -1 die step to Strength. If this would take Strength below d4, instead suffer -1 to all Strength rolls (including damage) and halve carrying capacity.
- **Frail (-2):** -1 die step to Vigor. If this would take Vigor below d4, instead suffer -1 to all Vigor rolls and reduce Toughness by 1 (this can take Toughness below 1).

- **Slow (-2):** Pace 2.
- **Bite (+1):** Str.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Flight (+3):** Flying Pace of 8" and Climb 0.
- **Size -3 (-5½):** Two feet tall; Toughness -2; Natural weapons reduced to Str damage.
- **Small (+12):** +2 to attack medium-sized foes, they receive -2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **Naked (-2):** Cannot wear armour or clothing.

EMPEROR PENGUIN (-5½ race/-2 shape)

Race Creation: Assign another 7 skill points and 4 racial abilities.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-3½/+0):** Fighting d4, Swimming d10 and Notice d6.
- **Agile (+2):** +1 die step to Agility.
- **Tough (+2):** +1 die step to Vigor.
- **Slow (-2½):** Pace 1.
- **Feathers (+1):** +1 armour.
- **Bite (+1):** Str+d6.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Natural Swimmer (+1):** Swimming Pace of 7", and +2 to resist drowning.
- **Hold Breath (+½):** For Vigor x 10 minutes.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

ROCKHOPPER PENGUIN (-3 race/+1 shape)

Race Creation: Assign another 8 skill points and 1 racial ability.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-4/+0):** Swimming d10 and Notice d6.
- **Agile (+2):** +1 die step to Agility.
- **Weak (-2):** -1 die step to Strength. If this would take Strength below d4, instead suffer -1 to all Strength rolls (including damage) and halve carrying capacity.
- **Slow (-2½):** Pace 1.
- **Bite (+1):** Str.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Natural Swimmer (+1):** Swimming Pace of 7", and +2 to resist drowning.
- **Hold Breath (+½):** For Vigor x 10 minutes.
- **Size -2 (-4):** Toughness -2; Natural weapons reduced to Str damage.

- **Small (+12):** +2 to attack medium-sized foes, they receive -2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

PIGEON (-5 race/-½ shape)

Race Creation: Assign another 13 skill points and ½ racial ability.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-6½/+0):** Notice d6.
- **Agile (+2):** +1 die step to Agility.
- **Spirited (+2/+0):** +1 die step to Spirit (not when shapechanging).
- **Weak (-2):** -1 die step to Strength. If this would take Strength below d4, instead suffer -1 to all Strength rolls (including damage) and halve carrying capacity.
- **Frail (-2):** -1 die step to Vigor. If this would take Vigor below d4, instead suffer -1 to all Vigor rolls and reduce Toughness by 1 (this can take Toughness below 1).
- **Slow (-2):** Pace 2.
- **Bite (+1):** Str.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Flight (+3):** Flying Pace of 8" and Climb 0.
- **Size -3 (-5½):** Three feet long; Toughness -2; Natural weapons reduced to Str damage.
- **Small (+12):** +2 to attack medium-sized foes, they receive -2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

PUFFIN (-2½ race/+½ shape)

Race Creation: Assign another 9 skill points.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-5/+0):** Swimming d8 and Notice d6.
- **Agile (+2):** +1 die step to Agility.
- **Spirited (+2/+0):** +1 die step to Spirit (not when shapechanging).
- **Weak (-2):** -1 die step to Strength. If this would take Strength below d4, instead suffer -1 to all Strength rolls (including damage) and halve carrying capacity.
- **Frail (-2):** -1 die step to Vigor. If this would take Vigor below d4, instead suffer -1 to all Vigor rolls and reduce Toughness by 1 (this can take Toughness below 1).

- **Slow (-2):** Pace 2.
- **Bite (+1):** Str.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Flight (+3):** Flying Pace of 8" and Climb 0.
- **Natural Swimmer (+1):** Swimming Pace of 6", and +2 to resist drowning.
- **Size -3 (-5½):** Toughness -3; Natural weapons reduced to Str damage.
- **Small (+12):** +2 to attack medium-sized foes, they receive -2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

RAVEN (-1½ race/+3 shape)

Race Creation: Assign another 7 skill points.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-6½/+0):** Notice d6.
- **Agile (+2):** +1 die step to Agility.
- **Spirited (+2/+0):** +1 die step to Spirit (not when shapechanging).
- **Weak (-2):** -1 die step to Strength. If this would take Strength below d4, instead suffer -1 to all Strength rolls (including damage) and halve carrying capacity.
- **Frail (-2):** -1 die step to Vigor. If this would take Vigor below d4, instead suffer -1 to all Vigor rolls and reduce Toughness by 1 (this can take Toughness below 1).
- **Slow (-2):** Pace 2.
- **Bite (+1):** Str.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Flight (+3):** Flying Pace of 8" and Climb 0.
- **Size -2 (-4):** Toughness -2; Natural weapons reduced to Str damage.
- **Small (+12):** +2 to attack medium-sized foes, they receive -2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **Naked (-2):** Cannot wear armour or clothing.

UNKINDNESS OF RAVENS (+16½ race/+14 shape)

Race Creation: Remove 14½ racial abilities.

Beast Shape (Heroic): 7-9 PP, or 3-5 PP for dedicated form.

Nature's Ally (Heroic): 6 PP for the first, +4 PP for each additional animal.

Abilities:

- **Skills (-1½/+0):** Tracking d10 and Notice d8.
- **Agile (+2):** +1 die step to Agility.
- **Stupid (-2/+0):** -1 die step to Smarts (not

when shapechanging).

- **Spirited (+6/+0):** +3 die steps to Spirit (not when shapechanging).
- **Strong (+2):** +1 die step to Strength.
- **Slow (-2):** Pace 2.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+1):** +1 to Notice rolls.
- **Swarm (+12):** +2 Parry, immune to most weapons, automatically inflicts 2d6 damage to everyone within a MBT.
- **Flight (+3):** Flying Pace of 8" and Climb 0.
- **No Hands (-4):** Can't use weapons or tools.
- **Naked (-2):** Cannot wear armour or clothing.

ROC (+21 race/+24 shape)

Race Creation: Remove 19 racial abilities.

Beast Shape (Legendary+1): 12-14 PP, or 6-8 PP for dedicated form.

Nature's Ally (Legendary): 7 PP for the first, +5 PP for each additional animal.

Abilities:

- **Skills (-3/+0):** Fighting d10 and Notice d8.
- **Agile (+2):** +1 die step to Agility.
- **Strong (+12):** +6 die steps to Strength.
- **Tough (+4):** +2 die steps to Vigor.
- **Edge (+4):** Improved Level Headed.
- **Edge (+2):** Strong Willed.
- **Edge (+2):** Trademark Weapon (talons).
- **Slow (-1):** Pace 4.
- **Feathers (+3):** +3 armour.
- **Talons/Bite (+1):** Str+d8; Grab.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Keen Eyes (+1):** +2 to sight-based Notice rolls.
- **Grab (+2):** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Flight (+7):** Flying Pace of 16" and Climb 0.
- **Size +10 (+16):** Thirty feet long; Toughness +10; Natural weapons increased to Str+d10 damage.
- **Huge (-24):** -4 to attack medium-sized foes, they receive +4 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

SNAIL KITE (+4½ race/+8 shape)

Race Creation: Remove 2½ racial abilities.

Beast Shape (Seasoned): 4-6 PP, or 2-4 PP for dedicated form.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-5½/+0):** Notice d8.
- **Agile (+4):** +2 die steps to Agility.
- **Spirited (+2/+0):** +1 die step to Spirit (not when shapechanging).
- **Weak (-2):** -1 die step to Strength. If this would take Strength below d4, instead suffer -1 to all Strength rolls (including damage) and halve carrying capacity.
- **Slow (-2):** Pace 2.
- **Talons (+1):** Str.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Keen Eyes (+1):** +2 to sight-based Notice rolls.
- **Flight (+5):** Flying Pace of 12" and Climb 0.
- **Size -2 (-4):** Toughness -2; Natural weapons reduced to Str damage.
- **Small (+12):** +2 to attack medium-sized foes, they receive -2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

SWAN (-2 race/+2 shape)

Race Creation: Assign another 8 skill points.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-4/+0):** Fighting d4, Swimming d6 and Notice d8.
- **Agile (+2):** +1 die step to Agility.
- **Slow (-2):** Pace 2.
- **Bite/Wings (+1):** Str+d4.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Flight (+9):** Flying Pace of 20" and Climb 0.
- **Natural Swimmer (+1):** Swimming Pace of 5", and +2 to resist drowning.
- **Size -1 (-2):** Five feet long; Toughness -1; Natural weapons reduced to Str+d4 damage.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

TERROR BIRD (+10½ race/+15 shape)

Race Creation: Remove 8½ racial abilities.

Beast Shape (Heroic): 7-9 PP, or 3-5 PP for dedicated form.

Nature's Ally (Seasoned): 4 PP for the first, +2 PP for each additional animal.

Abilities:

- **Skills (-4½/+0):** Fighting d6 and Notice d8.
- **Agile (+4):** +2 die steps to Agility.
- **Strong (+6):** +3 die steps to Strength.
- **Tough (+4):** +2 die steps to Vigor.
- **Fast (+2):** Pace 10.

- **Feathers (+1):** +1 armour.
- **Bite/Talons (+1):** Str+d6.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Keen Eyes (+½):** +1 to sight-based Notice rolls.
- **Fast Runner (+½):** d8 running die.
- **Size +2 (+3):** Toughness +2.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

THRUSH (-5 race/-½ shape)

Race Creation: Assign another 13 skill points and ½ racial ability.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-6½/+0):** Notice d6.
- **Agile (+2):** +1 die step to Agility.
- **Spirited (+2/+0):** +1 die step to Spirit (not when shapechanging).
- **Weak (-2):** -1 die step to Strength. If this would take Strength below d4, instead suffer -1 to all Strength rolls (including damage) and halve carrying capacity.
- **Frail (-2):** -1 die step to Vigor. If this would take Vigor below d4, instead suffer -1 to all Vigor rolls and reduce Toughness by 1 (this can take Toughness below 1).
- **Slow (-2):** Pace 2.
- **Bite (+1):** Str.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Flight (+3):** Flying Pace of 8" and Climb 0.
- **Size -3 (-5½):** Toughness -3; Natural weapons reduced to Str damage.
- **Small (+12):** +2 to attack medium-sized foes, they receive -2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

TOUCAN (-3½ race/+1 shape)

Race Creation: Assign another 11 skill points.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-6½/+0):** Notice d6.
- **Agile (+2):** +1 die step to Agility.
- **Spirited (+2/+0):** +1 die step to Spirit (not when shapechanging).
- **Weak (-2):** -1 die step to Strength. If this would take Strength below d4, instead suffer -1 to all Strength rolls (including damage) and

halve carrying capacity.

- **Frail (-2):** -1 die step to Vigor. If this would take Vigor below d4, instead suffer -1 to all Vigor rolls and reduce Toughness by 1 (this can take Toughness below 1).
- **Slow (-2):** Pace 2.
- **Bite (+1):** Str.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Flight (+3):** Flying Pace of 8" and Climb 0.
- **Size -2 (-4):** Toughness -2; Natural weapons reduced to Str damage.
- **Small (+12):** +2 to attack medium-sized foes, they receive -2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

VULTURE (-5 race/-2 shape)

Race Creation: Assign another 6 skill points and 4 racial abilities.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-3/+0):** Fighting d4, Tracking d8 and Notice d8.
- **Tough (+2):** +1 die step to Vigor.
- **Slow (-2):** Pace 2.
- **Bite (+1):** Str+d4.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Flight (+4):** Flying Pace of 10" and Climb 0.
- **Hardy (+1):** A second Shaken result doesn't become a wound.
- **Size -1 (-2):** Toughness -1; Natural weapons reduced to Str+d4 damage.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

GEIER (+18 race/+20½ shape)

Race Creation: Remove 16 racial abilities.

Beast Shape (Legendary): 10-12 PP, or 5-7 PP for dedicated form.

Nature's Ally (Heroic): 6 PP for the first, +4 PP for each additional animal.

Abilities:

- **Skills (-2½/+0):** Fighting d6, Tracking d8 and Notice d8.
- **Agile (+2):** +1 die step to Agility.
- **Strong (+8):** +4 die steps to Strength.
- **Tough (+8):** +4 die steps to Vigor.
- **Edge (+2):** Alertness.
- **Slow (-1½):** Pace 3.
- **Feathers (+1):** +1 armour.

- **Bite (+1):** Str+d6.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Flight (+3):** Flying Pace of 8" and Climb 0.
- **Size +2 (+3):** Toughness +2.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

GIANT VULTURE (+29 race/+28 shape)

Race Creation: Remove 27 racial abilities.

Beast Shape (Legendary+2): 14-16 PP, or 7-9 PP for dedicated form.

Nature's Ally (Legendary+2): 9 PP for the first, +7 PP for each additional animal.

Abilities:

- **Skills (-1/+0):** Fighting d8, Tracking d10 and Notice d8.
- **Agile (+2):** +1 die step to Agility.
- **Spirited (+2/+0):** +1 die step to Spirit (not when shapechanging).
- **Strong (+10):** +5 die steps to Strength.
- **Tough (+6):** +3 die steps to Vigor.
- **Edge (+2):** Trademark Weapon (bite).
- **Slow (-2):** Pace 2.
- **Feathers (+2):** +2 armour.
- **Bite (+1):** Str+d6; Disease.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+1):** +1 to Notice rolls.
- **Flight (+4):** Flying Pace of 10" and Climb 0.
- **Hardy (+1):** A second Shaken result doesn't become a wound.
- **Disease (+½):** Make a Vigor roll or become afflicted.
- **Endurance (+2)** +2 to Soak rolls.
- **Size +3 (+4½):** Thirteen feet tall; Toughness +3.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

CAT

CAT (+½ race/+3 shape)

Race Creation: Assign another 3 skill points.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-2½/+0):** Climbing d6, Tracking d6, Notice d6 and Stealth d8.
- **Agile (+2):** +1 die step to Agility.
- **Weak (-2):** -1 die step to Strength. If this

would take Strength below d4, instead suffer -1 to all Strength rolls (including damage) and halve carrying capacity.

• **Frail (-2):** -1 die step to Vigor. If this would take Vigor below d4, instead suffer -1 to all Vigor rolls and reduce Toughness by 1 (this can take Toughness below 1).

• **Claws/Bite (+1):** Str.

• **Low Light Vision (+1):** Dim/dark lighting.

• **Scent (+1):** Navigate by scent (range 6").

• **Very Stealthy (+2):** +2 to Stealth rolls.

• **Size -2 (-4):** Toughness -2; Natural weapons reduced to Str damage.

• **Small (+12):** +2 to attack medium-sized foes, they receive -2 to their attacks.

• **No Hands (-4):** Can't use weapons or tools.

• **No Speech (-2):** Not capable of speaking.

• **Naked (-2):** Cannot wear armour or clothing.

CHEETAH (+12 race/+14½ shape)

Race Creation: Remove 10 racial abilities.

Beast Shape (Heroic): 7-9 PP, or 3-5 PP for dedicated form.

Nature's Ally (Veteran): 5 PP for the first, +3 PP for each additional animal.

Abilities:

• **Skills (-2½/+0):** Fighting d8, Tracking d6, Notice d6 and Stealth d8.

• **Agile (+6):** +3 die steps to Agility.

• **Strong (+4):** +2 die steps to Strength.

• **Tough (+2):** +1 die step to Vigor.

• **Edge (+2):** Level Headed.

• **Fast (+2):** Pace 10.

• **Bite/Claws (+1):** Str+d6; Go for the Throat.

• **Low Light Vision (+1):** Dim/dark lighting.

• **Scent (+1):** Navigate by scent (range 6").

• **Sprint (+1½):** d12 running die.

• **Go for the Throat (+2):** Target least armoured location on a raise.

• **No Hands (-4):** Can't use weapons or tools.

• **No Speech (-2):** Not capable of speaking.

• **Naked (-2):** Cannot wear armour or clothing.

JAGUAR (+23 race/+18 shape)

Race Creation: Remove 21 racial abilities.

Beast Shape (Legendary): 9-11 PP, or 4-6 PP for dedicated form.

Nature's Ally (Legendary): 7 PP for the first, +5 PP for each additional animal.

Abilities:

• **Skills (+5/+0):** Fighting d8, Climbing d12, Tracking d8, Swimming d12, Notice d8 and Stealth d8.

• **Agile (+4):** +2 die steps to Agility.

• **Strong (+6):** +3 die steps to Strength.

• **Tough (+2):** +1 die step to Vigor.

• **Edge (+2):** Trademark Weapon (bite).

• **Fast (+1):** Pace 8.

• **Thick Fur (+1):** +1 armour.

• **Claw/Bite (+1):** Str+d8; Grab.

• **Low Light Vision (+1):** Dim/dark lighting.

• **Scent (+1):** Navigate by scent (range 6").

• **Stealthy (+1):** +1 to Stealth rolls.

• **Grab (+2):** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Pounce (+2):** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• **Wall Walker (+1):** Climbing Pace 4".

• **Natural Swimmer (+1):** Swimming Pace of 6", and +2 to resist drowning.

• **No Hands (-4):** Can't use weapons or tools.

• **No Speech (-2):** Not capable of speaking.

• **Naked (-2):** Cannot wear armour or clothing.

LEOPARD (+13½ race/+14 shape)

Race Creation: Remove 11½ racial abilities.

Beast Shape (Heroic): 7-9 PP, or 3-5 PP for dedicated form.

Nature's Ally (Veteran): 5 PP for the first, +3 PP for each additional animal.

Abilities:

• **Skills (-½/+0):** Fighting d8, Climbing d10, Tracking d6, Notice d6 and Stealth d8.

• **Agile (+6):** +3 die steps to Agility.

• **Strong (+4):** +2 die steps to Strength.

• **Tough (+2):** +1 die step to Vigor.

• **Fast (+1):** Pace 8.

• **Bite/Claws (+1):** Str+d6; Grab.

• **Low Light Vision (+1):** Dim/dark lighting.

• **Scent (+1):** Navigate by scent (range 6").

• **Stealthy (+1):** +1 to Stealth rolls.

• **Grab (+2):** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

• **Pounce (+2):** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

• **Wall Walker (+1):** Climbing Pace 4".

• **No Hands (-4):** Can't use weapons or tools.

• **No Speech (-2):** Not capable of speaking.

• **Naked (-2):** Cannot wear armour or clothing.

CLOUDED LEOPARD (+11 race/+10 shape)

Race Creation: Remove 9 racial abilities.

Beast Shape (Veteran): 5-7 PP, or 2-4 PP for dedicated form.

Nature's Ally (Seasoned): 4 PP for the first,

+2 PP for each additional animal.

Abilities:

- **Skills (+1/+0):** Fighting d8, Climbing d12, Tracking d6, Notice d6 and Stealth d8.
- **Agile (+6):** +3 die steps to Agility.
- **Strong (+2):** +1 die step to Strength.
- **Tough (+2):** +1 die step to Vigor.
- **Fast (+1):** Pace 8.
- **Bite/Claws (+1):** Str+d4; Grab.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Stealthy (+1):** +1 to Stealth rolls.
- **Grab (+2):** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Pounce (+2):** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.
- **Wall Walker (+1):** Climbing Pace 6".
- **Size -1 (-2):** Three feet long; Toughness -1; Natural weapons reduced to Str+d4 damage.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

SNOW LEOPARD (+16 race/+13 shape)

Race Creation: Remove 14 racial abilities.

Beast Shape (Veteran): 6-8 PP, or 3-5 PP for dedicated form.

Nature's Ally (Heroic): 6 PP for the first, +4 PP for each additional animal.

Abilities:

- **Skills (+3/+0):** Fighting d8, Climbing d10, Tracking d10, Notice d8 and Stealth d8.
- **Agile (+6):** +3 die steps to Agility.
- **Strong (+2):** +1 die step to Strength.
- **Tough (+2):** +1 die step to Vigor.
- **Fast (+1):** Pace 8.
- **Claw/Bite (+1):** Str+d6.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+1):** +1 to Notice rolls.
- **Stealthy (+1):** +1 to Stealth rolls.
- **Pounce (+2):** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.
- **Wall Walker (+1):** Climbing Pace 4".
- **Endurance (+2)** +2 to Soak rolls.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

LION (+19½ race/+20½ shape)

Race Creation: Remove 17½ racial abilities.

Beast Shape (Legendary): 10-12 PP, or 5-7

PP for dedicated form.

Nature's Ally (Heroic): 6 PP for the first, +4 PP for each additional animal.

Abilities:

- **Skills (-1/+0):** Fighting d6, Tracking d8, Notice d8 and Stealth d8.
- **Agile (+4):** +2 die steps to Agility.
- **Strong (+8):** +4 die steps to Strength.
- **Tough (+2):** +1 die step to Vigor.
- **Edge (+2):** Level Headed.
- **Fast (+1):** Pace 8.
- **Skin (+1):** +1 armour.
- **Bite/Claws (+1):** Str+d6; Grab.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Fast Runner (+½):** d8 running die.
- **Grab (+2):** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Pounce (+2):** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.
- **Size +2 (+3):** Eight feet long; Toughness +2.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

CAVE LION (+20 race/+19½ shape)

Race Creation: Remove 18 racial abilities.

Beast Shape (Legendary): 9-11 PP, or 4-6 PP for dedicated form.

Nature's Ally (Legendary): 7 PP for the first, +5 PP for each additional animal.

Abilities:

- **Skills (+½/+0):** Fighting d8, Tracking d10, Notice d8 and Stealth d8.
- **Agile (+4):** +2 die steps to Agility.
- **Strong (+12):** +6 die steps to Strength.
- **Tough (+4):** +2 die steps to Vigor.
- **Edge (+2):** Trademark Weapon (claw).
- **Fast (+1):** Pace 8.
- **Thick Fur (+2):** +2 armour.
- **Claws/Bite (+1):** Str+d8; Grab.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+1):** +1 to Notice rolls.
- **Grab (+2):** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Pounce (+2):** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.
- **Size +4 (+6½):** Ten feet long; Toughness +4; Natural weapons increased to Str+d8 damage.
- **Large (-12):** -2 to attack medium-sized foes,

they receive +2 to their attacks.

- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

DIRE LION (+19½ race/+19 shape)

Race Creation: Remove 17½ racial abilities.

Beast Shape (Legendary): 9-11 PP, or 4-6 PP for dedicated form.

Nature's Ally (Heroic): 6 PP for the first, +4 PP for each additional animal.

Abilities:

- **Skills (+½/+0):** Fighting d8, Tracking d10, Notice d8 and Stealth d8.
- **Agile (+2):** +1 die step to Agility.
- **Strong (+12):** +6 die steps to Strength.
- **Tough (+4):** +2 die steps to Vigor.
- **Edge (+2):** Level Headed.
- **Edge (+2):** Trademark Weapon (claw).
- **Fast (+1):** Pace 8.
- **Thick Fur (+1):** +1 armour.
- **Bite/Claws (+1):** Str+d8; Grab.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+1):** +1 to Notice rolls.
- **Fast Runner (+½):** d8 running die.
- **Grab (+2):** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Pounce (+2):** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.
- **Size +4 (+6½):** Fifteen feet long; Toughness +4; Natural weapons increased to Str+d8 damage.
- **Large (-12):** -2 to attack medium-sized foes, they receive +2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

LYNX (+7½ race/+6 shape)

Race Creation: Remove 5½ racial abilities.

Beast Shape (Seasoned): 3-5 PP, or 1-3 PP for dedicated form.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (+1½/+0):** Fighting d6, Climbing d10, Tracking d8, Notice d8 and Stealth d8.
- **Agile (+2):** +1 die step to Agility.
- **Strong (+2):** +1 die step to Strength.
- **Tough (+2):** +1 die step to Vigor.
- **Fast (+1):** Pace 8.
- **Claw/Bite (+1):** Str+d4; Grab.

- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Stealthy (+1):** +1 to Stealth rolls.
- **Grab (+2):** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Pounce (+2):** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.
- **Wall Walker (+1):** Climbing Pace 4".
- **Size -1 (-2):** Three feet long; Toughness -1; Natural weapons reduced to Str+d4 damage.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

MARGAY (+11½ race/+7 shape)

Race Creation: Remove 9½ racial abilities.

Beast Shape (Seasoned): 3-5 PP, or 1-3 PP for dedicated form.

Nature's Ally (Seasoned): 4 PP for the first, +2 PP for each additional animal.

Abilities:

- **Skills (+4½/+0):** Fighting d8, Climbing d12, Tracking d10, Notice d8 and Stealth d8.
- **Agile (+4):** +2 die steps to Agility.
- **Tough (+2):** +1 die step to Vigor.
- **Fast (+1):** Pace 8.
- **Bite/Claws (+1):** Str+d4; Grab.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+1):** +1 to Notice rolls.
- **Stealthy (+1):** +1 to Stealth rolls.
- **Grab (+2):** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Pounce (+2):** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.
- **Wall Walker (+1):** Climbing Pace 6".
- **Size -1 (-2):** Two feet long; Toughness -1; Natural weapons reduced to Str+d4 damage.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

PANTHER (+17 race/+15 shape)

Race Creation: Remove 15 racial abilities.

Beast Shape (Heroic): 7-9 PP, or 3-5 PP for dedicated form.

Nature's Ally (Heroic): 6 PP for the first, +4 PP for each additional animal.

Abilities:

- **Skills (+2/+0):** Fighting d8, Climbing d8, Tracking d10, Notice d8 and Stealth d8.

- **Agile (+6):** +3 die steps to Agility.
- **Strong (+4):** +2 die steps to Strength.
- **Tough (+2):** +1 die step to Vigor.
- **Fast (+2):** Pace 10.
- **Rusty Brown Fur (+1):** +1 armour.
- **Bite/Claws (+1):** Str+d6; Grab.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+1):** +1 to Notice rolls.
- **Grab (+2):** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Pounce (+2):** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

TIGER (+27½ race/+25½ shape)

Race Creation: Remove 25½ racial abilities.

Beast Shape (Legendary+1): 12-14 PP, or 6-8 PP for dedicated form.

Nature's Ally (Legendary+1): 8 PP for the first, +6 PP for each additional animal.

Abilities:

- **Skills (+2/+0):** Fighting d8, Tracking d8, Swimming d10, Notice d8 and Stealth d8.
- **Agile (+2):** +1 die step to Agility.
- **Strong (+10):** +5 die steps to Strength.
- **Tough (+4):** +2 die steps to Vigor.
- **Edge (+2):** Level Headed.
- **Edge (+2):** Trademark Weapon (claw).
- **Fast (+1):** Pace 8.
- **Reddish-orange Fur (+1):** +1 armour.
- **Claws/Bite (+1):** Str+d6; Grab.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Grab (+2):** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Pounce (+2):** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.
- **Size +3 (+4½):** Three feet tall; Toughness +3.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

DIRE TIGER (+24 race/+20 shape)

Race Creation: Remove 22 racial abilities.

Beast Shape (Legendary): 10-12 PP, or 5-7 PP for dedicated form.

Nature's Ally (Legendary+1): 8 PP for the

first, +6 PP for each additional animal.

Abilities:

- **Skills (+4/+0):** Fighting d10, Tracking d10, Swimming d10, Notice d8 and Stealth d8.
- **Agile (+2):** +1 die step to Agility.
- **Strong (+12):** +6 die steps to Strength.
- **Tough (+4):** +2 die steps to Vigor.
- **Edge (+2):** Level Headed.
- **Fast (+1):** Pace 8.
- **Thick Fur (+2):** +2 armour.
- **Claws/Bite (+1):** Str+d8; Grab.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+1):** +1 to Notice rolls.
- **Very Stealthy (+2):** +2 to Stealth rolls.
- **Fast Runner (+½):** d8 running die.
- **Grab (+2):** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Pounce (+2):** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.
- **Size +4 (+6½):** Twelve feet long; Toughness +4; Natural weapons increased to Str+d8 damage.
- **Large (-12):** -2 to attack medium-sized foes, they receive +2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

SABER-TOOTHED TIGER (+18 race/+18 shape)

Race Creation: Remove 16 racial abilities.

Beast Shape (Legendary): 9-11 PP, or 4-6 PP for dedicated form.

Nature's Ally (Heroic): 6 PP for the first, +4 PP for each additional animal.

Abilities:

- **Skills (+0/+0):** Fighting d8, Swimming d10, Notice d8 and Stealth d8.
- **Agile (+2):** +1 die step to Agility.
- **Strong (+12):** +6 die steps to Strength.
- **Tough (+6):** +3 die steps to Vigor.
- **Fast (+1):** Pace 8.
- **Thick Fur (+1):** +1 armour.
- **Bite/Claws (+1):** Str+d8; Grab; Bleed.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Stealthy (+1):** +1 to Stealth rolls.
- **Fast Runner (+½):** d8 running die.
- **Grab (+2):** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Pounce (+2):** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-

adjacent foe.

- **Bleed (+2):** If you hit with a raise, and the victim is Shaken or wounded by the blow, they start Bleeding Out. They must make a Vigor roll each round, on a raise they stop bleeding, on a failure they become Shaken (this can cause a wound)
- **Size +4 (+6½):** Five feet long; Toughness +4; Natural weapons increased to Str+d8 damage.
- **Large (-12):** -2 to attack medium-sized foes, they receive +2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

DIRE SABER-TOOTHED TIGER (+35 race/+30½ shape)

Race Creation: Remove 33 racial abilities.

Beast Shape (Legendary+3): 15-17 PP, or 7-9 PP for dedicated form.

Nature's Ally (Legendary+3): 10 PP for the first, +8 PP for each additional animal.

Abilities:

- **Skills (+½/+0):** Fighting d8, Swimming d12, Notice d8 and Stealth d8.
- **Agile (+4):** +2 die steps to Agility.
- **Spirited (+4/+0):** +2 die steps to Spirit (not when shapechanging).
- **Strong (+14):** +7 die steps to Strength.
- **Tough (+12):** +6 die steps to Vigor.
- **Fast (+2):** Pace 10.
- **Thick Fur (+2):** +2 armour.
- **Bite/Claws (+1):** Str+d8; Grab; Bleed.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Keen Eyes (+½):** +1 to sight-based Notice rolls.
- **Stealthy (+1):** +1 to Stealth rolls.
- **Fast Runner (+½):** d8 running die.
- **Grab (+2):** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Pounce (+2):** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.
- **Bleed (+2):** If you hit with a raise, and the victim is Shaken or wounded by the blow, they start Bleeding Out. They must make a Vigor roll each round, on a raise they stop bleeding, on a failure they become Shaken (this can cause a wound)
- **Size +4 (+6½):** Toughness +4; Natural weapons increased to Str+d8 damage.
- **Large (-12):** -2 to attack medium-sized foes, they receive +2 to their attacks.

- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

CROCODILIAN

ALLIGATOR (+7 race/+10 shape)

Race Creation: Remove 5 racial abilities.

Beast Shape (Veteran): 5-7 PP, or 2-4 PP for dedicated form.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-1/+0):** Fighting d6, Swimming d6, Notice d8 and Stealth d8.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Strong (+6):** +3 die steps to Strength.
- **Tough (+4):** +2 die steps to Vigor.
- **Slow (-1):** Pace 4.
- **Thick Hide (+1):** +1 armour.
- **Bite/Tail Slap (+1):** Str+d6; Grab.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Sprint (+½):** d8 running die.
- **Rollover (+2):** Inflict Str+2d4 damage on a raise.
- **Grab (+2):** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Natural Swimmer (+1):** Swimming Pace of 6", and +2 to resist drowning.
- **Hold Breath (+½):** For Vigor x 10 minutes.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

DWARF CAIMAN (-7½ race/-5 shape)

Race Creation: Assign another 5 skill points and 7 racial abilities.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-2½/+0):** Fighting d4, Swimming d8, Notice d4 and Stealth d8.
- **Tough (+2):** +1 die step to Vigor.
- **Slow (-2):** Pace 2.
- **Thick Hide (+1):** +1 armour.
- **Bite (+1):** Str+d4.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Stealthy (+1):** +1 to Stealth rolls.
- **Natural Swimmer (+1):** Swimming Pace of 6", and +2 to resist drowning.
- **Size -1 (-2):** Toughness -1; Natural weapons reduced to Str+d4 damage.

- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

CROCODILE (+11 race/+13 shape)

Race Creation: Remove 9 racial abilities.

Beast Shape (Veteran): 6-8 PP, or 3-5 PP for dedicated form.

Nature's Ally (Seasoned): 4 PP for the first, +2 PP for each additional animal.

Abilities:

- **Skills (+0/+0):** Fighting d6, Swimming d10, Notice d8 and Stealth d6.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Strong (+6):** +3 die steps to Strength.
- **Tough (+4):** +2 die steps to Vigor.
- **Slow (-1):** Pace 4.
- **Thick Hide (+1):** +1 armour.
- **Bite/Tail Slap (+1):** Str+d6; Grab.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Sprint (+½):** d8 running die.
- **Rollover (+2):** Inflict Str+2d4 damage on a raise.
- **Grab (+2):** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Natural Swimmer (+1):** Swimming Pace of 6", and +2 to resist drowning.
- **Hold Breath (+½):** For Vigor x 10 minutes.
- **Size +2 (+3):** Fourteen feet long; Toughness +2.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

DIRE CROCODILE (+33 race/+32 shape)

Race Creation: Remove 31 racial abilities.

Beast Shape (Legendary+3): 16-18 PP, or 8-10 PP for dedicated form.

Nature's Ally (Legendary+3): 10 PP for the first, +8 PP for each additional animal.

Abilities:

- **Skills (+1/+0):** Fighting d8, Swimming d12 and Notice d8.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Spirited (+2/+0):** +1 die step to Spirit (not when shapechanging).
- **Strong (+18):** +9 die steps to Strength.
- **Tough (+12):** +6 die steps to Vigor.
- **Edge (+2):** Level Headed.
- **Edge (+2):** Strong Willed.
- **Slow (-1):** Pace 4.

- **Thick Hide (+4):** +4 armour.
- **Bite/Tail Slap (+1):** Str+d8; Grab.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Keen Eyes (+1):** +2 to sight-based Notice rolls.
- **Sprint (+½):** d8 running die.
- **Rollover (+2):** Inflict Str+2d4 damage on a raise.
- **Grab (+2):** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Swallow (+2):** Can swallow victims whole.
- **Natural Swimmer (+1):** Swimming Pace of 7", and +2 to resist drowning.
- **Hold Breath (+½):** For Vigor x 10 minutes.
- **Size +10 (+16):** Toughness +10; Natural weapons increased to Str+d10 damage.
- **Huge (-24):** -4 to attack medium-sized foes, they receive +4 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

MARINE CROCODILE (+11½ race/+14½ shape)

Race Creation: Remove 9½ racial abilities.

Beast Shape (Heroic): 7-9 PP, or 3-5 PP for dedicated form.

Nature's Ally (Seasoned): 4 PP for the first, +2 PP for each additional animal.

Abilities:

- **Skills (-1/+0):** Fighting d6, Swimming d10 and Notice d8.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Strong (+8):** +4 die steps to Strength.
- **Tough (+4):** +2 die steps to Vigor.
- **Edge (+2):** Level Headed.
- **Slow (-1½):** Pace 3.
- **Thick Hide (+1):** +1 armour.
- **Bite (+1):** Str+d6; Grab.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Keen Eyes (+½):** +1 to sight-based Notice rolls.
- **Grab (+2):** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Natural Swimmer (+1):** Swimming Pace of 8", and +2 to resist drowning.
- **Hold Breath (+½):** For Vigor x 10 minutes.
- **Size +2 (+3):** Toughness +2.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

SALTWATER CROCODILE (+17½ race/+19 shape)

Race Creation: Remove 15½ racial abilities.

Beast Shape (Legendary): 9-11 PP, or 4-6 PP for dedicated form.

Nature's Ally (Heroic): 6 PP for the first, +4 PP for each additional animal.

Abilities:

- **Skills (+½/+0):** Fighting d6, Swimming d12, Notice d8 and Stealth d4.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Strong (+10):** +5 die steps to Strength.
- **Tough (+8):** +4 die steps to Vigor.
- **Edge (+2):** Level Headed.
- **Slow (-1):** Pace 4.
- **Thick Hide (+3):** +3 armour.
- **Bite/Tail Slap (+1):** Str+d8; Grab.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Rollover (+2):** Inflict Str+2d4 damage on a raise.
- **Grab (+2):** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Natural Swimmer (+1):** Swimming Pace of 6", and +2 to resist drowning.
- **Hold Breath (+½):** For Vigor x 10 minutes.
- **Size +6 (+9½):** Toughness +6; Natural weapons increased to Str+d8 damage.
- **Large (-12):** -2 to attack medium-sized foes, they receive +2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

DEINOSUCHUS (+26½ race/+25½ shape)

Race Creation: Remove 24½ racial abilities.

Beast Shape (Legendary+1): 12-14 PP, or 6-8 PP for dedicated form.

Nature's Ally (Legendary+1): 8 PP for the first, +6 PP for each additional animal.

Abilities:

- **Skills (+1/+0):** Fighting d8, Swimming d12 and Notice d8.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Spirited (+2/+0):** +1 die step to Spirit (not when shapechanging).
- **Strong (+16):** +8 die steps to Strength.
- **Tough (+8):** +4 die steps to Vigor.
- **Edge (+4):** Improved Level Headed.
- **Edge (+2):** Strong Willed.
- **Edge (+2):** Trademark Weapon (bite).
- **Thick Hide (+3):** +3 armour.

- **Bite/Tail Slap (+1):** Str+d8; Constrict.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Keen Eyes (+1):** +2 to sight-based Notice rolls.
- **Constrict (+2):** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- **Natural Swimmer (+1):** Swimming Pace of 7", and +2 to resist drowning.
- **Hold Breath (+½):** For Vigor x 10 minutes.
- **Size +10 (+16):** Toughness +10; Natural weapons increased to Str+d10 damage.
- **Huge (-24):** -4 to attack medium-sized foes, they receive +4 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

DINOSAUR

ALLOSAURUS (+32 race/+29½ shape)

Race Creation: Remove 30 racial abilities.

Beast Shape (Legendary+2): 14-16 PP, or 7-9 PP for dedicated form.

Nature's Ally (Legendary+3): 10 PP for the first, +8 PP for each additional animal.

Abilities:

- **Skills (+½/+0):** Fighting d8, Tracking d12 and Notice d8.
- **Spirited (+2/+0):** +1 die step to Spirit (not when shapechanging).
- **Strong (+12):** +6 die steps to Strength.
- **Tough (+6):** +3 die steps to Vigor.
- **Edge (+2):** Alertness.
- **Edge (+2):** Level Headed.
- **Edge (+2):** Strong Willed.
- **Fast (+2):** Pace 10.
- **Thick Hide (+3):** +3 armour.
- **Bite/Claws (+1):** Str+d8; Grab.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+2):** +2 to Notice rolls.
- **Fast Runner (+½):** d8 running die.
- **Grab (+2):** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Pounce (+2):** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.
- **Size +7 (+11):** Thirty feet long; Toughness +7; Natural weapons increased to Str+d8 damage.
- **Large (-12):** -2 to attack medium-sized foes, they receive +2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.

- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

ANKYLOSAURUS (+20½ race/+20 shape)

Race Creation: Remove 18½ racial abilities.

Beast Shape (Legendary): 10-12 PP, or 5-7 PP for dedicated form.

Nature's Ally (Legendary): 7 PP for the first, +5 PP for each additional animal.

Abilities:

- **Skills (+½/+0):** Fighting d8, Tracking d12 and Notice d8.
- **Strong (+12):** +6 die steps to Strength.
- **Tough (+4):** +2 die steps to Vigor.
- **Edge (+2):** Trademark Weapon (tail).
- **Thick Hide (+3):** +3 armour.
- **Tail (+1):** Str+d8; Knockback.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+2):** +2 to Notice rolls.
- **Knockback (+2):** Opponent knocked back d8" on a raise, if they hit a solid object they suffer +d6 damage.
- **Hardy (+1):** A second Shaken result doesn't become a wound.
- **Size +7 (+11):** Thirty feet long; Toughness +7; Natural weapons increased to Str+d8 damage.
- **Large (-12):** -2 to attack medium-sized foes, they receive +2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

BRACHIOSAURUS (+28½ race/+27 shape)

Race Creation: Remove 26½ racial abilities.

Beast Shape (Legendary+2): 13-15 PP, or 6-8 PP for dedicated form.

Nature's Ally (Legendary+2): 9 PP for the first, +7 PP for each additional animal.

Abilities:

- **Skills (+1½/+0):** Fighting d10, Tracking d12 and Notice d8.
- **Strong (+18):** +9 die steps to Strength.
- **Tough (+8):** +4 die steps to Vigor.
- **Edge (+2):** Sweep.
- **Edge (+2):** Improved Sweep.
- **Edge (+2):** Strong Willed.
- **Edge (+2):** Trademark Weapon (tail).
- **Thick Hide (+3):** +3 armour.
- **Tail (+1):** Str+d8.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").

- **Keen Senses (+2):** +2 to Notice rolls.
- **Hardy (+1):** A second Shaken result doesn't become a wound.
- **Size +10 (+16):** Eighty feet long; Toughness +10; Natural weapons increased to Str+d10 damage.
- **Huge (-24):** -4 to attack medium-sized foes, they receive +4 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

BRONTOSAURUS (+21 race/+24 shape)

Race Creation: Remove 19 racial abilities.

Beast Shape (Legendary+1): 12-14 PP, or 6-8 PP for dedicated form.

Nature's Ally (Legendary): 7 PP for the first, +5 PP for each additional animal.

Abilities:

- **Skills (-1/+0):** Fighting d12 and Notice d8.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Strong (+16):** +8 die steps to Strength.
- **Tough (+12):** +6 die steps to Vigor.
- **Edge (+2):** Level Headed.
- **Edge (+2):** Trademark Weapon (stomp).
- **Slow (-1):** Pace 4.
- **Thick Hide (+3):** +3 armour.
- **Stomp/Tail (+1):** Str+d8.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Keen Eyes (+1):** +2 to sight-based Notice rolls.
- **Hardy (+1):** A second Shaken result doesn't become a wound.
- **Endurance (+2)** +2 to Soak rolls.
- **Size +10 (+16):** Toughness +10; Natural weapons increased to Str+d10 damage.
- **Huge (-24):** -4 to attack medium-sized foes, they receive +4 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

COMPSOGNATHUS (+10 race/+13 shape)

Race Creation: Remove 8 racial abilities.

Beast Shape (Veteran): 6-8 PP, or 3-5 PP for dedicated form.

Nature's Ally (Seasoned): 4 PP for the first, +2 PP for each additional animal.

Abilities:

- **Skills (-3/+0):** Tracking d6, Swimming d10 and Notice d6.
- **Agile (+2):** +1 die step to Agility.
- **Weak (-2):** -1 die step to Strength. If this

would take Strength below d4, instead suffer -1 to all Strength rolls (including damage) and halve carrying capacity.

- **Tough (+2):** +1 die step to Vigor.
- **Edge (+2):** Level Headed.
- **Fast (+1):** Pace 8.
- **Bite (+1):** Str; Poison.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Natural Swimmer (+1):** Swimming Pace of 5", and +2 to resist drowning.
- **Poison (+4):** Bite inflicts venomous poison if foe is Shaken or wounded.
- **Size -2 (-4):** Three feet long; Toughness -2; Natural weapons reduced to Str damage.
- **Small (+12):** +2 to attack medium-sized foes, they receive -2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

DEINONYCHUS (+18½ race/+17½ shape)

Race Creation: Remove 16½ racial abilities.

Beast Shape (Heroic): 8-10 PP, or 4-6 PP for dedicated form.

Nature's Ally (Heroic): 6 PP for the first, +4 PP for each additional animal.

Abilities:

- **Skills (+1/+0):** Fighting d6, Tracking d12, Notice d8 and Stealth d8.
- **Agile (+2):** +1 die step to Agility.
- **Strong (+2):** +1 die step to Strength.
- **Tough (+6):** +3 die steps to Vigor.
- **Edge (+2):** Level Headed.
- **Fast (+3):** Pace 12.
- **Thick Hide (+1):** +1 armour.
- **Talons/Bite (+1):** Str+d6.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+2):** +2 to Notice rolls.
- **Very Stealthy (+2):** +2 to Stealth rolls.
- **Fast Runner (+½):** d8 running die.
- **Pounce (+2):** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

DIMETRODON (+14½ race/+19 shape)

Race Creation: Remove 12½ racial abilities.

Beast Shape (Legendary): 9-11 PP, or 4-6 PP for dedicated form.

Nature's Ally (Veteran): 5 PP for the first, +3

PP for each additional animal.

Abilities:

- **Skills (-2½/+0):** Fighting d8, Tracking d6, Notice d6 and Stealth d4.
- **Agile (+2):** +1 die step to Agility.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Strong (+8):** +4 die steps to Strength.
- **Tough (+6):** +3 die steps to Vigor.
- **Edge (+2):** Level Headed.
- **Edge (+2):** Trademark Weapon (bite).
- **Thick Hide (+1):** +1 armour.
- **Bite (+1):** Str+d6.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Size +2 (+3):** Toughness +2.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

ELASMOSARUS (+34½ race/+31 shape)

Race Creation: Remove 32½ racial abilities.

Beast Shape (Legendary+3): 15-17 PP, or 7-9 PP for dedicated form.

Nature's Ally (Legendary+3): 10 PP for the first, +8 PP for each additional animal.

Abilities:

- **Skills (+3½/+0):** Fighting d8, Tracking d12, Swimming d12 and Notice d8.
- **Agile (+2):** +1 die step to Agility.
- **Strong (+12):** +6 die steps to Strength.
- **Tough (+8):** +4 die steps to Vigor.
- **Edge (+2):** Dodge.
- **Edge (+2):** Improved Dodge.
- **Edge (+2):** Extraction.
- **Edge (+2):** Strong Willed.
- **Slow (-1):** Pace 4.
- **Thick Hide (+2):** +2 armour.
- **Bite (+1):** Str+d8.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+2):** +2 to Notice rolls.
- **Natural Swimmer (+1):** Swimming Pace of 8", and +2 to resist drowning.
- **Hardy (+1):** A second Shaken result doesn't become a wound.
- **Endurance (+2)** +2 to Soak rolls.
- **Size +7 (+11):** Forty-five feet long; Toughness +7; Natural weapons increased to Str+d8 damage.
- **Large (-12):** -2 to attack medium-sized foes, they receive +2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.

- **Naked (-2):** Cannot wear armour or clothing.

IGUANODON (+19½ race/+19½ shape)

Race Creation: Remove 17½ racial abilities.

Beast Shape (Legendary): 9-11 PP, or 4-6 PP for dedicated form.

Nature's Ally (Heroic): 6 PP for the first, +4 PP for each additional animal.

Abilities:

- **Skills (+0/+0):** Fighting d8, Tracking d10, Notice d8 and Stealth d6.
- **Agile (+2):** +1 die step to Agility.
- **Strong (+12):** +6 die steps to Strength.
- **Tough (+6):** +3 die steps to Vigor.
- **Edge (+2):** Trademark Weapon (claw).
- **Thick Hide (+2):** +2 armour.
- **Claws (+1):** Str+d8.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+1):** +1 to Notice rolls.
- **Fast Runner (+½):** d8 running die.
- **Size +7 (+11):** Thirty feet long; Toughness +7; Natural weapons increased to Str+d8 damage.
- **Large (-12):** -2 to attack medium-sized foes, they receive +2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

KRONOSAURUS (+29½ race/+25 shape)

Race Creation: Remove 27½ racial abilities.

Beast Shape (Legendary+1): 12-14 PP, or 6-8 PP for dedicated form.

Nature's Ally (Legendary+2): 9 PP for the first, +7 PP for each additional animal.

Abilities:

- **Skills (+4½/+0):** Fighting d8, Tracking d12, Swimming d12 and Notice d8.
- **Strong (+16):** +8 die steps to Strength.
- **Tough (+10):** +5 die steps to Vigor.
- **Edge (+2):** Strong Willed.
- **Edge (+2):** Trademark Weapon (bite).
- **Slow (-3):** Pace 0.
- **Thick Hide (+4):** +4 armour.
- **Bite (+1):** Str+d8; Grab.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+2):** +2 to Notice rolls.
- **Grab (+2):** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Swallow (+2):** Can swallow victims whole.

- **Natural Swimmer (+1):** Swimming Pace of 9", and +2 to resist drowning.

• **Size +10 (+16):** Toughness +10; Natural weapons increased to Str+d10 damage.

• **Huge (-24):** -4 to attack medium-sized foes, they receive +4 to their attacks.

• **No Hands (-4):** Can't use weapons or tools.

• **No Speech (-2):** Not capable of speaking.

• **Naked (-2):** Cannot wear armour or clothing.

MEGARAPTOR (+44 race/+39 shape)

Race Creation: Remove 42 racial abilities.

Beast Shape (Legendary+5): 19-21 PP, or 9-11 PP for dedicated form.

Nature's Ally (Legendary+6): 13 PP for the first, +11 PP for each additional animal.

Abilities:

- **Skills (+1/+0):** Fighting d6, Tracking d12, Notice d8 and Stealth d8.
- **Agile (+4):** +2 die steps to Agility.
- **Spirited (+4/+0):** +2 die steps to Spirit (not when shapechanging).
- **Strong (+10):** +5 die steps to Strength.
- **Tough (+12):** +6 die steps to Vigor.
- **Edge (+2):** Level Headed.
- **Fast (+3):** Pace 12.
- **Thick Hide (+2):** +2 armour.
- **Talons/Bite (+1):** Str+d6.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+2):** +2 to Notice rolls.
- **Very Stealthy (+2):** +2 to Stealth rolls.
- **Fast Runner (+½):** d8 running die.
- **Pounce (+2):** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.
- **Size +3 (+4½):** Toughness +3.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

NOTHOSAUR (+24½ race/+23 shape)

Race Creation: Remove 22½ racial abilities.

Beast Shape (Legendary+1): 11-13 PP, or 5-7 PP for dedicated form.

Nature's Ally (Legendary+1): 8 PP for the first, +6 PP for each additional animal.

Abilities:

- **Skills (-½/+0):** Fighting d6, Swimming d12 and Notice d8.
- **Spirited (+2/+0):** +1 die step to Spirit (not when shapechanging).
- **Strong (+10):** +5 die steps to Strength.
- **Tough (+6):** +3 die steps to Vigor.
- **Edge (+2):** Ambidextrous.

- **Edge (+2):** Trademark Weapon (bite).
- **Slow (-1):** Pace 4.
- **Thick Hide (+2):** +2 armour.
- **Bite/Tail Slap (+1):** Str+d6.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Keen Eyes (+½):** +1 to sight-based Notice rolls.
- **Natural Swimmer (+1):** Swimming Pace of 7", and +2 to resist drowning.
- **Endurance (+2)** +2 to Soak rolls.
- **Size +3 (+4½):** Twelve feet long; Toughness +3.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

PACHYCEPHALOSAURUS (+17½ race/+19 shape)

Race Creation: Remove 15½ racial abilities.

Beast Shape (Legendary): 9-11 PP, or 4-6 PP for dedicated form.

Nature's Ally (Heroic): 6 PP for the first, +4 PP for each additional animal.

Abilities:

- **Skills (-1½/+0):** Fighting d8, Tracking d8, Notice d8 and Stealth d4.
- **Agile (+2):** +1 die step to Agility.
- **Strong (+10):** +5 die steps to Strength.
- **Tough (+4):** +2 die steps to Vigor.
- **Fast (+1):** Pace 8.
- **Thick Hide (+2):** +2 armour.
- **Slam (+1):** Str+d6.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Fast Runner (+½):** d8 running die.
- **Size +3 (+4½):** Toughness +3.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

PARASAUROLOPHUS (+10½ race/+11½ shape)

Race Creation: Remove 8½ racial abilities.

Beast Shape (Veteran): 5-7 PP, or 2-4 PP for dedicated form.

Nature's Ally (Seasoned): 4 PP for the first, +2 PP for each additional animal.

Abilities:

- **Skills (-1/+0):** Fighting d8, Tracking d10 and Notice d8.
- **Agile (+2):** +1 die step to Agility.
- **Strong (+10):** +5 die steps to Strength.
- **Tough (+4):** +2 die steps to Vigor.
- **Thick Hide (+2):** +2 armour.
- **Tail (+1):** Str+d8.

- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+1):** +1 to Notice rolls.
- **Size +6 (+9½):** Thirty feet long; Toughness +6; Natural weapons increased to Str+d8 damage.
- **Large (-12):** -2 to attack medium-sized foes, they receive +2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

SPINOSAURUS (+39½ race/+34 shape)

Race Creation: Remove 37½ racial abilities.

Beast Shape (Legendary+4): 17-19 PP, or 8-10 PP for dedicated form.

Nature's Ally (Legendary+4): 11 PP for the first, +9 PP for each additional animal.

Abilities:

- **Skills (+5½/+0):** Fighting d12, Tracking d12, Swimming d12 and Notice d8.
- **Agile (+2):** +1 die step to Agility.
- **Strong (+16):** +8 die steps to Strength.
- **Tough (+6):** +3 die steps to Vigor.
- **Edge (+2):** Hard to Kill.
- **Edge (+4):** Improved Level Headed.
- **Edge (+2):** Strong Willed.
- **Fast (+1):** Pace 8.
- **Thick Hide (+4):** +4 armour.
- **Bite/Claws (+1):** Str+d8; Grab.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+2):** +2 to Notice rolls.
- **Fast Runner (+½):** d8 running die.
- **Grab (+2):** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Swallow (+2):** Can swallow victims whole.
- **Pounce (+2):** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.
- **Natural Swimmer (+1):** Swimming Pace of 8", and +2 to resist drowning.
- **Hold Breath (+½):** For Vigor x 10 minutes.
- **Size +10 (+16):** Sixty feet long; Toughness +10; Natural weapons increased to Str+d10 damage.
- **Huge (-24):** -4 to attack medium-sized foes, they receive +4 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

STEGOSAURUS (+26 race/+26 shape)

Race Creation: Remove 24 racial abilities.

Beast Shape (Legendary+2): 13-15 PP, or 6-8 PP for dedicated form.

Nature's Ally (Legendary+1): 8 PP for the first, +6 PP for each additional animal.

Abilities:

- **Skills (+0/+0):** Fighting d8, Tracking d12 and Notice d8.
- **Agile (+2):** +1 die step to Agility.
- **Strong (+12):** +6 die steps to Strength.
- **Tough (+4):** +2 die steps to Vigor.
- **Edge (+2):** Level Headed.
- **Edge (+2):** Sweep.
- **Edge (+2):** Trademark Weapon (tail).
- **Thick Hide (+3):** +3 armour.
- **Tail (+1):** Str+d8; Knockback.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+2):** +2 to Notice rolls.
- **Knockback (+2):** Opponent knocked back d8" on a raise, if they hit a solid object they suffer +d6 damage.
- **Hardy (+1):** A second Shaken result doesn't become a wound.
- **Size +7 (+11):** Thirty feet long; Toughness +7; Natural weapons increased to Str+d8 damage.
- **Large (-12):** -2 to attack medium-sized foes, they receive +2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

TRICERATOPS (+23 race/+21½ shape)

Race Creation: Remove 21 racial abilities.

Beast Shape (Legendary): 10-12 PP, or 5-7 PP for dedicated form.

Nature's Ally (Legendary): 7 PP for the first, +5 PP for each additional animal.

Abilities:

- **Skills (+1½/+0):** Fighting d10, Tracking d12 and Notice d8.
- **Strong (+12):** +6 die steps to Strength.
- **Tough (+6):** +3 die steps to Vigor.
- **Edge (+2):** Trademark Weapon (gore).
- **Thick Hide (+3):** +3 armour.
- **Horns (+1):** Str+d8.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+2):** +2 to Notice rolls.
- **Fast Runner (+½):** d8 running die.
- **Gore (+1):** +4 damage if move 6" or more in straight line before attacking.
- **Hardy (+1):** A second Shaken result doesn't become a wound.

• **Size +7 (+11):** Thirty feet long; Toughness +7; Natural weapons increased to Str+d8 damage.

• **Large (-12):** -2 to attack medium-sized foes, they receive +2 to their attacks.

• **No Hands (-4):** Can't use weapons or tools.

• **No Speech (-2):** Not capable of speaking.

• **Naked (-2):** Cannot wear armour or clothing.

TYLOSOSAURUS (+30½ race/+30 shape)

Race Creation: Remove 28½ racial abilities.

Beast Shape (Legendary+3): 15-17 PP, or 7-9 PP for dedicated form.

Nature's Ally (Legendary+2): 9 PP for the first, +7 PP for each additional animal.

Abilities:

- **Skills (+½/+0):** Fighting d8, Swimming d12 and Notice d8.
- **Strong (+16):** +8 die steps to Strength.
- **Tough (+10):** +5 die steps to Vigor.
- **Edge (+2):** Dodge.
- **Edge (+2):** Improved Dodge.
- **Edge (+2):** Extraction.
- **Edge (+2):** Sweep.
- **Slow (-1):** Pace 4.
- **Thick Hide (+3):** +3 armour.
- **Bite (+1):** Str+d8; Grab.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Darkvision (+1):** No vision penalties for darkness (range 12").
- **Keen Eyes (+1):** +2 to sight-based Notice rolls.
- **Grab (+2):** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Swallow (+2):** Can swallow victims whole.
- **Natural Swimmer (+1):** Swimming Pace of 8", and +2 to resist drowning.
- **Hardy (+1):** A second Shaken result doesn't become a wound.
- **Size +10 (+16):** Fifty feet long; Toughness +10; Natural weapons increased to Str+d10 damage.
- **Huge (-24):** -4 to attack medium-sized foes, they receive +4 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

TYRANNOSAURUS REX (+27 race/+23½ shape)

Race Creation: Remove 25 racial abilities.

Beast Shape (Legendary+1): 11-13 PP, or 5-7 PP for dedicated form.

Nature's Ally (Legendary+1): 8 PP for the first, +6 PP for each additional animal.

Abilities:

- **Skills (+1½/+0):** Fighting d10, Tracking d12 and Notice d8.
- **Spirited (+2/+0):** +1 die step to Spirit (not when shapechanging).
- **Strong (+14):** +7 die steps to Strength.
- **Tough (+6):** +3 die steps to Vigor.
- **Edge (+2):** Hard to Kill.
- **Edge (+2):** Level Headed.
- **Edge (+2):** Strong Willed.
- **Fast (+1):** Pace 8.
- **Thick Hide (+3):** +3 armour.
- **Bite (+1):** Str+d8; Grab.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+2):** +2 to Notice rolls.
- **Fast Runner (+½):** d8 running die.
- **Grab (+2):** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Swallow (+2):** Can swallow victims whole.
- **Size +10 (+16):** Forty feet long; Toughness +10; Natural weapons increased to Str+d10 damage.
- **Huge (-24):** -4 to attack medium-sized foes, they receive +4 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

VELOCIRAPTOR (+13½ race/+12½ shape)

Race Creation: Remove 11½ racial abilities.

Beast Shape (Veteran): 6-8 PP, or 3-5 PP for dedicated form.

Nature's Ally (Veteran): 5 PP for the first, +3 PP for each additional animal.

Abilities:

- **Skills (+1/+0):** Fighting d6, Tracking d12, Notice d8 and Stealth d8.
- **Agile (+6):** +3 die steps to Agility.
- **Tough (+2):** +1 die step to Vigor.
- **Edge (+2):** Level Headed.
- **Fast (+3):** Pace 12.
- **Talons/Bite (+1):** Str+d4.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+2):** +2 to Notice rolls.
- **Very Stealthy (+2):** +2 to Stealth rolls.
- **Fast Runner (+½):** d8 running die.
- **Pounce (+2):** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

- **Size -1 (-2):** Toughness -1; Natural weapons reduced to Str+d4 damage.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

DOG

DOG (-6½ race/-4 shape)

Race Creation: Assign another 5 skill points and 6 racial abilities.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-2½/+0):** Fighting d4, Survival d4, Tracking d8 and Notice d8.
- **Tough (+2):** +1 die step to Vigor.
- **Fast (+1):** Pace 8.
- **Bite (+1):** Str+d4.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Size -1 (-2):** Toughness -1; Natural weapons reduced to Str+d4 damage.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

BADGERHOUND (+5½ race/+8 shape)

Race Creation: Remove 3½ racial abilities.

Beast Shape (Seasoned): 4-6 PP, or 2-4 PP for dedicated form.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-2½/+0):** Fighting d4, Survival d4, Tracking d8 and Notice d8.
- **Agile (+4):** +2 die steps to Agility.
- **Bite (+1):** Str.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Burrow (+1):** Burrow and reappear within 2".
- **Size -2 (-4):** Toughness -2; Natural weapons reduced to Str damage.
- **Small (+12):** +2 to attack medium-sized foes, they receive -2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

BEAR DOG (+5 race/+7 shape)

Race Creation: Remove 3 racial abilities.

Beast Shape (Seasoned): 3-5 PP, or 1-3 PP for dedicated form.

Nature's Ally (Novice): 3 PP for the first, +1

PP for each additional animal.

Abilities:

- **Skills (-2/+0):** Fighting d6, Survival d4, Tracking d8 and Notice d8.
- **Agile (+2):** +1 die step to Agility.
- **Strong (+4):** +2 die steps to Strength.
- **Tough (+4):** +2 die steps to Vigor.
- **Fast (+1):** Pace 8.
- **Thick Fur (+1):** +1 armour.
- **Bite (+1):** Str+d6.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

BULLDOG (-4½ race/-2 shape)

Race Creation: Assign another 5 skill points and 4 racial abilities.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-2½/+0):** Fighting d4, Survival d4, Tracking d8 and Notice d8.
- **Tough (+2):** +1 die step to Vigor.
- **Fast (+1):** Pace 8.
- **Bite (+1):** Str+d4; Grab.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Grab (+2):** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Size -1 (-2):** Toughness -1; Natural weapons reduced to Str+d4 damage.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

GOBLIN DOG (+3 race/+8 shape)

Race Creation: Remove 1 racial ability.

Beast Shape (Seasoned): 4-6 PP, or 2-4 PP for dedicated form.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-5/+0):** Fighting d4, Tracking d4, Notice d4 and Stealth d6.
- **Agile (+2):** +1 die step to Agility.
- **Strong (+2):** +1 die step to Strength.
- **Tough (+2):** +1 die step to Vigor.
- **Fast (+2):** Pace 10.
- **Bite (+1):** Str+d6; Allergic Reaction.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").

- **Immunity (+1):** Disease.

- **Allergic Reaction (+2):** Make a Vigor roll or suffer a level of Fatigue.

- **Endurance (+2)** +2 to Soak rolls.

- **No Hands (-4):** Can't use weapons or tools.

- **No Speech (-2):** Not capable of speaking.

- **Naked (-2):** Cannot wear armour or clothing.

JACKAL (-3 race/+2 shape)

Race Creation: Assign another 10 skill points.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-5/+0):** Fighting d4, Tracking d6 and Notice d6.

- **Agile (+2):** +1 die step to Agility.

- **Tough (+2):** +1 die step to Vigor.

- **Fast (+1):** Pace 8.

- **Bite (+1):** Str+d4; Go for the Throat.

- **Low Light Vision (+1):** Dim/dark lighting.

- **Scent (+1):** Navigate by scent (range 6").

- **Go for the Throat (+2):** Target least armoured location on a raise.

- **Endurance (+2)** +2 to Soak rolls.

- **Size -1 (-2):** Toughness -1; Natural weapons reduced to Str+d4 damage.

- **No Hands (-4):** Can't use weapons or tools.

- **No Speech (-2):** Not capable of speaking.

- **Naked (-2):** Cannot wear armour or clothing.

MASTIFF (+2 race/+4 shape)

Race Creation: Already balanced.

Beast Shape (Novice): 2-4 PP, or 1-3 PP for dedicated form.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-2/+0):** Fighting d6, Survival d4, Tracking d8 and Notice d8.

- **Agile (+2):** +1 die step to Agility.

- **Strong (+2):** +1 die step to Strength.

- **Tough (+2):** +1 die step to Vigor.

- **Fast (+1):** Pace 8.

- **Bite (+1):** Str+d6; Go for the Throat.

- **Low Light Vision (+1):** Dim/dark lighting.

- **Scent (+1):** Navigate by scent (range 6").

- **Go for the Throat (+2):** Target least armoured location on a raise.

- **No Hands (-4):** Can't use weapons or tools.

- **No Speech (-2):** Not capable of speaking.

- **Naked (-2):** Cannot wear armour or clothing.

TOY DOG (-1½ race/+1½ shape)

Race Creation: Assign another 6 skill points

and ½ racial ability.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-3/+0):** Survival d4, Tracking d8 and Notice d8.
- **Agile (+2):** +1 die step to Agility.
- **Weak (-2):** -1 die step to Strength. If this would take Strength below d4, instead suffer -1 to all Strength rolls (including damage) and halve carrying capacity.
- **Bite (+1):** Str.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Size -3 (-5½):** Toughness -3; Natural weapons reduced to Str damage.
- **Small (+12):** +2 to attack medium-sized foes, they receive -2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

WAR DOG (+2 race/+4 shape)

Race Creation: Already balanced.

Beast Shape (Novice): 2-4 PP, or 1-3 PP for dedicated form.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-2/+0):** Fighting d6, Survival d4, Tracking d8 and Notice d8.
- **Agile (+2):** +1 die step to Agility.
- **Strong (+2):** +1 die step to Strength.
- **Tough (+2):** +1 die step to Vigor.
- **Fast (+1):** Pace 8.
- **Bite (+1):** Str+d6; Go for the Throat.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Go for the Throat (+2):** Target least armoured location on a raise.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

DOGMOLE

DOGMOLE (+8½ race/+13 shape)

Race Creation: Remove 6½ racial abilities.

Beast Shape (Veteran): 6-8 PP, or 3-5 PP for dedicated form.

Nature's Ally (Seasoned): 4 PP for the first, +2 PP for each additional animal.

Abilities:

- **Skills (-4½/+0):** Fighting d6, Survival d4,

Tracking d4, Swimming d4 and Notice d4.

- **Agile (+4):** +2 die steps to Agility.
- **Strong (+2):** +1 die step to Strength.
- **Tough (+2):** +1 die step to Vigor.
- **Edge (+2):** Berserk.
- **Edge (+2):** Level Headed.
- **Thick Fur (+1):** +1 armour.
- **Bite/Claws (+1):** Str+d6.
- **Blindsight (+3):** Ignore sight-based penalties and gaze attacks (range 6").
- **Scent (+1):** Navigate by scent (range 6").
- **Burrow (+1):** Burrow and reappear within 2".
- **Natural Swimmer (+1):** Swimming Pace of 4", and +2 to resist drowning.
- **Hardy (+1):** A second Shaken result doesn't become a wound.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

DOGMOLE JUGGERNAUT (+21 race/+22½ shape)

Race Creation: Remove 19 racial abilities.

Beast Shape (Legendary+1): 11-13 PP, or 5-7 PP for dedicated form.

Nature's Ally (Legendary): 7 PP for the first, +5 PP for each additional animal.

Abilities:

- **Skills (-1½/+0):** Fighting d8, Climbing d8, Survival d6, Tracking d6, Swimming d4 and Notice d4.
- **Agile (+2):** +1 die step to Agility.
- **Strong (+12):** +6 die steps to Strength.
- **Tough (+8):** +4 die steps to Vigor.
- **Edge (+2):** Berserk.
- **Edge (+2):** Level Headed.
- **Thick Fur (+2):** +2 armour.
- **Bite/Claws (+1):** Str+d8.
- **Blindsight (+3):** Ignore sight-based penalties and gaze attacks (range 6").
- **Scent (+1):** Navigate by scent (range 6").
- **Burrow (+1):** Burrow and reappear within 2".
- **Natural Swimmer (+1):** Swimming Pace of 4", and +2 to resist drowning.
- **Hardy (+1):** A second Shaken result doesn't become a wound.
- **Size +4 (+6½):** Toughness +4; Natural weapons increased to Str+d8 damage.
- **Large (-12):** -2 to attack medium-sized foes, they receive +2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

DOLPHIN

DOLPHIN (-3 race/-2½ shape)

Race Creation: Assign another 1 skill point and 4½ racial abilities.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-½/+0):** Fighting d8, Swimming d12 and Notice d8.
- **Agile (+2):** +1 die step to Agility.
- **Slow (-3):** Pace 0.
- **Slam (+1):** Str+d6.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Blindsight (+3):** Ignore sight-based penalties and gaze attacks (range 24").
- **Natural Swimmer (+1):** Swimming Pace of 11", and +2 to resist drowning.
- **Hold Breath (+½):** For Vigor x 10 minutes.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

ORCA (+21 race/+19½ shape)

Race Creation: Remove 19 racial abilities.

Beast Shape (Legendary): 9-11 PP, or 4-6 PP for dedicated form.

Nature's Ally (Legendary): 7 PP for the first, +5 PP for each additional animal.

Abilities:

- **Skills (-½/+0):** Fighting d8, Swimming d12 and Notice d8.
- **Agile (+2):** +1 die step to Agility.
- **Spirited (+2/+0):** +1 die step to Spirit (not when shapechanging).
- **Strong (+12):** +6 die steps to Strength.
- **Tough (+4):** +2 die steps to Vigor.
- **Edge (+2):** Level Headed.
- **Edge (+2):** Trademark Weapon (bite).
- **Slow (-3):** Pace 0.
- **Thick Hide (+2):** +2 armour.
- **Bite (+1):** Str+d8.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Blindsight (+3):** Ignore sight-based penalties and gaze attacks (range 24").
- **Keen Eyes (+1):** +2 to sight-based Notice rolls.
- **Natural Swimmer (+1):** Swimming Pace of 11", and +2 to resist drowning.
- **Hold Breath (+½):** For Vigor x 10 minutes.
- **Size +7 (+11):** Toughness +7; Natural weapons increased to Str+d8 damage.
- **Large (-12):** -2 to attack medium-sized foes, they receive +2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.

- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

EEL

ELECTRIC EEL (+1 race/+5 shape)

Race Creation: Assign another 2 skill points.

Beast Shape (Novice): 2-4 PP, or 1-3 PP for dedicated form.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-2/+0):** Fighting d6, Swimming d8, Notice d6 and Stealth d8.
- **Agile (+2):** +1 die step to Agility.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Tough (+6):** +3 die steps to Vigor.
- **Edge (+2):** Level Headed.
- **Slow (-2½):** Pace 1.
- **Tough Flesh (+1):** +1 armour.
- **Bite/Tail (+3):** Str+d4; +2 electricity damage.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Stealthy (+1):** +1 to Stealth rolls.
- **Natural Swimmer (+1):** Swimming Pace of 6", and +2 to resist drowning.
- **Energy Resistance (+½):** -2 damage from electricity.
- **Size -1 (-2):** Six feet long; Toughness -1; Natural weapons reduced to Str+d4 damage.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

DIRE ELECTRIC EEL (+7½ race/+14 shape)

Race Creation: Remove 5½ racial abilities.

Beast Shape (Heroic): 7-9 PP, or 3-5 PP for dedicated form.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-4½/+0):** Fighting d6, Swimming d8 and Notice d6.
- **Agile (+4):** +2 die steps to Agility.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Strong (+2):** +1 die step to Strength.
- **Edge (+2):** Level Headed.
- **Slow (-3):** Pace 0.
- **Scales (+1):** +1 armour.
- **Bite/Tail (+3):** Str+d6; +2 electricity damage.
- **Low Light Vision (+1):** Dim/dark lighting.

- **Blindsense (+1):** Can sense and approximately pinpoint things within 6", attacks using blindsense are made at -2.
- **Aquatic (+2):** Gain Swimming d6 (or +1 die step if already have the skill). Swimming Pace of 8", and cannot drown.
- **Immunity (+4):** Electricity.
- **Endurance (+2)** +2 to Soak rolls.
- **Size +2 (+3):** Toughness +2.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

GULPER EEL (+15½ race/+15 shape)

Race Creation: Remove 13½ racial abilities.

Beast Shape (Heroic): 7-9 PP, or 3-5 PP for dedicated form.

Nature's Ally (Veteran): 5 PP for the first, +3 PP for each additional animal.

Abilities:

- **Skills (+2½/+0):** Fighting d8, Tracking d10, Swimming d12 and Notice d8.
- **Agile (+2):** +1 die step to Agility.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Strong (+4):** +2 die steps to Strength.
- **Tough (+2):** +1 die step to Vigor.
- **Edge (+2):** Trademark Weapon (bite).
- **Slow (-3):** Pace 0.
- **Tough Flesh (+1):** +1 armour.
- **Bite (+1):** Str+d6; Grab.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+1):** +1 to Notice rolls.
- **Grab (+2):** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Swallow (+2):** Can swallow victims whole.
- **Aquatic (+2):** Gain Swimming d6 (or +1 die step if already have the skill). Swimming Pace of 12", and cannot drown.
- **Endurance (+2)** +2 to Soak rolls.
- **Size +2 (+3):** Ten feet long; Toughness +2.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

GIANT MORAY EEL (+25½ race/+24½ shape)

Race Creation: Remove 23½ racial abilities.

Beast Shape (Legendary+1): 12-14 PP, or 6-8 PP for dedicated form.

Nature's Ally (Legendary+1): 8 PP for the first, +6 PP for each additional animal.

Abilities:

- **Skills (+3/+0):** Fighting d8, Tracking d8, Swimming d12, Notice d8 and Stealth d8.
- **Agile (+2):** +1 die step to Agility.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Strong (+10):** +5 die steps to Strength.
- **Tough (+4):** +2 die steps to Vigor.
- **Edge (+4):** Improved Level Headed.
- **Edge (+2):** Trademark Weapon (bite).
- **Slow (-3):** Pace 0.
- **Tough Flesh (+2):** +2 armour.
- **Bite (+1):** Str+d6; Grab.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Grab (+2):** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Aquatic (+2):** Gain Swimming d6 (or +1 die step if already have the skill). Swimming Pace of 12", and cannot drown.
- **Size +3 (+4½):** Toughness +3.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

ELEPHANT

ELEPHANT (+13½ race/+13 shape)

Race Creation: Remove 11½ racial abilities.

Beast Shape (Veteran): 6-8 PP, or 3-5 PP for dedicated form.

Nature's Ally (Veteran): 5 PP for the first, +3 PP for each additional animal.

Abilities:

- **Skills (+½/+0):** Fighting d8, Tracking d12 and Notice d8.
- **Strong (+14):** +7 die steps to Strength.
- **Tough (+6):** +3 die steps to Vigor.
- **Edge (+2):** Strong Willed.
- **Fast (+1):** Pace 8.
- **Thick Skin (+2):** +2 armour.
- **Tusks/Slam (+1):** Str+d8.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+2):** +2 to Notice rolls.
- **Gore (+1):** +4 damage if move 6" or more in straight line before attacking.
- **Hardy (+1):** A second Shaken result doesn't become a wound.
- **Size +8 (+13):** Toughness +8; Natural weapons increased to Str+d10 damage.
- **Huge (-24):** -4 to attack medium-sized foes, they receive +4 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.

- **Naked (-2):** Cannot wear armour or clothing.

MAMMOTH (+25½ race/+25 shape)

Race Creation: Remove 23½ racial abilities.

Beast Shape (Legendary+1): 12-14 PP, or 6-8 PP for dedicated form.

Nature's Ally (Legendary+1): 8 PP for the first, +6 PP for each additional animal.

Abilities:

- **Skills (+½/+0):** Fighting d8, Tracking d12 and Notice d8.
- **Strong (+16):** +8 die steps to Strength.
- **Tough (+10):** +5 die steps to Vigor.
- **Edge (+2):** Ambidextrous.
- **Edge (+2):** Strong Willed.
- **Edge (+2):** Trademark Weapon (slam).
- **Fast (+1):** Pace 8.
- **Thick Pelt (+3):** +3 armour.
- **Tusks/Slam (+1):** Str+d8.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+2):** +2 to Notice rolls.
- **Gore (+1):** +4 damage if move 6" or more in straight line before attacking.
- **Endurance (+2)** +2 to Soak rolls.
- **Size +8 (+13):** Twenty-two feet tall; Toughness +8; Natural weapons increased to Str+d10 damage.
- **Huge (-24):** -4 to attack medium-sized foes, they receive +4 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

MASTODON (+20½ race/+19 shape)

Race Creation: Remove 18½ racial abilities.

Beast Shape (Legendary): 9-11 PP, or 4-6 PP for dedicated form.

Nature's Ally (Legendary): 7 PP for the first, +5 PP for each additional animal.

Abilities:

- **Skills (+1½/+0):** Fighting d10, Tracking d12 and Notice d8.
- **Strong (+16):** +8 die steps to Strength.
- **Tough (+8):** +4 die steps to Vigor.
- **Edge (+2):** Strong Willed.
- **Edge (+2):** Trademark Weapon (gore).
- **Fast (+1):** Pace 8.
- **Brown Fur (+3):** +3 armour.
- **Tusks/Slam (+1):** Str+d8.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+2):** +2 to Notice rolls.
- **Gore (+1):** +4 damage if move 6" or more in straight line before attacking.

- **Size +8 (+13):** Toughness +8; Natural weapons increased to Str+d10 damage.

• **Huge (-24):** -4 to attack medium-sized foes, they receive +4 to their attacks.

• **No Hands (-4):** Can't use weapons or tools.

• **No Speech (-2):** Not capable of speaking.

• **Naked (-2):** Cannot wear armour or clothing.

QLIPHANT (+24 race/+22 shape)

Race Creation: Remove 22 racial abilities.

Beast Shape (Legendary+1): 11-13 PP, or 5-7 PP for dedicated form.

Nature's Ally (Legendary+1): 8 PP for the first, +6 PP for each additional animal.

Abilities:

- **Skills (+0/+0):** Fighting d6, Intimidation d10, Tracking d8 and Notice d8.
- **Spirited (+2/+0):** +1 die step to Spirit (not when shapechanging).
- **Strong (+12):** +6 die steps to Strength.
- **Tough (+8):** +4 die steps to Vigor.
- **Edge (+2):** Hard to Kill.
- **Edge (+2):** Strong Willed.
- **Fast (+1):** Pace 8.
- **Thick Pelt (+2):** +2 armour.
- **Tusks (+1):** Str+d8.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Gore (+1):** +4 damage if move 6" or more in straight line before attacking.
- **Size +7 (+11):** Twenty feet long; Toughness +7; Natural weapons increased to Str+d8 damage.
- **Large (-12):** -2 to attack medium-sized foes, they receive +2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

FISH

GIANT ARCHERFISH (-4 race/-1 shape)

Race Creation: Assign another 2 skill points and 5 racial abilities.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-1/+0):** Fighting d8, Tracking d6, Swimming d10, Notice d6 and Shooting d6.
- **Agile (+4):** +2 die steps to Agility.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Slow (-3):** Pace 0.
- **Bite (+1):** Str+d6.

- **Water Spray (+1):** Shooting; range 4/8/16; 2d6.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Aquatic (+2):** Gain Swimming d6 (or +1 die step if already have the skill). Swimming Pace of 10", and cannot drown.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

DIRE BARRACUDA (+6½ race/+10½ shape)

Race Creation: Remove 4½ racial abilities.

Beast Shape (Veteran): 5-7 PP, or 2-4 PP for dedicated form.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-2/+0):** Fighting d6, Swimming d10 and Notice d8.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Strong (+10):** +5 die steps to Strength.
- **Tough (+4):** +2 die steps to Vigor.
- **Edge (+2):** Dodge.
- **Edge (+2):** Level Headed.
- **Slow (-3):** Pace 0.
- **Bite (+1):** Str+d8; Grab.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Grab (+2):** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Aquatic (+2):** Gain Swimming d6 (or +1 die step if already have the skill). Swimming Pace of 10", and cannot drown.
- **Size +6 (+9½):** Twenty feet long; Toughness +6; Natural weapons increased to Str+d8 damage.
- **Large (-12):** -2 to attack medium-sized foes, they receive +2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

GIANT BARRACUDA (+11½ race/+14½ shape)

Race Creation: Remove 9½ racial abilities.

Beast Shape (Heroic): 7-9 PP, or 3-5 PP for dedicated form.

Nature's Ally (Seasoned): 4 PP for the first, +2 PP for each additional animal.

Abilities:

- **Skills (-1/+0):** Fighting d6, Swimming d12 and Notice d8.

- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).

- **Strong (+8):** +4 die steps to Strength.

- **Tough (+4):** +2 die steps to Vigor.

- **Edge (+2):** Trademark Weapon (bite).

- **Slow (-3):** Pace 0.

- **Tough Scales (+2):** +2 armour.

- **Bite (+1):** Str+d6.

- **Low Light Vision (+1):** Dim/dark lighting.

- **Keen Eyes (+½):** +1 to sight-based Notice rolls.

- **Aquatic (+2):** Gain Swimming d6 (or +1 die step if already have the skill). Swimming Pace of 13", and cannot drown.

- **Endurance (+2)** +2 to Soak rolls.

- **Size +2 (+3):** Ten feet long; Toughness +2.

- **No Hands (-4):** Can't use weapons or tools.

- **No Speech (-2):** Not capable of speaking.

- **Naked (-2):** Cannot wear armour or clothing.

MEDIUM BARRACUDA (-8 race/-5 shape)

Race Creation: Assign another 2 skill points and 9 racial abilities.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-1/+0):** Fighting d8, Swimming d12 and Notice d8.

- **Agile (+2):** +1 die step to Agility.

- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).

- **Slow (-3):** Pace 0.

- **Bite (+1):** Str+d6.

- **Low Light Vision (+1):** Dim/dark lighting.

- **Aquatic (+2):** Gain Swimming d6 (or +1 die step if already have the skill). Swimming Pace of 12", and cannot drown.

- **No Hands (-4):** Can't use weapons or tools.

- **No Speech (-2):** Not capable of speaking.

- **Naked (-2):** Cannot wear armour or clothing.

SMALL BARRACUDA (-13½ race/-7 shape)

Race Creation: Assign another 9 skill points and 11 racial abilities.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-4½/+0):** Fighting d4, Swimming d10 and Notice d6.

- **Agile (+4):** +2 die steps to Agility.

- **Stupid (-2/+0):** -1 die step to Smarts (not

when shapechanging).

- **Weak (-2):** -1 die step to Strength. If this would take Strength below d4, instead suffer -1 to all Strength rolls (including damage) and halve carrying capacity.
- **Slow (-3):** Pace 0.
- **Bite (+1):** Str+d4.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Aquatic (+2):** Gain Swimming d6 (or +1 die step if already have the skill). Swimming Pace of 10", and cannot drown.
- **Size -1 (-2):** Two feet long; Toughness -1; Natural weapons reduced to Str+d4 damage.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

SWAMP BARRACUDA (+1½ race/+2 shape)

Race Creation: Assign another ½ racial ability.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (+1½/+0):** Fighting d6, Tracking d8, Swimming d10, Notice d8 and Stealth d8.
- **Agile (+2):** +1 die step to Agility.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Strong (+4):** +2 die steps to Strength.
- **Slow (-2):** Pace 2.
- **Tough Scales (+1):** +1 armour.
- **Bite/Tail Slap (+1):** Str+d6.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Amphibious (+2):** Gain Swimming d6 (or +1 die step if already have the skill). Swimming Pace of 10", and cannot drown, but can also breathe air and survive indefinitely on land.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

GIANT BLOWFISH (+18½ race/+20½ shape)

Race Creation: Remove 16½ racial abilities.

Beast Shape (Legendary): 10-12 PP, or 5-7 PP for dedicated form.

Nature's Ally (Heroic): 6 PP for the first, +4 PP for each additional animal.

Abilities:

- **Skills (-2/+0):** Fighting d6, Swimming d12 and Notice d6.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).

- **Spirited (+2/+0):** +1 die step to Spirit (not when shapechanging).
- **Strong (+6):** +3 die steps to Strength.
- **Tough (+4):** +2 die steps to Vigor.
- **Edge (+2):** Level Headed.
- **Edge (+2):** Trademark Weapon (slam).
- **Tough Scales (+2):** +2 armour.
- **Slam (+1):** Str+d6; Poison.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Quills (+½):** Anyone attacking the creature with unarmed or natural weapons suffers 2d4 damage if they roll 1 on their Fighting die. This can cause Shaken but not wounds.
- **Aquatic (+2):** Gain Swimming d6 (or +1 die step if already have the skill). Swimming Pace of 12", and cannot drown.
- **Hardy (+1):** A second Shaken result doesn't become a wound.
- **Poison (+4):** Slam inflicts venomous poison if foe is Shaken or wounded.
- **Size +2 (+3):** Toughness +2.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

GIANT CARIBE (-2½ race/-2 shape)

Race Creation: Assign another 4½ racial abilities.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (+1½/+0):** Fighting d8, Tracking d10, Swimming d10 and Notice d8.
- **Agile (+2):** +1 die step to Agility.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Slow (-3):** Pace 0.
- **Tough Scales (+1):** +1 armour.
- **Bite (+1):** Str+d6.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+1):** +1 to Notice rolls.
- **Aquatic (+2):** Gain Swimming d6 (or +1 die step if already have the skill). Swimming Pace of 10", and cannot drown.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

GIANT ELECTRIC CATFISH (+18½ race/+20 shape)

Race Creation: Remove 16½ racial abilities.

Beast Shape (Legendary): 10-12 PP, or 5-7 PP for dedicated form.

Nature's Ally (Heroic): 6 PP for the first, +4 PP for each additional animal.

Abilities:

- **Skills (-1½/+0):** Fighting d8, Swimming d12 and Notice d8.
- **Agile (+2):** +1 die step to Agility.
- **Strong (+6):** +3 die steps to Strength.
- **Tough (+4):** +2 die steps to Vigor.
- **Edge (+2):** Strong Willed.
- **Edge (+2):** Trademark Weapon (bite).
- **Slow (-3):** Pace 0.
- **Grey Skin (+2):** +2 armour.
- **Bite (+1):** Str+d6; Grab.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Tremorsense (+1):** Can sense and accurately pinpoint anything within 12" that's in contact with the water.
- **Keen Eyes (+1):** +2 to sight-based Notice rolls.
- **Grab (+2):** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Swallow (+2):** Can swallow victims whole.
- **Aquatic (+2):** Gain Swimming d6 (or +1 die step if already have the skill). Swimming Pace of 12", and cannot drown.
- **Size +2 (+3):** Eight feet long; Toughness +2.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

DRAGONFISH (+1½ race/+1 shape)

Race Creation: Assign another ½ racial ability.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (+½/+0):** Fighting d6, Tracking d8, Swimming d10, Notice d8 and Stealth d8.
- **Agile (+2):** +1 die step to Agility.
- **Slow (-3):** Pace 0.
- **Brown Scales (+1):** +1 armour.
- **Bite (+1):** Str+d4.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Darkvision (+1):** No vision penalties for darkness (range 12").
- **Scent (+1):** Navigate by scent (range 6").
- **Stealthy (+1):** +1 to Stealth rolls.
- **Aquatic (+2):** Gain Swimming d6 (or +1 die step if already have the skill). Swimming Pace of 10", and cannot drown.
- **Poison (+4):** Inflict venomous poison if foe is Shaken or wounded.
- **Size -1 (-2):** Two feet long; Toughness -1; Natural weapons reduced to Str+d4 damage.
- **No Hands (-4):** Can't use weapons or tools.

- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

DUNKLEOSTEUS (+8 race/+11 shape)

Race Creation: Remove 6 racial abilities.

Beast Shape (Veteran): 5-7 PP, or 2-4 PP for dedicated form.

Nature's Ally (Seasoned): 4 PP for the first, +2 PP for each additional animal.

Abilities:

- **Skills (-1/+0):** Fighting d8, Swimming d12 and Notice d8.
- **Agile (+2):** +1 die step to Agility.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Strong (+14):** +7 die steps to Strength.
- **Tough (+4):** +2 die steps to Vigor.
- **Edge (+2):** Level Headed.
- **Edge (+2):** Trademark Weapon (bite).
- **Slow (-3):** Pace 0.
- **Tough Scales (+2):** +2 armour.
- **Bite (+1):** Str+d8; Grab.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Keen Eyes (+1):** +2 to sight-based Notice rolls.
- **Grab (+2):** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Aquatic (+2):** Gain Swimming d6 (or +1 die step if already have the skill). Swimming Pace of 16", and cannot drown.
- **Size +8 (+13):** Thirty feet long; Toughness +8; Natural weapons increased to Str+d10 damage.
- **Huge (-24):** -4 to attack medium-sized foes, they receive +4 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

GAR (-2½ race/+3 shape)

Race Creation: Assign another 7 skill points and 1 racial ability.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-3½/+0):** Fighting d6, Swimming d10 and Notice d6.
- **Agile (+2):** +1 die step to Agility.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Strong (+2):** +1 die step to Strength.
- **Tough (+2):** +1 die step to Vigor.
- **Edge (+2):** Level Headed.

- **Slow (-3):** Pace 0.
- **Bite (+1):** Str+d6; Grab.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Grab (+2):** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Aquatic (+2):** Gain Swimming d6 (or +1 die step if already have the skill). Swimming Pace of 10", and cannot drown.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

GIANT GAR (+16½ race/+19½ shape)

Race Creation: Remove 14½ racial abilities.

Beast Shape (Legendary): 9-11 PP, or 4-6 PP for dedicated form.

Nature's Ally (Heroic): 6 PP for the first, +4 PP for each additional animal.

Abilities:

- **Skills (-1/+0):** Fighting d6, Swimming d12 and Notice d8.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Strong (+14):** +7 die steps to Strength.
- **Tough (+10):** +5 die steps to Vigor.
- **Edge (+4):** Improved Level Headed.
- **Edge (+2):** Strong Willed.
- **Slow (-3):** Pace 0.
- **Bony Scales (+3):** +3 armour.
- **Bite (+1):** Str+d8; Grab.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Keen Eyes (+½):** +1 to sight-based Notice rolls.
- **Grab (+2):** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Swallow (+2):** Can swallow victims whole.
- **Aquatic (+2):** Gain Swimming d6 (or +1 die step if already have the skill). Swimming Pace of 13", and cannot drown.
- **Size +8 (+13):** Toughness +8; Natural weapons increased to Str+d10 damage.
- **Huge (-24):** -4 to attack medium-sized foes, they receive +4 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

SLIMY HAGFISH (+8½ race/+14 shape)

Race Creation: Remove 6½ racial abilities.

Beast Shape (Heroic): 7-9 PP, or 3-5 PP for dedicated form.

Nature's Ally (Seasoned): 4 PP for the first, +2 PP for each additional animal.

Abilities:

- **Skills (-3½/+0):** Fighting d6, Swimming d12 and Notice d4.
- **Agile (+2):** +1 die step to Agility.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Tough (+6):** +3 die steps to Vigor.
- **Edge (+2):** Level Headed.
- **Bite (+1):** Str.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Aquatic (+2):** Gain Swimming d6 (or +1 die step if already have the skill). Swimming Pace of 12", and cannot drown.
- **Size -2 (-4):** Toughness -2; Natural weapons reduced to Str damage.
- **Small (+12):** +2 to attack medium-sized foes, they receive -2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

GIANT PIKE (+16½ race/+16 shape)

Race Creation: Remove 14½ racial abilities.

Beast Shape (Heroic): 8-10 PP, or 4-6 PP for dedicated form.

Nature's Ally (Heroic): 6 PP for the first, +4 PP for each additional animal.

Abilities:

- **Skills (+2½/+0):** Fighting d8, Tracking d12, Swimming d12 and Notice d8.
- **Agile (+6):** +3 die steps to Agility.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Strong (+2):** +1 die step to Strength.
- **Tough (+2):** +1 die step to Vigor.
- **Edge (+2):** Level Headed.
- **Slow (-3):** Pace 0.
- **Tough Scales (+1):** +1 armour.
- **Bite (+1):** Str+d6; Grab.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+2):** +2 to Notice rolls.
- **Grab (+2):** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Swallow (+2):** Can swallow victims whole.
- **Aquatic (+2):** Gain Swimming d6 (or +1 die step if already have the skill). Swimming Pace of 13", and cannot drown.
- **Size +2 (+3):** Nine feet long; Toughness +2.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

PIRANHA (-4 race/-1 shape)

Race Creation: Assign another 2 skill points and 5 racial abilities.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-1/+0):** Fighting d6, Tracking d8, Swimming d8 and Notice d8.
- **Agile (+2):** +1 die step to Agility.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Edge (+2):** Alertness.
- **Edge (+2):** Level Headed.
- **Slow (-3):** Pace 0.
- **Tough Scales (+1):** +1 armour.
- **Bite (+1):** Str+d4.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Aquatic (+2):** Gain Swimming d6 (or +1 die step if already have the skill). Swimming Pace of 8", and cannot drown.
- **Size -1 (-2):** Toughness -1; Natural weapons reduced to Str+d4 damage.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

SCHOOL OF PIRANHAS (+20 race/+19 shape)

Race Creation: Remove 18 racial abilities.

Beast Shape (Legendary): 9-11 PP, or 4-6 PP for dedicated form.

Nature's Ally (Legendary): 7 PP for the first, +5 PP for each additional animal.

Abilities:

- **Skills (-1/+0):** Tracking d10, Swimming d8 and Notice d8.
- **Agile (+4):** +2 die steps to Agility.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Spirited (+4/+0):** +2 die steps to Spirit (not when shapechanging).
- **Strong (+2):** +1 die step to Strength.
- **Edge (+2):** Alertness.
- **Edge (+2):** Level Headed.
- **Slow (-3):** Pace 0.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+1):** +1 to Notice rolls.
- **Swarm (+12):** +2 Parry, immune to most weapons, automatically inflicts 2d6 damage to everyone within a MBT.
- **Aquatic (+2):** Gain Swimming d6 (or +1 die step if already have the skill). Swimming Pace of

8", and cannot drown.

• **Bleed (+3):** A victim who is Shaken or wounded starts Bleeding Out. They must make a Vigor roll each round, on a raise they stop bleeding, on a failure they become Shaken (this can cause a wound)

- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

QUIPPER (-2½ race/+½ shape)

Race Creation: Assign another 2 skill points and 3½ racial abilities.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-1/+0):** Tracking d8, Swimming d10 and Notice d8.
- **Agile (+2):** +1 die step to Agility.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Weak (-2):** -1 die step to Strength. If this would take Strength below d4, instead suffer -1 to all Strength rolls (including damage) and halve carrying capacity.
- **Slow (-3):** Pace 0.
- **Bite (+1):** Str.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Aquatic (+2):** Gain Swimming d6 (or +1 die step if already have the skill). Swimming Pace of 10", and cannot drown.
- **Size -3 (-5½):** Toughness -3; Natural weapons reduced to Str damage.
- **Small (+12):** +2 to attack medium-sized foes, they receive -2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

MANTA RAY (+0 race/+4 shape)

Race Creation: Assign another 4 skill points.

Beast Shape (Novice): 2-4 PP, or 1-3 PP for dedicated form.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-2/+0):** Fighting d6, Swimming d12 and Notice d6.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Strong (+4):** +2 die steps to Strength.
- **Tough (+2):** +1 die step to Vigor.
- **Slow (-3):** Pace 0.

- **Tough Skin (+1):** +1 armour.
- **Tail Slap (+1):** Str+d6.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Blindsense (+1):** Can sense and approximately pinpoint things within 6", attacks using blindsense are made at -2.
- **Aquatic (+2):** Gain Swimming d6 (or +1 die step if already have the skill). Swimming Pace of 12", and cannot drown.
- **Size +2 (+3):** Toughness +2.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

SMALL STINGRAY (-4 race/+0 shape)

Race Creation: Assign another 4 skill points and 4 racial abilities.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-2/+0):** Fighting d6, Tracking d6, Swimming d10 and Notice d6.
- **Agile (+2):** +1 die step to Agility.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Slow (-3):** Pace 0.
- **Sting (+1):** Str+d4; Poison.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Tremorsense (+2):** Can sense and accurately pinpoint anything within 20" that's in contact with the water.
- **Scent (+1):** Navigate by scent (range 6").
- **Aquatic (+2):** Gain Swimming d6 (or +1 die step if already have the skill). Swimming Pace of 10", and cannot drown.
- **Poison (+4):** Sting inflicts venomous poison if foe is Shaken or wounded.
- **Size -1 (-2):** Toughness -1; Natural weapons reduced to Str+d4 damage.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

MEDIUM STINGRAY (+4½ race/+4 shape)

Race Creation: Remove 2½ racial abilities.

Beast Shape (Novice): 2-4 PP, or 1-3 PP for dedicated form.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (+2½/+0):** Fighting d6, Tracking d10, Swimming d10, Notice d8 and Stealth d6.
- **Stupid (-2/+0):** -1 die step to Smarts (not

when shapechanging).

- **Strong (+2):** +1 die step to Strength.
- **Slow (-3):** Pace 0.
- **Tough Skin (+1):** +1 armour.
- **Sting (+1):** Str+d6; Poison.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Tremorsense (+2):** Can sense and accurately pinpoint anything within 20" that's in contact with the water.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+1):** +1 to Notice rolls.
- **Aquatic (+2):** Gain Swimming d6 (or +1 die step if already have the skill). Swimming Pace of 10", and cannot drown.
- **Poison (+4):** Sting inflicts venomous poison if foe is Shaken or wounded.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

LARGE STINGRAY (+26½ race/+25½ shape)

Race Creation: Remove 24½ racial abilities.

Beast Shape (Legendary+1): 12-14 PP, or 6-8 PP for dedicated form.

Nature's Ally (Legendary+1): 8 PP for the first, +6 PP for each additional animal.

Abilities:

- **Skills (+3/+0):** Fighting d6, Tracking d10, Swimming d12, Notice d8 and Stealth d4.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Strong (+10):** +5 die steps to Strength.
- **Tough (+4):** +2 die steps to Vigor.
- **Edge (+2):** Ambidextrous.
- **Slow (-3):** Pace 0.
- **Tough Skin (+2):** +2 armour.
- **Sting/Wing (+1):** Str+d6; Poison.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Tremorsense (+2):** Can sense and accurately pinpoint anything within 20" that's in contact with the water.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+1):** +1 to Notice rolls.
- **Aquatic (+2):** Gain Swimming d6 (or +1 die step if already have the skill). Swimming Pace of 12", and cannot drown.
- **Poison (+4):** Sting inflicts venomous poison if foe is Shaken or wounded.
- **Endurance (+2)** +2 to Soak rolls.
- **Size +3 (+4½):** Toughness +3.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

GIANT SEAHORSE (+8 race/+9½ shape)

Race Creation: Remove 6 racial abilities.

Beast Shape (Seasoned): 4-6 PP, or 2-4 PP for dedicated form.

Nature's Ally (Seasoned): 4 PP for the first, +2 PP for each additional animal.

Abilities:

- **Skills (-1½/+0):** Fighting d6, Swimming d10, Notice d8 and Stealth d8.
- **Agile (+2):** +1 die step to Agility.
- **Strong (+6):** +3 die steps to Strength.
- **Tough (+2):** +1 die step to Vigor.
- **Edge (+2):** Dodge.
- **Slow (-3):** Pace 0.
- **Tough Flesh (+1):** +1 armour.
- **Slam (+1):** Str+d6.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Keen Eyes (+½):** +1 to sight-based Notice rolls.
- **Aquatic (+2):** Gain Swimming d6 (or +1 die step if already have the skill). Swimming Pace of 10", and cannot drown.
- **Size +2 (+3):** Eight feet long; Toughness +2.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

KILLER SEAHORSE (+17½ race/+20½ shape)

Race Creation: Remove 15½ racial abilities.

Beast Shape (Legendary): 10-12 PP, or 5-7 PP for dedicated form.

Nature's Ally (Heroic): 6 PP for the first, +4 PP for each additional animal.

Abilities:

- **Skills (-1/+0):** Fighting d6, Swimming d12 and Notice d8.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Strong (+12):** +6 die steps to Strength.
- **Tough (+8):** +4 die steps to Vigor.
- **Slow (-3):** Pace 0.
- **Tough Flesh (+2):** +2 armour.
- **Bite/Tail Slap (+1):** Str+d8; Bleed; Constrict.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Keen Eyes (+½):** +1 to sight-based Notice rolls.
- **Constrict (+2):** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- **Aquatic (+2):** Gain Swimming d6 (or +1 die step if already have the skill). Swimming Pace of 12", and cannot drown.

- **Bleed (+2):** If you hit with a raise, and the victim is Shaken or wounded by the blow, they start Bleeding Out. They must make a Vigor roll each round, on a raise they stop bleeding, on a failure they become Shaken (this can cause a wound)

- **Endurance (+2)** +2 to Soak rolls.

- **Size +7 (+11):** Toughness +7; Natural weapons increased to Str+d8 damage.

- **Large (-12):** -2 to attack medium-sized foes, they receive +2 to their attacks.

- **No Hands (-4):** Can't use weapons or tools.

- **No Speech (-2):** Not capable of speaking.

- **Naked (-2):** Cannot wear armour or clothing.

SHARK (+3½ race/+5 shape)

Race Creation: Remove 1½ racial abilities.

Beast Shape (Novice): 2-4 PP, or 1-3 PP for dedicated form.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (+½/+0):** Fighting d6, Tracking d8, Swimming d10 and Notice d8.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Strong (+4):** +2 die steps to Strength.
- **Edge (+2):** Level Headed.
- **Slow (-3):** Pace 0.
- **Tough Flesh (+1):** +1 armour.
- **Bite (+1):** Str+d6.
- **Blindsense (+1):** Can sense and approximately pinpoint things within 6", attacks using blindsense are made at -2.
- **Scent (+1):** Navigate by scent (range 6").
- **Aquatic (+2):** Gain Swimming d6 (or +1 die step if already have the skill). Swimming Pace of 10", and cannot drown.
- **Hardy (+1):** A second Shaken result doesn't become a wound.
- **Size +2 (+3):** Toughness +2.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

ANGUSTIDEN SHARK (+20½ race/+17 shape)

Race Creation: Remove 18½ racial abilities.

Beast Shape (Heroic): 8-10 PP, or 4-6 PP for dedicated form.

Nature's Ally (Legendary): 7 PP for the first, +5 PP for each additional animal.

Abilities:

- **Skills (+3½/+0):** Fighting d8, Tracking d12, Swimming d12 and Notice d8.

- **Strong (+14):** +7 die steps to Strength.
- **Tough (+10):** +5 die steps to Vigor.
- **Slow (-3):** Pace 0.
- **Tough Flesh (+2):** +2 armour.
- **Bite (+1):** Str+d8; Grab.
- **Blindsense (+1):** Can sense and approximately pinpoint things within 6", attacks using blindsense are made at -2.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+2):** +2 to Notice rolls.
- **Grab (+2):** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Aquatic (+2):** Gain Swimming d6 (or +1 die step if already have the skill). Swimming Pace of 13", and cannot drown.
- **Hardy (+1):** A second Shaken result doesn't become a wound.
- **Size +10 (+16):** Toughness +10; Natural weapons increased to Str+d10 damage.
- **Huge (-24):** -4 to attack medium-sized foes, they receive +4 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

BULL SHARK (-2 race/+2 shape)

Race Creation: Assign another 4 skill points and 2 racial abilities.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-2/+0):** Fighting d6, Tracking d6, Swimming d10 and Notice d6.
- **Agile (+2):** +1 die step to Agility.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Strong (+2):** +1 die step to Strength.
- **Edge (+2):** Level Headed.
- **Slow (-3):** Pace 0.
- **Tough Flesh (+1):** +1 armour.
- **Bite (+1):** Str+d6.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Blindsense (+1):** Can sense and approximately pinpoint things within 6", attacks using blindsense are made at -2.
- **Scent (+1):** Navigate by scent (range 6").
- **Aquatic (+2):** Gain Swimming d6 (or +1 die step if already have the skill). Swimming Pace of 10", and cannot drown.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

DIRE SHARK (+25½ race/+23 shape)

Race Creation: Remove 23½ racial abilities.

Beast Shape (Legendary+1): 11-13 PP, or 5-7 PP for dedicated form.

Nature's Ally (Legendary+1): 8 PP for the first, +6 PP for each additional animal.

Abilities:

- **Skills (+4½/+0):** Fighting d10, Tracking d12, Swimming d12 and Notice d8.
- **Agile (+2):** +1 die step to Agility.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Strong (+14):** +7 die steps to Strength.
- **Tough (+4):** +2 die steps to Vigor.
- **Edge (+4):** Improved Level Headed.
- **Edge (+2):** Strong Willed.
- **Slow (-3):** Pace 0.
- **Tough Flesh (+4):** +4 armour.
- **Bite (+1):** Str+d8; Grab.
- **Blindsense (+1):** Can sense and approximately pinpoint things within 6", attacks using blindsense are made at -2.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+2):** +2 to Notice rolls.
- **Grab (+2):** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Swallow (+2):** Can swallow victims whole.
- **Aquatic (+2):** Gain Swimming d6 (or +1 die step if already have the skill). Swimming Pace of 13", and cannot drown.
- **Hardy (+1):** A second Shaken result doesn't become a wound.
- **Size +10 (+16):** Sixty feet long; Toughness +10; Natural weapons increased to Str+d10 damage.
- **Huge (-24):** -4 to attack medium-sized foes, they receive +4 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

GREAT WHITE SHARK (+25 race/+21 shape)

Race Creation: Remove 23 racial abilities.

Beast Shape (Legendary): 10-12 PP, or 5-7 PP for dedicated form.

Nature's Ally (Legendary+1): 8 PP for the first, +6 PP for each additional animal.

Abilities:

- **Skills (+2/+0):** Fighting d6, Tracking d10, Swimming d12 and Notice d8.
- **Agile (+2):** +1 die step to Agility.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).

- **Spirited (+4/+0):** +2 die steps to Spirit (not when shapechanging).
- **Strong (+12):** +6 die steps to Strength.
- **Tough (+8):** +4 die steps to Vigor.
- **Edge (+2):** Level Headed.
- **Slow (-3):** Pace 0.
- **Tough Flesh (+2):** +2 armour.
- **Bite (+1):** Str+d8.
- **Blindsense (+1):** Can sense and approximately pinpoint things within 6", attacks using blindsense are made at -2.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+1):** +1 to Notice rolls.
- **Aquatic (+2):** Gain Swimming d6 (or +1 die step if already have the skill). Swimming Pace of 12", and cannot drown.
- **Hardy (+1):** A second Shaken result doesn't become a wound.
- **Size +7 (+11):** Toughness +7; Natural weapons increased to Str+d8 damage.
- **Large (-12):** -2 to attack medium-sized foes, they receive +2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

HAMMERHEAD SHARK (+21½ race/+19 shape)

Race Creation: Remove 19½ racial abilities.

Beast Shape (Legendary): 9-11 PP, or 4-6 PP for dedicated form.

Nature's Ally (Legendary): 7 PP for the first, +5 PP for each additional animal.

Abilities:

- **Skills (+½/+0):** Fighting d6, Tracking d10, Swimming d10 and Notice d8.
- **Agile (+4):** +2 die steps to Agility.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Spirited (+4/+0):** +2 die steps to Spirit (not when shapechanging).
- **Strong (+8):** +4 die steps to Strength.
- **Tough (+4):** +2 die steps to Vigor.
- **Edge (+2):** Level Headed.
- **Slow (-3):** Pace 0.
- **Tough Flesh (+2):** +2 armour.
- **Bite (+1):** Str+d6.
- **Blindsense (+1):** Can sense and approximately pinpoint things within 6", attacks using blindsense are made at -2.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+1):** +1 to Notice rolls.
- **Aquatic (+2):** Gain Swimming d6 (or +1 die step if already have the skill). Swimming Pace of 10", and cannot drown.

- **Hardy (+1):** A second Shaken result doesn't become a wound.
- **Size +2 (+3):** Toughness +2.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

HELICOPRION SHARK (+22½ race/+22½ shape)

Race Creation: Remove 20½ racial abilities.

Beast Shape (Legendary+1): 11-13 PP, or 5-7 PP for dedicated form.

Nature's Ally (Legendary): 7 PP for the first, +5 PP for each additional animal.

Abilities:

- **Skills (+0/+0):** Fighting d6, Tracking d10, Swimming d12 and Notice d8.
- **Agile (+6):** +3 die steps to Agility.
- **Strong (+12):** +6 die steps to Strength.
- **Tough (+6):** +3 die steps to Vigor.
- **Edge (+4):** Improved Level Headed.
- **Slow (-3):** Pace 0.
- **Tough Flesh (+2):** +2 armour.
- **Bite (+1):** Str+d8; Bleed.
- **Blindsense (+1):** Can sense and approximately pinpoint things within 6", attacks using blindsense are made at -2.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+1):** +1 to Notice rolls.
- **Aquatic (+2):** Gain Swimming d6 (or +1 die step if already have the skill). Swimming Pace of 12", and cannot drown.
- **Hardy (+1):** A second Shaken result doesn't become a wound.
- **Bleed (+2):** If you hit with a raise, and the victim is Shaken or wounded by the blow, they start Bleeding Out. They must make a Vigor roll each round, on a raise they stop bleeding, on a failure they become Shaken (this can cause a wound)
- **Size +4 (+6½):** Toughness +4; Natural weapons increased to Str+d8 damage.
- **Large (-12):** -2 to attack medium-sized foes, they receive +2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

JIGSAW SHARK (-3 race/+1 shape)

Race Creation: Assign another 4 skill points and 3 racial abilities.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-2/+0):** Fighting d6, Tracking d6, Swimming d10 and Notice d6.
- **Agile (+2):** +1 die step to Agility.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Strong (+2):** +1 die step to Strength.
- **Edge (+2):** Level Headed.
- **Slow (-3):** Pace 0.
- **Tough Flesh (+1):** +1 armour.
- **Bite (+1):** Str+d6.
- **Blindsense (+1):** Can sense and approximately pinpoint things within 6", attacks using blindsense are made at -2.
- **Scent (+1):** Navigate by scent (range 6").
- **Aquatic (+2):** Gain Swimming d6 (or +1 die step if already have the skill). Swimming Pace of 10", and cannot drown.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

TIGER SHARK (+6½ race/+7 shape)

Race Creation: Remove 4½ racial abilities.

Beast Shape (Seasoned): 3-5 PP, or 1-3 PP for dedicated form.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (+1½/+0):** Fighting d6, Tracking d8, Swimming d12 and Notice d8.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Strong (+8):** +4 die steps to Strength.
- **Tough (+4):** +2 die steps to Vigor.
- **Edge (+2):** Level Headed.
- **Slow (-3):** Pace 0.
- **Tough Flesh (+2):** +2 armour.
- **Bite (+1):** Str+d8.
- **Blindsense (+1):** Can sense and approximately pinpoint things within 6", attacks using blindsense are made at -2.
- **Scent (+1):** Navigate by scent (range 6").
- **Aquatic (+2):** Gain Swimming d6 (or +1 die step if already have the skill). Swimming Pace of 13", and cannot drown.
- **Hardy (+1):** A second Shaken result doesn't become a wound.
- **Size +5 (+8):** Toughness +5; Natural weapons increased to Str+d8 damage.
- **Large (-12):** -2 to attack medium-sized foes, they receive +2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

STUMBLE FISH (-21½ race/-13 shape)

Race Creation: Assign another 13 skill points and 17 racial abilities.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-6½/+0):** Fighting d4, Swimming d6 and Notice d4.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Weak (-2):** -1 die step to Strength. If this would take Strength below d4, instead suffer -1 to all Strength rolls (including damage) and halve carrying capacity.
- **Frail (-2):** -1 die step to Vigor. If this would take Vigor below d4, instead suffer -1 to all Vigor rolls and reduce Toughness by 1 (this can take Toughness below 1).
- **Slow (-3):** Pace 0.
- **Bite (+1):** Str+d4.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Aquatic (+2):** Gain Swimming d6 (or +1 die step if already have the skill). Swimming Pace of 6", and cannot drown.
- **Size -1 (-2):** Toughness -1; Natural weapons reduced to Str+d4 damage.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

SWORDFISH (+1½ race/+4½ shape)

Race Creation: Assign another 1 skill point.

Beast Shape (Novice): 2-4 PP, or 1-3 PP for dedicated form.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-1/+0):** Fighting d8, Swimming d12 and Notice d8.
- **Agile (+2):** +1 die step to Agility.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Strong (+2):** +1 die step to Strength.
- **Edge (+2):** Trademark Weapon (gore).
- **Slow (-3):** Pace 0.
- **Tough Flesh (+1):** +1 armour.
- **Horns (+1):** Str+d6.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Keen Eyes (+½):** +1 to sight-based Notice rolls.
- **Gore (+1):** +4 damage if move 6" or more in straight line before attacking.
- **Aquatic (+2):** Gain Swimming d6 (or +1 die step if already have the skill). Swimming Pace of

13", and cannot drown.

- **Size +2 (+3):** Toughness +2.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

TIGER FISH (-5½ race/-3 shape)

Race Creation: Assign another 1 skill point and 7 racial abilities.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-½/+0):** Fighting d6, Swimming d12, Notice d8 and Stealth d6.
- **Agile (+2):** +1 die step to Agility.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Strong (+2):** +1 die step to Strength.
- **Slow (-3):** Pace 0.
- **Bite (+1):** Str+d6.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Aquatic (+2):** Gain Swimming d6 (or +1 die step if already have the skill). Swimming Pace of 13", and cannot drown.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

GIANT TIGER BARB (+3½ race/+4 shape)

Race Creation: Remove 1½ racial abilities.

Beast Shape (Novice): 2-4 PP, or 1-3 PP for dedicated form.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (+1½/+0):** Fighting d8, Tracking d8, Swimming d12 and Notice d8.
- **Agile (+2):** +1 die step to Agility.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Strong (+2):** +1 die step to Strength.
- **Edge (+2):** Trademark Weapon (bite).
- **Slow (-3):** Pace 0.
- **Striped Scales (+1):** +1 armour.
- **Bite (+1):** Str+d6.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Aquatic (+2):** Gain Swimming d6 (or +1 die step if already have the skill). Swimming Pace of 12", and cannot drown.
- **Size +2 (+3):** Fifteen feet long; Toughness +2.
- **No Hands (-4):** Can't use weapons or tools.

- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

FOX

FOX (+6 race/+7 shape)

Race Creation: Remove 4 racial abilities.

Beast Shape (Seasoned): 3-5 PP, or 1-3 PP for dedicated form.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-1/+0):** Fighting d4, Survival d4, Tracking d8, Notice d8 and Stealth d8.
- **Agile (+2):** +1 die step to Agility.
- **Fast (+1):** Pace 8.
- **Bite (+1):** Str.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Stealthy (+1):** +1 to Stealth rolls.
- **Size -2 (-4):** Toughness -2; Natural weapons reduced to Str damage.
- **Small (+12):** +2 to attack medium-sized foes, they receive -2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

ARCTIC FOX (+7½ race/+8 shape)

Race Creation: Remove 5½ racial abilities.

Beast Shape (Seasoned): 4-6 PP, or 2-4 PP for dedicated form.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-½/+0):** Survival d4, Tracking d10, Notice d8 and Stealth d8.
- **Agile (+2):** +1 die step to Agility.
- **Weak (-2):** -1 die step to Strength. If this would take Strength below d4, instead suffer -1 to all Strength rolls (including damage) and halve carrying capacity.
- **Fast (+1):** Pace 8.
- **Thick Fur (+1):** +1 armour.
- **Bite (+1):** Str.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+1):** +1 to Notice rolls.
- **Stealthy (+1):** +1 to Stealth rolls.
- **Arctic Stride (+1):** Snow and ice is not treated as difficult ground.
- **Size -2 (-4):** Toughness -2; Natural weapons reduced to Str damage.
- **Small (+12):** +2 to attack medium-sized foes, they receive -2 to their attacks.

- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

FIREFOOT FENNEC (+5½ race/+8 shape)

Race Creation: Remove 3½ racial abilities.

Beast Shape (Seasoned): 4-6 PP, or 2-4 PP for dedicated form.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-2½/+0):** Fighting d4, Survival d4, Tracking d8 and Notice d8.
- **Agile (+4):** +2 die steps to Agility.
- **Fast (+1):** Pace 8.
- **Bite (+1):** Str.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Size -2 (-4):** Toughness -2; Natural weapons reduced to Str damage.
- **Small (+12):** +2 to attack medium-sized foes, they receive -2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

FROG

GIANT FROG (+2½ race/+8 shape)

Race Creation: Remove ½ racial ability.

Beast Shape (Seasoned): 4-6 PP, or 2-4 PP for dedicated form.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-1½/+0):** Fighting d6, Tracking d4, Swimming d10, Notice d4 and Stealth d6.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Meek (-2/+0):** -1 die step to Spirit (not when shapechanging).
- **Strong (+2):** +1 die step to Strength.
- **Tough (+4):** +2 die steps to Vigor.
- **Edge (+2):** Level Headed.
- **Bite/Tongue (+1):** Str+d6; Reach 1"; Grab.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Grab (+2):** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Swallow (+2):** Can swallow victims whole.
- **Natural Swimmer (+1):** Swimming Pace of 6", and +2 to resist drowning.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.

- **Naked (-2):** Cannot wear armour or clothing.

GIANT DIRE FROG (+32 race/+33½ shape)

Race Creation: Remove 30 racial abilities.

Beast Shape (Legendary+3): 16-18 PP, or 8-10 PP for dedicated form.

Nature's Ally (Legendary+3): 10 PP for the first, +8 PP for each additional animal.

Abilities:

- **Skills (+½/+0):** Fighting d6, Tracking d6, Swimming d12, Notice d6 and Stealth d4.
- **Agile (+2):** +1 die step to Agility.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Strong (+10):** +5 die steps to Strength.
- **Tough (+10):** +5 die steps to Vigor.
- **Edge (+4):** Improved Level Headed.
- **Fast (+1):** Pace 8.
- **Mottled Skin (+2):** +2 armour.
- **Bite/Tongue (+1):** Str+d6; Reach 1"; Grab.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Grab (+2):** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Swallow (+2):** Can swallow victims whole.
- **Natural Swimmer (+1):** Swimming Pace of 7", and +2 to resist drowning.
- **Size +3 (+4½):** Ten feet long; Toughness +3.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

KILLER FROG (-4 race/-3 shape)

Race Creation: Assign another 2 skill points and 5 racial abilities.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-1/+0):** Fighting d4, Tracking d4, Swimming d10, Notice d4 and Stealth d8.
- **Tough (+2):** +1 die step to Vigor.
- **Slow (-2):** Pace 2.
- **Green Skin (+1):** +1 armour.
- **Claws/Bite (+1):** Str+d6; Grab.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Grab (+2):** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Natural Swimmer (+1):** Swimming Pace of 6", and +2 to resist drowning.

- **Size -1 (-2):** Toughness -1; Natural weapons reduced to Str+d4 damage.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

POISONOUS FROG (-1 race/+4 shape)

Race Creation: Assign another 6 skill points.

Beast Shape (Novice): 2-4 PP, or 1-3 PP for dedicated form.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-3/+0):** Swimming d8, Notice d4 and Stealth d8.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Weak (-2):** -1 die step to Strength. If this would take Strength below d4, instead suffer -1 to all Strength rolls (including damage) and halve carrying capacity.
- **Slow (-2):** Pace 2.
- **Bite (+1):** Str; Poison.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Stealthy (+1):** +1 to Stealth rolls.
- **Natural Swimmer (+1):** Swimming Pace of 5", and +2 to resist drowning.
- **Poison (+4):** Bite inflicts venomous poison if foe is Shaken or wounded.
- **Size -2 (-4):** Toughness -2; Natural weapons reduced to Str damage.
- **Small (+12):** +2 to attack medium-sized foes, they receive -2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

ARMY OF POISONOUS FROGS (+15½ race/+14 shape)

Race Creation: Remove 13½ racial abilities.

Beast Shape (Heroic): 7-9 PP, or 3-5 PP for dedicated form.

Nature's Ally (Veteran): 5 PP for the first, +3 PP for each additional animal.

Abilities:

- **Skills (-½/+0):** Tracking d8, Notice d8 and Stealth d8.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Spirited (+4/+0):** +2 die steps to Spirit (not when shapechanging).
- **Strong (+2):** +1 die step to Strength.
- **Tough (+2):** +1 die step to Vigor.
- **Slow (-2):** Pace 2.
- **Low Light Vision (+1):** Dim/dark lighting.

- **Scent (+1):** Navigate by scent (range 6").
- **Very Stealthy (+2):** +2 to Stealth rolls.
- **Swarm (+12):** +2 Parry, immune to most weapons, automatically inflicts 2d6 damage to everyone within a MBT.
- **Poison (+4):** Swarm inflicts venomous poison if foe is Shaken or wounded.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

TOAD (-3½ race/-1 shape)

Race Creation: Assign another 5 skill points and 3 racial abilities.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-2½/+0):** Tracking d6, Swimming d6, Notice d6 and Stealth d8.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Spirited (+2/+0):** +1 die step to Spirit (not when shapechanging).
- **Weak (-2):** -1 die step to Strength. If this would take Strength below d4, instead suffer -1 to all Strength rolls (including damage) and halve carrying capacity.
- **Frail (-2):** -1 die step to Vigor. If this would take Vigor below d4, instead suffer -1 to all Vigor rolls and reduce Toughness by 1 (this can take Toughness below 1).
- **Slow (-2½):** Pace 1.
- **Slam (+1):** Str.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Very Stealthy (+2):** +2 to Stealth rolls.
- **Amphibious (+2):** Gain Swimming d6 (or +1 die step if already have the skill). Swimming Pace of 6", and cannot drown, but can also breathe air and survive indefinitely on land.
- **Size -3 (-5½):** Toughness -3; Natural weapons reduced to Str damage.
- **Small (+12):** +2 to attack medium-sized foes, they receive -2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

GIANT TOAD (+14½ race/+17 shape)

Race Creation: Remove 12½ racial abilities.

Beast Shape (Heroic): 8-10 PP, or 4-6 PP for dedicated form.

Nature's Ally (Veteran): 5 PP for the first, +3 PP for each additional animal.

Abilities:

- **Skills (+1½/+0):** Fighting d6, Tracking d8, Swimming d10, Notice d8 and Stealth d6.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Meek (-2/+0):** -1 die step to Spirit (not when shapechanging).
- **Strong (+6):** +3 die steps to Strength.
- **Tough (+4):** +2 die steps to Vigor.
- **Edge (+2):** Level Headed.
- **Skin (+1):** +1 armour.
- **Bite (+1):** Str+d6; Grab.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Grab (+2):** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Swallow (+2):** Can swallow victims whole.
- **Amphibious (+2):** Gain Swimming d6 (or +1 die step if already have the skill). Swimming Pace of 10", and cannot drown, but can also breathe air and survive indefinitely on land.
- **Size +2 (+3):** Toughness +2.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

HEDGEHOG

HEDGEHOG (-1½ race/+1½ shape)

Race Creation: Assign another 6 skill points and ½ racial ability.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-3/+0):** Climbing d6, Swimming d6, Notice d4 and Stealth d8.
- **Agile (+4):** +2 die steps to Agility.
- **Weak (-2):** -1 die step to Strength. If this would take Strength below d4, instead suffer -1 to all Strength rolls (including damage) and halve carrying capacity.
- **Frail (-2):** -1 die step to Vigor. If this would take Vigor below d4, instead suffer -1 to all Vigor rolls and reduce Toughness by 1 (this can take Toughness below 1).
- **Slow (-1):** Pace 4.
- **Bite (+1):** Str.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Very Stealthy (+2):** +2 to Stealth rolls.
- **Size -3 (-5½):** Toughness -3; Natural weapons reduced to Str damage.
- **Small (+12):** +2 to attack medium-sized foes, they receive -2 to their attacks.

- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

HERD ANIMAL

ANTELOPE (-1½ race/+4½ shape)

Race Creation: Assign another 7 skill points.

Beast Shape (Novice): 2-4 PP, or 1-3 PP for dedicated form.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-6/+0):** Fighting d4 and Notice d6.
- **Agile (+4):** +2 die steps to Agility.
- **Tough (+2):** +1 die step to Vigor.
- **Edge (+2):** Level Headed.
- **Fast (+3):** Pace 12.
- **Horns (+1):** Str+d4.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Fast Runner (+½):** d8 running die.
- **Gore (+1):** +4 damage if move 6" or more in straight line before attacking.
- **Size -1 (-2):** Four feet long; Toughness -1; Natural weapons reduced to Str+d4 damage.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

AUROCHS (+14 race/+16½ shape)

Race Creation: Remove 12 racial abilities.

Beast Shape (Heroic): 8-10 PP, or 4-6 PP for dedicated form.

Nature's Ally (Veteran): 5 PP for the first, +3 PP for each additional animal.

Abilities:

- **Skills (-2½/+0):** Fighting d6, Tracking d8 and Notice d8.
- **Strong (+10):** +5 die steps to Strength.
- **Tough (+4):** +2 die steps to Vigor.
- **Fast (+1):** Pace 8.
- **Shaggy Hide (+1):** +1 armour.
- **Horns (+1):** Str+d6.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Gore (+1):** +4 damage if move 6" or more in straight line before attacking.
- **Size +3 (+4½):** Toughness +3.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

MOUNTAIN AUROCHS (+15½ race/+15 shape)

Race Creation: Remove 13½ racial abilities.

Beast Shape (Heroic): 7-9 PP, or 3-5 PP for dedicated form.

Nature's Ally (Veteran): 5 PP for the first, +3 PP for each additional animal.

Abilities:

- **Skills (-1½/+0):** Fighting d6, Tracking d10 and Notice d8.
- **Spirited (+2/+0):** +1 die step to Spirit (not when shapechanging).
- **Strong (+14):** +7 die steps to Strength.
- **Tough (+12):** +6 die steps to Vigor.
- **Fast (+1):** Pace 8.
- **Shaggy Hide (+2):** +2 armour.
- **Horns (+1):** Str+d8.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+1):** +1 to Notice rolls.
- **Gore (+1):** +4 damage if move 6" or more in straight line before attacking.
- **Size +8 (+13):** Toughness +8; Natural weapons increased to Str+d10 damage.
- **Huge (-24):** -4 to attack medium-sized foes, they receive +4 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

STORVAL AUROCHS (+10½ race/+13 shape)

Race Creation: Remove 8½ racial abilities.

Beast Shape (Veteran): 6-8 PP, or 3-5 PP for dedicated form.

Nature's Ally (Seasoned): 4 PP for the first, +2 PP for each additional animal.

Abilities:

- **Skills (-2½/+0):** Fighting d6, Tracking d8 and Notice d8.
- **Strong (+14):** +7 die steps to Strength.
- **Tough (+12):** +6 die steps to Vigor.
- **Fast (+1):** Pace 8.
- **Shaggy Hide (+1):** +1 armour.
- **Horns (+1):** Str+d8.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Gore (+1):** +4 damage if move 6" or more in straight line before attacking.
- **Size +8 (+13):** Toughness +8; Natural weapons increased to Str+d10 damage.
- **Huge (-24):** -4 to attack medium-sized foes, they receive +4 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

BISON/BUFFALO (+9 race/+11½ shape)

Race Creation: Remove 7 racial abilities.

Beast Shape (Veteran): 5-7 PP, or 2-4 PP for dedicated form.

Nature's Ally (Seasoned): 4 PP for the first, +2 PP for each additional animal.

Abilities:

- **Skills (-2½/+0):** Fighting d6, Tracking d8 and Notice d8.
- **Strong (+12):** +6 die steps to Strength.
- **Tough (+6):** +3 die steps to Vigor.
- **Fast (+1):** Pace 8.
- **Fur (+2):** +2 armour.
- **Horns (+1):** Str+d8.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Gore (+1):** +4 damage if move 6" or more in straight line before attacking.
- **Size +4 (+6½):** Toughness +4; Natural weapons increased to Str+d8 damage.
- **Large (-12):** -2 to attack medium-sized foes, they receive +2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

DIRE BISON (+20½ race/+18 shape)

Race Creation: Remove 18½ racial abilities.

Beast Shape (Legendary): 9-11 PP, or 4-6 PP for dedicated form.

Nature's Ally (Legendary): 7 PP for the first, +5 PP for each additional animal.

Abilities:

- **Skills (+½/+0):** Fighting d8, Tracking d12 and Notice d8.
- **Spirited (+2/+0):** +1 die step to Spirit (not when shapechanging).
- **Strong (+14):** +7 die steps to Strength.
- **Tough (+10):** +5 die steps to Vigor.
- **Edge (+2):** Alertness.
- **Fast (+2):** Pace 10.
- **Black Fur (+2):** +2 armour.
- **Horns (+1):** Str+d8.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+2):** +2 to Notice rolls.
- **Gore (+1):** +4 damage if move 6" or more in straight line before attacking.
- **Hardy (+1):** A second Shaken result doesn't become a wound.
- **Size +8 (+13):** Toughness +8; Natural weapons increased to Str+d10 damage.
- **Huge (-24):** -4 to attack medium-sized foes, they receive +4 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.

- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

BULL (+15 race/+17½ shape)

Race Creation: Remove 13 racial abilities.

Beast Shape (Heroic): 8-10 PP, or 4-6 PP for dedicated form.

Nature's Ally (Veteran): 5 PP for the first, +3 PP for each additional animal.

Abilities:

- **Skills (-4½/+0):** Fighting d6, Tracking d6 and Notice d6.
- **Spirited (+2/+0):** +1 die step to Spirit (not when shapechanging).
- **Strong (+10):** +5 die steps to Strength.
- **Tough (+6):** +3 die steps to Vigor.
- **Fast (+1):** Pace 8.
- **Horns (+1):** Str+d6.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Gore (+1):** +4 damage if move 6" or more in straight line before attacking.
- **Size +3 (+4½):** Toughness +3.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

CAMEL (+7½ race/+12 shape)

Race Creation: Remove 5½ racial abilities.

Beast Shape (Veteran): 6-8 PP, or 3-5 PP for dedicated form.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-4½/+0):** Fighting d6, Tracking d6 and Notice d6.
- **Agile (+4):** +2 die steps to Agility.
- **Strong (+6):** +3 die steps to Strength.
- **Tough (+2):** +1 die step to Vigor.
- **Fast (+2):** Pace 10.
- **Bite (+1):** Str+d6.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Size +2 (+3):** Toughness +2.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

COW (-15½ race/-1 shape)

Race Creation: Assign another 13 skill points and 11 racial abilities.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-6½/+0):** Fighting d4 and Notice d4.
- **Clumsy (-2):** -1 die step to Agility. If this would take Agility below d4, instead suffer -1 to all Agility rolls.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Meek (-2/+0):** -1 die step to Spirit (not when shapechanging).
- **Strong (+2):** +1 die step to Strength.
- **Tough (+2):** +1 die step to Vigor.
- **Slow (-1):** Pace 4.
- **Hooves (+1):** Str.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Docile (-4/+0):** +0 for shapechanging. -4 for companions, familiars and summoned minions; this animal won't attack, and automatically flees if Shaken.
- **Size +2 (+3):** Toughness +2.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

DEER (+10½ race/+7½ shape)

Race Creation: Remove 8½ racial abilities.

Beast Shape (Seasoned): 3-5 PP, or 1-3 PP for dedicated form.

Nature's Ally (Seasoned): 4 PP for the first, +2 PP for each additional animal.

Abilities:

- **Skills (+1/+0):** Fighting d6, Tracking d10, Swimming d6, Notice d8 and Stealth d8.
- **Agile (+2):** +1 die step to Agility.
- **Spirited (+2/+0):** +1 die step to Spirit (not when shapechanging).
- **Edge (+2):** Dodge.
- **Edge (+2):** Improved Dodge.
- **Edge (+2):** Extraction.
- **Fast (+1):** Pace 8.
- **Antlers/Hooves (+1):** Str+d6.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+1):** +1 to Notice rolls.
- **Stealthy (+1):** +1 to Stealth rolls.
- **Fast Runner (+½):** d8 running die.
- **Gore (+1):** +4 damage if move 6" or more in straight line before attacking.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

ELK (+7 race/+9½ shape)

Race Creation: Remove 5 racial abilities.

Beast Shape (Seasoned): 4-6 PP, or 2-4 PP for dedicated form.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-4½/+0):** Fighting d6 and Notice d8.
- **Agile (+4):** +2 die steps to Agility.
- **Spirited (+2/+0):** +1 die step to Spirit (not when shapechanging).
- **Strong (+2):** +1 die step to Strength.
- **Tough (+4):** +2 die steps to Vigor.
- **Edge (+2):** Level Headed.
- **Fast (+2):** Pace 10.
- **Antlers/Hooves (+1):** Str+d6.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Fast Runner (+½):** d8 running die.
- **Gore (+1):** +4 damage if move 6" or more in straight line before attacking.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

GIANT ELK (+13½ race/+18 shape)

Race Creation: Remove 11½ racial abilities.

Beast Shape (Legendary): 9-11 PP, or 4-6 PP for dedicated form.

Nature's Ally (Veteran): 5 PP for the first, +3 PP for each additional animal.

Abilities:

- **Skills (-2½/+0):** Fighting d6, Notice d8 and Stealth d8.
- **Agile (+2):** +1 die step to Agility.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Strong (+12):** +6 die steps to Strength.
- **Tough (+8):** +4 die steps to Vigor.
- **Edge (+2):** Alertness.
- **Edge (+2):** Level Headed.
- **Fast (+1):** Pace 8.
- **Thick Pelt (+1):** +1 armour.
- **Antlers (+1):** Str+d8.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Fast Runner (+½):** d8 running die.
- **Gore (+1):** +4 damage if move 6" or more in straight line before attacking.
- **Size +4 (+6½):** Toughness +4; Natural weapons increased to Str+d8 damage.
- **Large (-12):** -2 to attack medium-sized foes, they receive +2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

RIVER ELK (+16½ race/+16½ shape)

Race Creation: Remove 14½ racial abilities.

Beast Shape (Heroic): 8-10 PP, or 4-6 PP for dedicated form.

Nature's Ally (Heroic): 6 PP for the first, +4 PP for each additional animal.

Abilities:

- **Skills (-2/+0):** Fighting d6, Swimming d10 and Notice d8.
- **Agile (+2):** +1 die step to Agility.
- **Spirited (+2/+0):** +1 die step to Spirit (not when shapechanging).
- **Strong (+4):** +2 die steps to Strength.
- **Tough (+6):** +3 die steps to Vigor.
- **Edge (+2):** Level Headed.
- **Fast (+2):** Pace 10.
- **Thick Pelt (+1):** +1 armour.
- **Antlers/Hooves (+1):** Str+d6.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Fast Runner (+½):** d8 running die.
- **Gore (+1):** +4 damage if move 6" or more in straight line before attacking.
- **Natural Swimmer (+1):** Swimming Pace of 6", and +2 to resist drowning.
- **Size +2 (+3):** Six feet tall; Toughness +2.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

GIRAFFE (+4 race/+8½ shape)

Race Creation: Remove 2 racial abilities.

Beast Shape (Seasoned): 4-6 PP, or 2-4 PP for dedicated form.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-4½/+0):** Fighting d6 and Notice d8.
- **Agile (+2):** +1 die step to Agility.
- **Strong (+8):** +4 die steps to Strength.
- **Tough (+4):** +2 die steps to Vigor.
- **Fast (+2):** Pace 10.
- **Spotted Pelt (+2):** +2 armour.
- **Hooves/Slam (+1):** Str+d4.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Fast Runner (+½):** d8 running die.
- **Size +5 (+8):** Twenty feet tall; Toughness +5; Natural weapons increased to Str+d8 damage.
- **Large (-12):** -2 to attack medium-sized foes, they receive +2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

GOAT (-12½ race/-7 shape)

Race Creation: Assign another 11 skill points and 9 racial abilities.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1

PP for each additional animal.

Abilities:

- **Skills (-5½/+0):** Fighting d4, Climbing d6 and Notice d4.
- **Horns (+1):** Str+d4.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Gore (+1):** +4 damage if move 6" or more in straight line before attacking.
- **Size -1 (-2):** Toughness -1; Natural weapons reduced to Str+d4 damage.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

DIRE GOAT (+12½ race/+14 shape)

Race Creation: Remove 10½ racial abilities.

Beast Shape (Heroic): 7-9 PP, or 3-5 PP for dedicated form.

Nature's Ally (Veteran): 5 PP for the first, +3 PP for each additional animal.

Abilities:

- **Skills (-1½/+0):** Fighting d6, Tracking d10 and Notice d8.
- **Strong (+6):** +3 die steps to Strength.
- **Tough (+4):** +2 die steps to Vigor.
- **Edge (+2):** Alertness.
- **Fast (+2):** Pace 10.
- **Whitish-brown Fur (+2):** +2 armour.
- **Horns (+1):** Str+d6.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+1):** +1 to Notice rolls.
- **Gore (+1):** +4 damage if move 6" or more in straight line before attacking.
- **Hardy (+1):** A second Shaken result doesn't become a wound.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

GRANGERI (+19½ race/+22½ shape)

Race Creation: Remove 17½ racial abilities.

Beast Shape (Legendary+1): 11-13 PP, or 5-7 PP for dedicated form.

Nature's Ally (Heroic): 6 PP for the first, +4 PP for each additional animal.

Abilities:

- **Skills (-1/+0):** Fighting d8, Notice d8 and Stealth d8.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Strong (+12):** +6 die steps to Strength.
- **Tough (+8):** +4 die steps to Vigor.
- **Edge (+2):** Alertness.
- **Fast (+1):** Pace 8.

- **Thick Pelt (+2):** +2 armour.
- **Bite (+1):** Str+d8.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Keen Eyes (+½):** +1 to sight-based Notice rolls.
- **Stealthy (+1):** +1 to Stealth rolls.
- **Hardy (+1):** A second Shaken result doesn't become a wound.
- **Endurance (+2)** +2 to Soak rolls.
- **Size +7 (+11):** Thirty feet long; Toughness +7; Natural weapons increased to Str+d8 damage.
- **Large (-12):** -2 to attack medium-sized foes, they receive +2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

LLAMA (-9½ race/-3 shape)

Race Creation: Assign another 13 skill points and 5 racial abilities.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-6½/+0):** Fighting d4 and Notice d4.
- **Tough (+2):** +1 die step to Vigor.
- **Fast (+1):** Pace 8.
- **Bite (+1):** Str+d6.
- **Low Light Vision (+1):** Dim/dark lighting.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

MOOSE (+13 race/+12 shape)

Race Creation: Remove 11 racial abilities.

Beast Shape (Veteran): 6-8 PP, or 3-5 PP for dedicated form.

Nature's Ally (Veteran): 5 PP for the first, +3 PP for each additional animal.

Abilities:

- **Skills (+1/+0):** Fighting d6, Tracking d10, Swimming d8, Notice d8 and Stealth d4.
- **Strong (+6):** +3 die steps to Strength.
- **Tough (+4):** +2 die steps to Vigor.
- **Thick Pelt (+2):** +2 armour.
- **Antlers/Hooves (+1):** Str+d6.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+1):** +1 to Notice rolls.
- **Gore (+1):** +4 damage if move 6" or more in straight line before attacking.
- **Size +2 (+3):** Eight feet tall; Toughness +2.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.

- **Naked (-2):** Cannot wear armour or clothing.

SCYTHE HORN (+24 race/+22½ shape)

Race Creation: Remove 22 racial abilities.

Beast Shape (Legendary+1): 11-13 PP, or 5-7 PP for dedicated form.

Nature's Ally (Legendary+1): 8 PP for the first, +6 PP for each additional animal.

Abilities:

- **Skills (+1½/+0):** Fighting d6, Tracking d10, Swimming d10 and Notice d8.
- **Strong (+10):** +5 die steps to Strength.
- **Tough (+4):** +2 die steps to Vigor.
- **Edge (+2):** Strong Willed.
- **Edge (+2):** Trademark Weapon (antlers).
- **Fast (+1):** Pace 8.
- **Thick Pelt (+2):** +2 armour.
- **Antlers (+1):** Str+d6.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+1):** +1 to Notice rolls.
- **Gore (+1):** +4 damage if move 6" or more in straight line before attacking.
- **Size +3 (+4½):** Thirteen feet long; Toughness +3.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

SHEEP (-13½ race/-5 shape)

Race Creation: Assign another 13 skill points and 9 racial abilities.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-6½/+0):** Fighting d4 and Notice d4.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Thick Wool (+1):** +1 armour.
- **Bite (+1):** Str+d6.
- **Low Light Vision (+1):** Dim/dark lighting.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

RAM (-1½ race/+1 shape)

Race Creation: Assign another 7 skill points.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-4½/+0):** Fighting d6, Tracking d6 and Notice d6.

- **Agile (+2):** +1 die step to Agility.
- **Spirited (+2/+0):** +1 die step to Spirit (not when shapechanging).
- **Strong (+2):** +1 die step to Strength.
- **Fast (+1):** Pace 8.
- **Horns (+1):** Str+d6.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Gore (+1):** +4 damage if move 6" or more in straight line before attacking.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

DIRE RAM (+21 race/+25 shape)

Race Creation: Remove 19 racial abilities.

Beast Shape (Legendary+1): 12-14 PP, or 6-8 PP for dedicated form.

Nature's Ally (Legendary): 7 PP for the first, +5 PP for each additional animal.

Abilities:

- **Skills (-4/+0):** Fighting d6 and Notice d8.
- **Agile (+2):** +1 die step to Agility.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Spirited (+2/+0):** +1 die step to Spirit (not when shapechanging).
- **Strong (+8):** +4 die steps to Strength.
- **Tough (+8):** +4 die steps to Vigor.
- **Edge (+2):** Level Headed.
- **Fast (+2):** Pace 10.
- **Thick Coat (+2):** +2 armour.
- **Horns (+1):** Str+d6.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Keen Eyes (+1):** +2 to sight-based Notice rolls.
- **Gore (+1):** +4 damage if move 6" or more in straight line before attacking.
- **Endurance (+2)** +2 to Soak rolls.
- **Size +2 (+3):** Toughness +2.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

HIPPOPOTAMUS

HIPPOPOTAMUS (+12½ race/+11½ shape)

Race Creation: Remove 10½ racial abilities.

Beast Shape (Veteran): 5-7 PP, or 2-4 PP for dedicated form.

Nature's Ally (Veteran): 5 PP for the first, +3 PP for each additional animal.

Abilities:

- **Skills (+1/+0):** Fighting d6, Tracking d8,

Swimming d10, Notice d8 and Stealth d4.

- **Strong (+6):** +3 die steps to Strength.
- **Tough (+4):** +2 die steps to Vigor.
- **Fast (+1):** Pace 8.
- **Thick Skin (+2):** +2 armour.
- **Bite (+1):** Str+d6.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Hold Breath (+½):** For Vigor x 10 minutes.
- **Size +2 (+3):** Toughness +2.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

BEHEMOTH HIPPOPOTAMUS (+20 race/+18 shape)

Race Creation: Remove 18 racial abilities.

Beast Shape (Legendary): 9-11 PP, or 4-6 PP for dedicated form.

Nature's Ally (Legendary): 7 PP for the first, +5 PP for each additional animal.

Abilities:

- **Skills (+2/+0):** Fighting d10, Swimming d10, Notice d8 and Stealth d4.
- **Clumsy (-2):** -1 die step to Agility. If this would take Agility below d4, instead suffer -1 to all Agility rolls.
- **Strong (+14):** +7 die steps to Strength.
- **Tough (+8):** +4 die steps to Vigor.
- **Edge (+2):** Hard to Kill.
- **Edge (+2):** Level Headed.
- **Edge (+2):** Strong Willed.
- **Fast (+2):** Pace 10.
- **Thick Skin (+4):** +4 armour.
- **Bite (+1):** Str+d8; Grab.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Keen Eyes (+½):** +1 to sight-based Notice rolls.
- **Grab (+2):** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Hold Breath (+½):** For Vigor x 10 minutes.
- **Size +8 (+13):** Toughness +8; Natural weapons increased to Str+d10 damage.
- **Huge (-24):** -4 to attack medium-sized foes, they receive +4 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

DIRE HIPPOPOTAMUS (+33 race/+28½ shape)

Race Creation: Remove 31 racial abilities.

Beast Shape (Legendary+2): 14-16 PP, or 7-9 PP for dedicated form.

Nature's Ally (Legendary+3): 10 PP for the first, +8 PP for each additional animal.

Abilities:

- **Skills (+4½/+0):** Fighting d8, Tracking d12, Swimming d12 and Notice d8.
- **Strong (+12):** +6 die steps to Strength.
- **Tough (+10):** +5 die steps to Vigor.
- **Edge (+2):** Level Headed.
- **Fast (+1):** Pace 8.
- **Thick Skin (+3):** +3 armour.
- **Bite (+1):** Str+d8.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+2):** +2 to Notice rolls.
- **Natural Swimmer (+1):** Swimming Pace of 7", and +2 to resist drowning.
- **Hold Breath (+½):** For Vigor x 10 minutes.
- **Hardy (+1):** A second Shaken result doesn't become a wound.
- **Endurance (+2)** +2 to Soak rolls.
- **Size +7 (+11):** Twenty feet long; Toughness +7; Natural weapons increased to Str+d8 damage.
- **Large (-12):** -2 to attack medium-sized foes, they receive +2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

HORSE

RIDING HORSE (+3½ race/+12½ shape)

Race Creation: Remove 1½ racial abilities.

Beast Shape (Veteran): 6-8 PP, or 3-5 PP for dedicated form.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-5/+0):** Fighting d4, Tracking d6 and Notice d6.
- **Agile (+2):** +1 die step to Agility.
- **Strong (+4):** +2 die steps to Strength.
- **Tough (+4):** +2 die steps to Vigor.
- **Fast (+2):** Pace 10.
- **Hooves (+1):** Str.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Fast Runner (+½):** d8 running die.
- **Docile (-4/+0):** +0 for shapechanging. -4 for companions, familiars and summoned minions; this animal won't attack, and automatically flees if Shaken.
- **Size +2 (+3):** Six feet tall; Toughness +2.
- **No Hands (-4):** Can't use weapons or tools.

- **No Speech (-2):** Not capable of speaking.

WARHORSE (+27½ race/+26 shape)

Race Creation: Remove 25½ racial abilities.

Beast Shape (Legendary+2): 13-15 PP, or 6-8 PP for dedicated form.

Nature's Ally (Legendary+1): 8 PP for the first, +6 PP for each additional animal.

Abilities:

- **Skills (-2½/+0):** Fighting d6, Tracking d8 and Notice d8.
- **Agile (+6):** +3 die steps to Agility.
- **Spirited (+4/+0):** +2 die steps to Spirit (not when shapechanging).
- **Strong (+8):** +4 die steps to Strength.
- **Tough (+8):** +4 die steps to Vigor.
- **Fast (+2):** Pace 10.
- **Hooves (+1):** Str+d4.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Fast Runner (+½):** d8 running die.
- **Size +3 (+4½):** Toughness +3.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.

DONKEY (-10½ race/-½ shape)

Race Creation: Assign another 12 skill points and 6½ racial abilities.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-6/+0):** Fighting d4, Tracking d4 and Notice d4.
- **Fast (+1):** Pace 8.
- **Bite (+1):** Str.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Docile (-4/+0):** +0 for shapechanging. -4 for companions, familiars and summoned minions; this animal won't attack, and automatically flees if Shaken.
- **Size +1 (+1½):** Six feet tall; Toughness +1.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.

DRAFT HORSE (+22½ race/+25½ shape)

Race Creation: Remove 20½ racial abilities.

Beast Shape (Legendary+1): 12-14 PP, or 6-8 PP for dedicated form.

Nature's Ally (Legendary): 7 PP for the first, +5 PP for each additional animal.

Abilities:

- **Skills (-3/+0):** Fighting d4, Tracking d8 and

Notice d8.

- **Agile (+6):** +3 die steps to Agility.
- **Spirited (+4/+0):** +2 die steps to Spirit (not when shapechanging).
- **Strong (+8):** +4 die steps to Strength.
- **Tough (+8):** +4 die steps to Vigor.
- **Fast (+2):** Pace 10.
- **Thick Coat (+1):** +1 armour.
- **Bite/Hooves (+1):** Str.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Fast Runner (+½):** d8 running die.
- **Docile (-4/+0):** +0 for shapechanging. -4 for companions, familiars and summoned minions; this animal won't attack, and automatically flees if Shaken.
- **Size +2 (+3):** Six feet tall; Toughness +2.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.

MULE (+1 race/+10 shape)

Race Creation: Assign another 2 skill points.

Beast Shape (Veteran): 5-7 PP, or 2-4 PP for dedicated form.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-5/+0):** Fighting d4, Tracking d6 and Notice d6.
- **Strong (+4):** +2 die steps to Strength.
- **Tough (+4):** +2 die steps to Vigor.
- **Edge (+2):** Alertness.
- **Hooves (+1):** Str.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Docile (-4/+0):** +0 for shapechanging. -4 for companions, familiars and summoned minions; this animal won't attack, and automatically flees if Shaken.
- **Size +2 (+3):** Six feet tall; Toughness +2.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.

PONY (-5 race/+4 shape)

Race Creation: Assign another 10 skill points and 2 racial abilities.

Beast Shape (Novice): 2-4 PP, or 1-3 PP for dedicated form.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-5/+0):** Fighting d4, Tracking d6 and Notice d6.
- **Strong (+2):** +1 die step to Strength.
- **Tough (+2):** +1 die step to Vigor.

- **Fast (+1):** Pace 8.
- **Hooves (+1):** Str.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Fast Runner (+½):** d8 running die.
- **Docile (-4/+0):** +0 for shapechanging. -4 for companions, familiars and summoned minions; this animal won't attack, and automatically flees if Shaken.
- **Size +1 (+1½):** Four feet tall; Toughness +1.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.

WAR PONY (+13½ race/+14 shape)

Race Creation: Remove 11½ racial abilities.

Beast Shape (Heroic): 7-9 PP, or 3-5 PP for dedicated form.

Nature's Ally (Veteran): 5 PP for the first, +3 PP for each additional animal.

Abilities:

- **Skills (-2½/+0):** Fighting d6, Tracking d8 and Notice d8.
- **Agile (+4):** +2 die steps to Agility.
- **Spirited (+2/+0):** +1 die step to Spirit (not when shapechanging).
- **Strong (+4):** +2 die steps to Strength.
- **Tough (+6):** +3 die steps to Vigor.
- **Fast (+1):** Pace 8.
- **Hooves (+1):** Str+d4.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Fast Runner (+½):** d8 running die.
- **Size +1 (+1½):** Four feet tall; Toughness +1.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.

ZEBRA (-½ race/+4 shape)

Race Creation: Assign another 5 skill points.

Beast Shape (Novice): 2-4 PP, or 1-3 PP for dedicated form.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-4½/+0):** Fighting d6, Tracking d6 and Notice d6.
- **Strong (+2):** +1 die step to Strength.
- **Tough (+2):** +1 die step to Vigor.
- **Fast (+1):** Pace 8.
- **Hooves (+1):** Str+d4.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Fast Runner (+½):** d8 running die.
- **Size +1 (+1½):** Four feet tall; Toughness +1.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.

HYENA

HYENA (+4½ race/+6 shape)

Race Creation: Remove 2½ racial abilities.

Beast Shape (Seasoned): 3-5 PP, or 1-3 PP for dedicated form.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-1½/+0):** Fighting d6, Tracking d8, Notice d8 and Stealth d6.
- **Agile (+2):** +1 die step to Agility.
- **Strong (+2):** +1 die step to Strength.
- **Tough (+2):** +1 die step to Vigor.
- **Fast (+2):** Pace 10.
- **Tan-colored Fur (+1):** +1 armour.
- **Bite (+1):** Str+d6; Go for the Throat.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Go for the Throat (+2):** Target least armoured location on a raise.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

DIRE HYENA (+12 race/+13 shape)

Race Creation: Remove 10 racial abilities.

Beast Shape (Veteran): 6-8 PP, or 3-5 PP for dedicated form.

Nature's Ally (Veteran): 5 PP for the first, +3 PP for each additional animal.

Abilities:

- **Skills (-1/+0):** Fighting d6, Tracking d8, Notice d8 and Stealth d8.
- **Agile (+2):** +1 die step to Agility.
- **Strong (+6):** +3 die steps to Strength.
- **Tough (+2):** +1 die step to Vigor.
- **Fast (+2):** Pace 10.
- **Spotted Pelt (+1):** +1 armour.
- **Bite (+1):** Str+d6; Go for the Throat.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Go for the Throat (+2):** Target least armoured location on a raise.
- **Size +2 (+3):** Six feet tall; Toughness +2.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

GIANT HYENA (+16 race/+15½ shape)

Race Creation: Remove 14 racial abilities.

Beast Shape (Heroic): 7-9 PP, or 3-5 PP for dedicated form.

Nature's Ally (Heroic): 6 PP for the first, +4 PP for each additional animal.

Abilities:

- **Skills (+½/+0):** Fighting d8, Survival d6, Tracking d10, Notice d8 and Stealth d4.
- **Agile (+2):** +1 die step to Agility.
- **Strong (+12):** +6 die steps to Strength.
- **Tough (+6):** +3 die steps to Vigor.
- **Edge (+2):** Trademark Weapon (bite).
- **Slow (-3):** Pace 0.
- **Spotted Pelt (+2):** +2 armour.
- **Bite (+1):** Str+d8; Go for the Throat.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+1):** +1 to Notice rolls.
- **Go for the Throat (+2):** Target least armoured location on a raise.
- **Endurance (+2)** +2 to Soak rolls.
- **Size +4 (+6½):** Eight feet long; Toughness +4; Natural weapons increased to Str+d8 damage.
- **Large (-12):** -2 to attack medium-sized foes, they receive +2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

KANGAROO

KANGAROO (+1 race/+6 shape)

Race Creation: Assign another 2 skill points.

Beast Shape (Seasoned): 3-5 PP, or 1-3 PP for dedicated form.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-5/+0):** Fighting d4, Tracking d6 and Notice d6.
- **Agile (+4):** +2 die steps to Agility.
- **Tough (+2):** +1 die step to Vigor.
- **Fast (+2):** Pace 10.
- **Thick Pelt (+1):** +1 armour.
- **Kick (+1):** Str+d4; Knockback.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Knockback (+2):** Opponent knocked back d6" on a raise, if they hit a solid object they suffer +d6 damage.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

LIZARD

LIZARD (-2 race/+2 shape)

Race Creation: Assign another 4 skill points

and 2 racial abilities.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-2/+0):** Climbing d10, Notice d4 and Stealth d8.
- **Agile (+2):** +1 die step to Agility.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Weak (-2):** -1 die step to Strength. If this would take Strength below d4, instead suffer -1 to all Strength rolls (including damage) and halve carrying capacity.
- **Frail (-2):** -1 die step to Vigor. If this would take Vigor below d4, instead suffer -1 to all Vigor rolls and reduce Toughness by 1 (this can take Toughness below 1).
- **Slow (-1):** Pace 4.
- **Bite (+1):** Str.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Very Stealthy (+2):** +2 to Stealth rolls.
- **Wall Walker (+1):** Climbing Pace 4".
- **Size -2 (-4):** Toughness -2; Natural weapons reduced to Str damage.
- **Small (+12):** +2 to attack medium-sized foes, they receive -2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

GIANT CHAMELEON (+17 race/+18 shape)

Race Creation: Remove 15 racial abilities.

Beast Shape (Legendary): 9-11 PP, or 4-6 PP for dedicated form.

Nature's Ally (Heroic): 6 PP for the first, +4 PP for each additional animal.

Abilities:

- **Skills (-1/+0):** Fighting d6, Climbing d12, Notice d6 and Stealth d8.
- **Agile (+2):** +1 die step to Agility.
- **Strong (+4):** +2 die steps to Strength.
- **Tough (+6):** +3 die steps to Vigor.
- **Edge (+2):** Level Headed.
- **Fast (+1):** Pace 8.
- **Thick Scales (+1):** +1 armour.
- **Bite/Tongue (+1):** Str+d6; Reach 1"; Grab.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Very Stealthy (+2):** +2 to Stealth rolls.
- **Grab (+2):** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Wall Walker (+1):** Climbing Pace 8".
- **Size +2 (+3):** Eleven feet long; Toughness

+2.

- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

GIANT FRILLED LIZARD (+25½

race/+21 shape)

Race Creation: Remove 23½ racial abilities.

Beast Shape (Legendary): 10-12 PP, or 5-7 PP for dedicated form.

Nature's Ally (Legendary+1): 8 PP for the first, +6 PP for each additional animal.

Abilities:

- **Skills (+2½/+0):** Fighting d6, Climbing d10, Tracking d10, Notice d8 and Stealth d8.
- **Spirited (+2/+0):** +1 die step to Spirit (not when shapechanging).
- **Strong (+8):** +4 die steps to Strength.
- **Tough (+6):** +3 die steps to Vigor.
- **Edge (+4):** Improved Level Headed.
- **Thick Scales (+2):** +2 armour.
- **Bite/Tail (+1):** Str+d6.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+1):** +1 to Notice rolls.
- **Wall Walker (+1):** Climbing Pace 6".
- **Hardy (+1):** A second Shaken result doesn't become a wound.
- **Size +2 (+3):** Toughness +2.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

GIANT GECKO (+1½ race/+1 shape)

Race Creation: Assign another 1 skill point.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-1½/+0):** Fighting d6, Climbing d12 and Notice d6.
- **Agile (+2):** +1 die step to Agility.
- **Spirited (+2/+0):** +1 die step to Spirit (not when shapechanging).
- **Edge (+2):** Level Headed.
- **Fast (+1):** Pace 8.
- **Thick Scales (+1):** +1 armour.
- **Bite (+1):** Str+d6.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Wall Walker (+1):** Climbing Pace 8".
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

BLOOD LIZARD (+15 race/+12 shape)

Race Creation: Remove 13 racial abilities.

Beast Shape (Veteran): 6-8 PP, or 3-5 PP for dedicated form.

Nature's Ally (Veteran): 5 PP for the first, +3 PP for each additional animal.

Abilities:

- **Skills (+3/+0):** Fighting d8, Climbing d10, Swimming d12, Notice d8 and Stealth d8.
- **Agile (+2):** +1 die step to Agility.
- **Strong (+6):** +3 die steps to Strength.
- **Tough (+4):** +2 die steps to Vigor.
- **Edge (+2):** Trademark Weapon (bite).
- **Thick Scales (+2):** +2 armour.
- **Bite (+1):** Str+d6.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Stealthy (+1):** +1 to Stealth rolls.
- **Natural Swimmer (+1):** Swimming Pace of 6", and +2 to resist drowning.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

HYDRUS (+11 race/+14 shape)

Race Creation: Remove 9 racial abilities.

Beast Shape (Heroic): 7-9 PP, or 3-5 PP for dedicated form.

Nature's Ally (Seasoned): 4 PP for the first, +2 PP for each additional animal.

Abilities:

- **Skills (-5/+0):** Swimming d8 and Notice d6.
- **Agile (+8):** +4 die steps to Agility.
- **Spirited (+2/+0):** +1 die step to Spirit (not when shapechanging).
- **Weak (-2):** -1 die step to Strength. If this would take Strength below d4, instead suffer -1 to all Strength rolls (including damage) and halve carrying capacity.
- **Slow (-1):** Pace 4.
- **Bite (+1):** Str; Invasion (crawl into the mouth of a helpless foe and devour them from within).
- **Spittle (+1):** Shooting; range 3/6/12; 2d4; Poison.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Wall Walker (+1):** Climbing Pace 2".
- **Natural Swimmer (+1):** Swimming Pace of 7", and +2 to resist drowning.
- **Poison (+4):** Spittle inflicts venomous poison if foe is Shaken or wounded.
- **Size -2 (-4):** Two feet long; Toughness -2; Natural weapons reduced to Str damage.
- **Small (+12):** +2 to attack medium-sized foes, they receive -2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

MARINE IGUANA (-7½ race/-5 shape)

Race Creation: Assign another 5 skill points and 7 racial abilities.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-2½/+0):** Fighting d4, Swimming d8, Notice d4 and Stealth d8.
- **Tough (+2):** +1 die step to Vigor.
- **Slow (-2):** Pace 2.
- **Thick Scales (+1):** +1 armour.
- **Bite (+1):** Str+d4.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Stealthy (+1):** +1 to Stealth rolls.
- **Natural Swimmer (+1):** Swimming Pace of 6", and +2 to resist drowning.
- **Size -1 (-2):** Toughness -1; Natural weapons reduced to Str+d4 damage.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

MONITOR LIZARD (+18 race/+15 shape)

Race Creation: Remove 16 racial abilities.

Beast Shape (Heroic): 7-9 PP, or 3-5 PP for dedicated form.

Nature's Ally (Heroic): 6 PP for the first, +4 PP for each additional animal.

Abilities:

- **Skills (+3/+0):** Fighting d6, Climbing d8, Tracking d8, Swimming d10, Notice d8 and Stealth d8.
- **Agile (+2):** +1 die step to Agility.
- **Strong (+4):** +2 die steps to Strength.
- **Tough (+4):** +2 die steps to Vigor.
- **Thick Scales (+1):** +1 armour.
- **Bite (+1):** Str+d6; Grab; Poison.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Stealthy (+1):** +1 to Stealth rolls.
- **Grab (+2):** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Natural Swimmer (+1):** Swimming Pace of 6", and +2 to resist drowning.
- **Hardy (+1):** A second Shaken result doesn't become a wound.
- **Poison (+4):** Bite inflicts venomous poison if foe is Shaken or wounded.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

MEGAFUNA

ARCHELON (+21 race/+18½ shape)

Race Creation: Remove 19 racial abilities.

Beast Shape (Legendary): 9-11 PP, or 4-6 PP for dedicated form.

Nature's Ally (Legendary): 7 PP for the first, +5 PP for each additional animal.

Abilities:

- **Skills (+2½/+0):** Fighting d6, Tracking d10, Swimming d12 and Notice d8.
- **Strong (+10):** +5 die steps to Strength.
- **Tough (+6):** +3 die steps to Vigor.
- **Edge (+2):** Level Headed.
- **Edge (+2):** Strong Willed.
- **Edge (+2):** Trademark Weapon (bite).
- **Slow (-1½):** Pace 3.
- **Thick Shell (+3):** +3 armour.
- **Bite (+1):** Str+d8.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+1):** +1 to Notice rolls.
- **Natural Swimmer (+1):** Swimming Pace of 8", and +2 to resist drowning.
- **Hold Breath (+½):** For Vigor x 10 minutes.
- **Size +6 (+9½):** Twelve feet long; Toughness +6; Natural weapons increased to Str+d8 damage.
- **Large (-12):** -2 to attack medium-sized foes, they receive +2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

ARSINOITHERIUM (+16 race/+17½ shape)

Race Creation: Remove 14 racial abilities.

Beast Shape (Heroic): 8-10 PP, or 4-6 PP for dedicated form.

Nature's Ally (Heroic): 6 PP for the first, +4 PP for each additional animal.

Abilities:

- **Skills (-1½/+0):** Fighting d6, Tracking d10 and Notice d8.
- **Strong (+12):** +6 die steps to Strength.
- **Tough (+8):** +4 die steps to Vigor.
- **Edge (+2):** Hard to Kill.
- **Thick Hide (+3):** +3 armour.
- **Horns (+1):** Str+d8.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+1):** +1 to Notice rolls.
- **Gore (+1):** +4 damage if move 6" or more in straight line before attacking.
- **Hardy (+1):** A second Shaken result doesn't

become a wound.

- **Size +4 (+6½):** Six feet tall; Toughness +4; Natural weapons increased to Str+d8 damage.
- **Large (-12):** -2 to attack medium-sized foes, they receive +2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

BALUCHITHERIUM (+19½ race/+15 shape)

Race Creation: Remove 17½ racial abilities.

Beast Shape (Heroic): 7-9 PP, or 3-5 PP for dedicated form.

Nature's Ally (Heroic): 6 PP for the first, +4 PP for each additional animal.

Abilities:

- **Skills (+4½/+0):** Fighting d8, Tracking d12, Swimming d12 and Notice d8.
- **Strong (+14):** +7 die steps to Strength.
- **Tough (+8):** +4 die steps to Vigor.
- **Edge (+2):** Strong Willed.
- **Fast (+1):** Pace 8.
- **Thick Hide (+3):** +3 armour.
- **Hooves (+1):** Str+d4.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+2):** +2 to Notice rolls.
- **Hardy (+1):** A second Shaken result doesn't become a wound.
- **Size +8 (+13):** Toughness +8; Natural weapons increased to Str+d10 damage.
- **Huge (-24):** -4 to attack medium-sized foes, they receive +4 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

BASILOSaurus (+33 race/+31½ shape)

Race Creation: Remove 31 racial abilities.

Beast Shape (Legendary+3): 15-17 PP, or 7-9 PP for dedicated form.

Nature's Ally (Legendary+3): 10 PP for the first, +8 PP for each additional animal.

Abilities:

- **Skills (+1½/+0):** Fighting d10, Swimming d12 and Notice d8.
- **Strong (+20):** +10 die steps to Strength.
- **Tough (+8):** +4 die steps to Vigor.
- **Edge (+2):** Hard to Kill.
- **Edge (+2):** Level Headed.
- **Edge (+2):** Strong Willed.
- **Slow (-3):** Pace 0.
- **Thick Hide (+5):** +5 armour.

- **Bite/Tail Slap (+1):** Str+d8; Grab.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Blindsense (+1):** Can sense and approximately pinpoint things within 12", attacks using blindsense are made at -2.
- **Keen Senses (+2):** +2 to Notice rolls.
- **Grab (+2):** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Swallow (+2):** Can swallow victims whole.
- **Natural Swimmer (+1):** Swimming Pace of 8", and +2 to resist drowning.
- **Hold Breath (+½):** For Vigor x 10 minutes.
- **Hardy (+1):** A second Shaken result doesn't become a wound.
- **Size +10 (+16):** Sixty feet long; Toughness +10; Natural weapons increased to Str+d10 damage.
- **Huge (-24):** -4 to attack medium-sized foes, they receive +4 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

BRONTOTHERIUM (+20½ race/+17 shape)

Race Creation: Remove 18½ racial abilities.

Beast Shape (Heroic): 8-10 PP, or 4-6 PP for dedicated form.

Nature's Ally (Legendary): 7 PP for the first, +5 PP for each additional animal.

Abilities:

- **Skills (+3½/+0):** Fighting d8, Tracking d12, Swimming d10 and Notice d8.
- **Strong (+14):** +7 die steps to Strength.
- **Tough (+8):** +4 die steps to Vigor.
- **Edge (+2):** Strong Willed.
- **Fast (+1):** Pace 8.
- **Thick Hide (+2):** +2 armour.
- **Horns (+1):** Str+d8.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+2):** +2 to Notice rolls.
- **Gore (+1):** +4 damage if move 6" or more in straight line before attacking.
- **Hardy (+1):** A second Shaken result doesn't become a wound.
- **Endurance (+2)** +2 to Soak rolls.
- **Size +8 (+13):** Fourteen feet long; Toughness +8; Natural weapons increased to Str+d10 damage.
- **Huge (-24):** -4 to attack medium-sized foes, they receive +4 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.

- **Naked (-2):** Cannot wear armour or clothing.

GYLPTODON (+10 race/+10½ shape)

Race Creation: Remove 8 racial abilities.

Beast Shape (Veteran): 5-7 PP, or 2-4 PP for dedicated form.

Nature's Ally (Seasoned): 4 PP for the first, +2 PP for each additional animal.

Abilities:

- **Skills (-½/+0):** Fighting d6, Tracking d12 and Notice d8.
- **Strong (+12):** +6 die steps to Strength.
- **Tough (+4):** +2 die steps to Vigor.
- **Slow (-1):** Pace 4.
- **Thick Shell (+3):** +3 armour.
- **Claws (+1):** Str+d8.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+2):** +2 to Notice rolls.
- **Hardy (+1):** A second Shaken result doesn't become a wound.
- **Size +4 (+6½):** Toughness +4; Natural weapons increased to Str+d8 damage.
- **Large (-12):** -2 to attack medium-sized foes, they receive +2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

MEGALANIA (+39½ race/+30 shape)

Race Creation: Remove 37½ racial abilities.

Beast Shape (Legendary+3): 15-17 PP, or 7-9 PP for dedicated form.

Nature's Ally (Legendary+4): 11 PP for the first, +9 PP for each additional animal.

Abilities:

- **Skills (+7½/+0):** Fighting d8, Climbing d10, Tracking d10, Swimming d12, Notice d8 and Stealth d8.
- **Spirited (+2/+0):** +1 die step to Spirit (not when shapechanging).
- **Strong (+12):** +6 die steps to Strength.
- **Tough (+6):** +3 die steps to Vigor.
- **Edge (+2):** Strong Willed.
- **Edge (+2):** Trademark Weapon (bite).
- **Thick Scales (+3):** +3 armour.
- **Bite (+1):** Str+d8; Grab; Poison.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+1):** +1 to Notice rolls.
- **Stealthy (+1):** +1 to Stealth rolls.
- **Grab (+2):** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Swallow (+2):** Can swallow victims whole.

• **Natural Swimmer (+1):** Swimming Pace of 6", and +2 to resist drowning.

• **Poison (+4):** Bite inflicts venomous poison if foe is Shaken or wounded.

• **Size +7 (+11):** Twenty feet long; Toughness +7; Natural weapons increased to Str+d8 damage.

• **Large (-12):** -2 to attack medium-sized foes, they receive +2 to their attacks.

• **No Hands (-4):** Can't use weapons or tools.

• **No Speech (-2):** Not capable of speaking.

• **Naked (-2):** Cannot wear armour or clothing.

MEGALOCEROS (+21 race/+21½ shape)

Race Creation: Remove 19 racial abilities.

Beast Shape (Legendary): 10-12 PP, or 5-7 PP for dedicated form.

Nature's Ally (Legendary): 7 PP for the first, +5 PP for each additional animal.

Abilities:

- **Skills (-2½/+0):** Fighting d6, Tracking d8 and Notice d8.
- **Agile (+2):** +1 die step to Agility.
- **Spirited (+2/+0):** +1 die step to Spirit (not when shapechanging).
- **Strong (+8):** +4 die steps to Strength.
- **Tough (+6):** +3 die steps to Vigor.
- **Edge (+2):** Level Headed.
- **Fast (+2):** Pace 10.
- **Thick Hide (+2):** +2 armour.
- **Antlers/Hooves (+1):** Str+d6.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Fast Runner (+½):** d8 running die.
- **Gore (+1):** +4 damage if move 6" or more in straight line before attacking.
- **Size +2 (+3):** Six feet tall; Toughness +2.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

MEGATHERIUM (+22 race/+20 shape)

Race Creation: Remove 20 racial abilities.

Beast Shape (Legendary): 10-12 PP, or 5-7 PP for dedicated form.

Nature's Ally (Legendary): 7 PP for the first, +5 PP for each additional animal.

Abilities:

- **Skills (+2/+0):** Fighting d6, Climbing d12, Tracking d12 and Notice d8.
- **Strong (+12):** +6 die steps to Strength.
- **Tough (+6):** +3 die steps to Vigor.
- **Thick Hide (+3):** +3 armour.
- **Claws (+1):** Str+d8; Knockback.

- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+2):** +2 to Notice rolls.
- **Knockback (+2):** Opponent knocked back d8" on a raise, if they hit a solid object they suffer +d6 damage.
- **Wall Walker (+1):** Climbing Pace 2".
- **Size +7 (+11):** Toughness +7; Natural weapons increased to Str+d8 damage.
- **Large (-12):** -2 to attack medium-sized foes, they receive +2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

ZEUGLONDON (+28½ race/+31 shape)

Race Creation: Remove 26½ racial abilities.

Beast Shape (Legendary+3): 15-17 PP, or 7-9 PP for dedicated form.

Nature's Ally (Legendary+2): 9 PP for the first, +7 PP for each additional animal.

Abilities:

- **Skills (-½/+0):** Fighting d10, Swimming d12 and Notice d8.
- **Agile (+6):** +3 die steps to Agility.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Strong (+18):** +9 die steps to Strength.
- **Tough (+10):** +5 die steps to Vigor.
- **Edge (+2):** Dodge.
- **Edge (+2):** Level Headed.
- **Edge (+2):** Strong Willed.
- **Slow (-3):** Pace 0.
- **Thick Hide (+3):** +3 armour.
- **Bite (+1):** Str+d8; Grab.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Keen Eyes (+1):** +2 to sight-based Notice rolls.
- **Fast Runner (+½):** d8 running die.
- **Grab (+2):** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Natural Swimmer (+1):** Swimming Pace of 9", and +2 to resist drowning.
- **Hold Breath (+½):** For Vigor x 10 minutes.
- **Size +10 (+16):** Fifty feet long; Toughness +10; Natural weapons increased to Str+d10 damage.
- **Huge (-24):** -4 to attack medium-sized foes, they receive +4 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

MONGOOSE

MONGOOSE (+5½ race/+7 shape)

Race Creation: Remove 3½ racial abilities.

Beast Shape (Seasoned): 3-5 PP, or 1-3 PP for dedicated form.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-1½/+0):** Climbing d10, Tracking d4, Notice d4 and Stealth d8.
- **Agile (+2):** +1 die step to Agility.
- **Weak (-2):** -1 die step to Strength. If this would take Strength below d4, instead suffer -1 to all Strength rolls (including damage) and halve carrying capacity.
- **Slow (-1):** Pace 4.
- **Bite (+1):** Str; Attach.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Very Stealthy (+2):** +2 to Stealth rolls.
- **Attach (+2):** Attach yourself to opponent on a raise, automatically inflict Str+d6 damage each round after that, victim require a raise on an opposed Strength roll to pull you off.
- **Wall Walker (+1):** Climbing Pace 4".
- **Size -2 (-4):** Toughness -2; Natural weapons reduced to Str damage.
- **Small (+12):** +2 to attack medium-sized foes, they receive -2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

OCTOPUS

OCTOPUS (+5½ race/+9 shape)

Race Creation: Remove 3½ racial abilities.

Beast Shape (Seasoned): 4-6 PP, or 2-4 PP for dedicated form.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-3½/+0):** Fighting d8, Swimming d8, Notice d4 and Stealth d8.
- **Agile (+4):** +2 die steps to Agility.
- **Tough (+2):** +1 die step to Vigor.
- **Edge (+2):** Ambidextrous.
- **Slow (-1):** Pace 4.
- **Bite/Tentacles (+1):** Str+d4; Reach 1"; Poison; Grab.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Very Stealthy (+2):** +2 to Stealth rolls.
- **Grab (+2):** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

- **Aquatic (+2):** Gain Swimming d6 (or +1 die step if already have the skill). Swimming Pace of 8", and cannot drown.
- **Poison (+4):** Bite inflicts venomous poison if foe is Shaken or wounded.
- **Size -1 (-2):** Toughness -1; Natural weapons reduced to Str+d4 damage.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

BLUE-RINGED OCTOPUS (+14½ race/+19 shape)

Race Creation: Remove 12½ racial abilities.

Beast Shape (Legendary): 9-11 PP, or 4-6 PP for dedicated form.

Nature's Ally (Veteran): 5 PP for the first, +3 PP for each additional animal.

Abilities:

- **Skills (-4½/+0):** Swimming d10, Notice d4 and Stealth d8.
- **Agile (+8):** +4 die steps to Agility.
- **Weak (-2):** -1 die step to Strength. If this would take Strength below d4, instead suffer -1 to all Strength rolls (including damage) and halve carrying capacity.
- **Edge (+2):** Ambidextrous.
- **Slow (-1):** Pace 4.
- **Bite/Tentacles (+1):** Str; Reach 1"; Poison; Grab.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Very Stealthy (+2):** +2 to Stealth rolls.
- **Grab (+2):** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Aquatic (+2):** Gain Swimming d6 (or +1 die step if already have the skill). Swimming Pace of 10", and cannot drown.
- **Poison (+4):** Bite inflicts venomous poison if foe is Shaken or wounded.
- **Size -2 (-4):** Toughness -2; Natural weapons reduced to Str damage.
- **Small (+12):** +2 to attack medium-sized foes, they receive -2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

GIANT OCTOPUS (+31 race/+32 shape)

Race Creation: Remove 29 racial abilities.

Beast Shape (Legendary+3): 16-18 PP, or 8-10 PP for dedicated form.

Nature's Ally (Legendary+2): 9 PP for the first, +7 PP for each additional animal.

Abilities:

- **Skills (-1/+0):** Fighting d8, Swimming d10, Notice d8 and Stealth d8.
- **Agile (+2):** +1 die step to Agility.
- **Strong (+8):** +4 die steps to Strength.
- **Tough (+4):** +2 die steps to Vigor.
- **Edge (+2):** Ambidextrous.
- **Edge (+2):** Combat Reflexes.
- **Edge (+4):** Improved Level Headed.
- **Edge (+2):** Strong Willed.
- **Slow (-1):** Pace 4.
- **Leathery Hide (+2):** +2 armour.
- **Bite/Tentacles (+1):** Str+d6; Reach 1"; Poison; Constrict.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Very Stealthy (+2):** +2 to Stealth rolls.
- **Constrict (+2):** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- **Aquatic (+2):** Gain Swimming d6 (or +1 die step if already have the skill). Swimming Pace of 10", and cannot drown.
- **Poison (+4):** Bite inflicts venomous poison if foe is Shaken or wounded.
- **Size +2 (+3):** Twenty feet long; Toughness +2.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

GIANT LAKE OCTOPUS (+38 race/+37 shape)

Race Creation: Remove 36 racial abilities.

Beast Shape (Legendary+4): 18-20 PP, or 9-11 PP for dedicated form.

Nature's Ally (Legendary+4): 11 PP for the first, +9 PP for each additional animal.

Abilities:

- **Skills (+1/+0):** Fighting d10, Swimming d12, Notice d8 and Stealth d8.
- **Agile (+2):** +1 die step to Agility.
- **Strong (+12):** +6 die steps to Strength.
- **Tough (+8):** +4 die steps to Vigor.
- **Edge (+2):** Ambidextrous.
- **Edge (+2):** Combat Reflexes.
- **Edge (+4):** Improved Level Headed.
- **Edge (+2):** Strong Willed.
- **Slow (-1):** Pace 4.
- **Leathery Hide (+3):** +3 armour.
- **Bite/Tentacles (+1):** Str+d8; Reach 1"; Poison; Grab.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Very Stealthy (+2):** +2 to Stealth rolls.
- **Grab (+2):** Pin your opponent if you hit with a raise, they require a raise on an opposed

Strength roll to escape.

- **Aquatic (+2):** Gain Swimming d6 (or +1 die step if already have the skill). Swimming Pace of 13", and cannot drown.
- **Poison (+4):** Bite inflicts venomous poison if foe is Shaken or wounded.
- **Size +7 (+11):** Toughness +7; Natural weapons increased to Str+d8 damage.
- **Large (-12):** -2 to attack medium-sized foes, they receive +2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

OTTER

OTTER (-1 race/+4 shape)

Race Creation: Assign another 6 skill points.

Beast Shape (Novice): 2-4 PP, or 1-3 PP for dedicated form.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-5/+0):** Swimming d10 and Notice d4.
- **Agile (+4):** +2 die steps to Agility.
- **Weak (-2):** -1 die step to Strength. If this would take Strength below d4, instead suffer -1 to all Strength rolls (including damage) and halve carrying capacity.
- **Slow (-1):** Pace 4.
- **Bite (+1):** Str.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Natural Swimmer (+1):** Swimming Pace of 6", and +2 to resist drowning.
- **Size -2 (-4):** Toughness -2; Natural weapons reduced to Str damage.
- **Small (+12):** +2 to attack medium-sized foes, they receive -2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

PIG

PIG (-9 race/-4 shape)

Race Creation: Assign another 10 skill points and 6 racial abilities.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-5/+0):** Fighting d4, Tracking d6 and Notice d6.
- **Tough (+2):** +1 die step to Vigor.

- **Bite (+1):** Str+d4.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Hardy (+1):** A second Shaken result doesn't become a wound.
- **Size -1 (-2):** Toughness -1; Natural weapons reduced to Str+d4 damage.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

WILD PIG (-4½ race/+0 shape)

Race Creation: Assign another 9 skill points and 2 racial abilities.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-4½/+0):** Fighting d6, Tracking d6 and Notice d6.
- **Agile (+2):** +1 die step to Agility.
- **Fast (+1):** Pace 8.
- **Bristly Fur (+1):** +1 armour.
- **Tusks (+1):** Str+d4.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Gore (+1):** +4 damage if move 6" or more in straight line before attacking.
- **Endurance (+2)** +2 to Soak rolls.
- **Size -1 (-2):** Toughness -1; Natural weapons reduced to Str+d4 damage.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

BOAR (+3½ race/+8 shape)

Race Creation: Remove 1½ racial abilities.

Beast Shape (Seasoned): 4-6 PP, or 2-4 PP for dedicated form.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-4½/+0):** Fighting d6, Tracking d6 and Notice d6.
- **Strong (+4):** +2 die steps to Strength.
- **Tough (+4):** +2 die steps to Vigor.
- **Fast (+1):** Pace 8.
- **Bristly Fur (+1):** +1 armour.
- **Tusks (+1):** Str+d6.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Gore (+1):** +4 damage if move 6" or more in straight line before attacking.
- **Endurance (+2)** +2 to Soak rolls.
- **No Hands (-4):** Can't use weapons or tools.

- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

DIRE BOAR (+21 race/+22½ shape)

Race Creation: Remove 19 racial abilities.

Beast Shape (Legendary+1): 11-13 PP, or 5-7 PP for dedicated form.

Nature's Ally (Legendary): 7 PP for the first, +5 PP for each additional animal.

Abilities:

- **Skills (-1½/+0):** Fighting d6, Tracking d10 and Notice d8.
- **Strong (+10):** +5 die steps to Strength.
- **Tough (+4):** +2 die steps to Vigor.
- **Edge (+2):** Level Headed.
- **Fast (+1):** Pace 8.
- **Bristly Fur (+2):** +2 armour.
- **Tusks (+1):** Str+d6.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+1):** +1 to Notice rolls.
- **Gore (+1):** +4 damage if move 6" or more in straight line before attacking.
- **Endurance (+2)** +2 to Soak rolls.
- **Size +3 (+4½):** Ten feet long; Toughness +3.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

PLATYPUS

PLATYPUS (-1½ race/+2 shape)

Race Creation: Assign another 7 skill points.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-3½/+0):** Swimming d12 and Notice d4.
- **Agile (+2):** +1 die step to Agility.
- **Weak (-2):** -1 die step to Strength. If this would take Strength below d4, instead suffer -1 to all Strength rolls (including damage) and halve carrying capacity.
- **Frail (-2):** -1 die step to Vigor. If this would take Vigor below d4, instead suffer -1 to all Vigor rolls and reduce Toughness by 1 (this can take Toughness below 1).
- **Slow (-2):** Pace 2.
- **Spur (+1):** Str; Poison.
- **Natural Swimmer (+1):** Swimming Pace of 7", and +2 to resist drowning.
- **Poison (+4):** Spur inflicts venomous poison if foe is Shaken or wounded.

- **Size -2 (-4):** Toughness -2; Natural weapons reduced to Str damage.
- **Small (+12):** +2 to attack medium-sized foes, they receive -2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

PRIMATE

BABOON (-7 race/-2 shape)

Race Creation: Assign another 10 skill points and 4 racial abilities.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-5/+0):** Fighting d6, Climbing d6 and Notice d4.
- **Agile (+2):** +1 die step to Agility.
- **Bite (+1):** Str+d4.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Size -1 (-2):** Three feet tall; Toughness -1; Natural weapons reduced to Str+d4 damage.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

ROCK BABOON (+6 race/+7 shape)

Race Creation: Remove 4 racial abilities.

Beast Shape (Seasoned): 3-5 PP, or 1-3 PP for dedicated form.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-1/+0):** Fighting d6, Climbing d8, Tracking d8 and Notice d8.
- **Agile (+2):** +1 die step to Agility.
- **Strong (+2):** +1 die step to Strength.
- **Edge (+2):** Alertness.
- **Fast (+1):** Pace 8.
- **Bite (+1):** Str+d6.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Wall Walker (+1):** Climbing Pace 6".
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

CHIMPANZEE (+7½ race/+7 shape)

Race Creation: Remove 5½ racial abilities.

Beast Shape (Seasoned): 3-5 PP, or 1-3 PP for dedicated form.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (+½/+0):** Fighting d6, Climbing d10,

Tracking d8 and Notice d8.

- **Agile (+6):** +3 die steps to Agility.
- **Slams (+1):** Str+d6.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Wall Walker (+1):** Climbing Pace 6".
- **Hardy (+1):** A second Shaken result doesn't become a wound.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

DIRE APE (+18 race/+17½ shape)

Race Creation: Remove 16 racial abilities.

Beast Shape (Heroic): 8-10 PP, or 4-6 PP for dedicated form.

Nature's Ally (Heroic): 6 PP for the first, +4 PP for each additional animal.

Abilities:

- **Skills (+½/+0):** Fighting d6, Climbing d12, Tracking d8, Notice d8 and Stealth d4.
- **Agile (+2):** +1 die step to Agility.
- **Strong (+14):** +7 die steps to Strength.
- **Tough (+4):** +2 die steps to Vigor.
- **Edge (+2):** Strong Willed.
- **Thick Hide (+1):** +1 armour.
- **Bite/Claws (+1):** Str+d8.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Wall Walker (+1):** Climbing Pace 6".
- **Size +4 (+6½):** Nine feet tall; Toughness +4; Natural weapons increased to Str+d8 damage.
- **Large (-12):** -2 to attack medium-sized foes, they receive +2 to their attacks.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

GIANT MARMOSSET (+8 race/+5 shape)

Race Creation: Remove 6 racial abilities.

Beast Shape (Novice): 2-4 PP, or 1-3 PP for dedicated form.

Nature's Ally (Seasoned): 4 PP for the first, +2 PP for each additional animal.

Abilities:

- **Skills (+3/+0):** Fighting d8, Climbing d10, Tracking d10, Notice d8 and Stealth d6.
- **Agile (+2):** +1 die step to Agility.
- **Fast (+1):** Pace 8.
- **Gray Fur (+1):** +1 armour.
- **Claws/Bite (+1):** Str+d6.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+1):** +1 to Notice rolls.
- **Wall Walker (+1):** Climbing Pace 6".
- **No Speech (-2):** Not capable of speaking.

- **Naked (-2):** Cannot wear armour or clothing.

GORILLA (+12½ race/+12½ shape)

Race Creation: Remove 10½ racial abilities.

Beast Shape (Veteran): 6-8 PP, or 3-5 PP for dedicated form.

Nature's Ally (Veteran): 5 PP for the first, +3 PP for each additional animal.

Abilities:

- **Skills (+0/+0):** Fighting d6, Climbing d12, Tracking d8 and Notice d8.
- **Agile (+2):** +1 die step to Agility.
- **Strong (+12):** +6 die steps to Strength.
- **Tough (+2):** +1 die step to Vigor.
- **Thick Hide (+1):** +1 armour.
- **Slams (+1):** Str+d8.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Wall Walker (+1):** Climbing Pace 6".
- **Hardy (+1):** A second Shaken result doesn't become a wound.
- **Size +4 (+6½):** Eight feet tall; Toughness +4; Natural weapons increased to Str+d8 damage.
- **Large (-12):** -2 to attack medium-sized foes, they receive +2 to their attacks.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

MANDRILL (+1 race/+1 shape)

Race Creation: Assign another 1 racial ability.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (+0/+0):** Fighting d6, Climbing d10, Tracking d6, Notice d6 and Stealth d8.
- **Agile (+2):** +1 die step to Agility.
- **Bite (+1):** Str+d4.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Stealthy (+1):** +1 to Stealth rolls.
- **Wall Walker (+1):** Climbing Pace 6".
- **Size -1 (-2):** Three feet tall; Toughness -1; Natural weapons reduced to Str+d4 damage.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

MONKEY (+4 race/+7 shape)

Race Creation: Remove 2 racial abilities.

Beast Shape (Seasoned): 3-5 PP, or 1-3 PP for dedicated form.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-3/+0):** Climbing d10 and Notice d6.
- **Agile (+2):** +1 die step to Agility.
- **Weak (-2):** -1 die step to Strength. If this would take Strength below d4, instead suffer -1 to all Strength rolls (including damage) and halve carrying capacity.
- **Bite (+1):** Str.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Wall Walker (+1):** Climbing Pace 6".
- **Size -2 (-4):** Toughness -2; Natural weapons reduced to Str damage.
- **Small (+12):** +2 to attack medium-sized foes, they receive -2 to their attacks.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

TROOP OF MONKEYS (+24½ race/+26 shape)

Race Creation: Remove 22½ racial abilities.

Beast Shape (Legendary+2): 13-15 PP, or 6-8 PP for dedicated form.

Nature's Ally (Legendary+1): 8 PP for the first, +6 PP for each additional animal.

Abilities:

- **Skills (-3½/+0):** Climbing d10 and Notice d6.
- **Agile (+4):** +2 die steps to Agility.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Spirited (+4/+0):** +2 die steps to Spirit (not when shapechanging).
- **Strong (+2):** +1 die step to Strength.
- **Tough (+6):** +3 die steps to Vigor.
- **Edge (+4):** Improved Level Headed.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Swarm (+12):** +2 Parry, immune to most weapons, automatically inflicts 2d6 damage to everyone within a MBT.
- **Wall Walker (+1):** Climbing Pace 4".
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

ORANGUTAN (+7½ race/+7 shape)

Race Creation: Remove 5½ racial abilities.

Beast Shape (Seasoned): 3-5 PP, or 1-3 PP for dedicated form.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (+½/+0):** Fighting d6, Climbing d10, Tracking d8 and Notice d8.
- **Agile (+6):** +3 die steps to Agility.
- **Slams (+1):** Str+d6.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").

- **Wall Walker (+1):** Climbing Pace 6".
- **Hardy (+1):** A second Shaken result doesn't become a wound.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

PTEROSAUR

DIMORPHODON (+½ race/+5 shape)

Race Creation: Assign another 3 skill points.

Beast Shape (Novice): 2-4 PP, or 1-3 PP for dedicated form.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-4½/+0):** Fighting d6, Tracking d6 and Notice d6.
- **Agile (+4):** +2 die steps to Agility.
- **Strong (+2):** +1 die step to Strength.
- **Slow (-2):** Pace 2.
- **Bite (+1):** Str+d6; Poison.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Flight (+2):** Flying Pace of 6" and Climb 0.
- **Poison (+4):** Bite inflicts venomous poison if foe is Shaken or wounded.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

PTERANODON (+17½ race/+17 shape)

Race Creation: Remove 15½ racial abilities.

Beast Shape (Heroic): 8-10 PP, or 4-6 PP for dedicated form.

Nature's Ally (Heroic): 6 PP for the first, +4 PP for each additional animal.

Abilities:

- **Skills (-1½/+0):** Fighting d6, Tracking d10 and Notice d8.
- **Agile (+6):** +3 die steps to Agility.
- **Spirited (+2/+0):** +1 die step to Spirit (not when shapechanging).
- **Strong (+4):** +2 die steps to Strength.
- **Tough (+2):** +1 die step to Vigor.
- **Edge (+2):** Dodge.
- **Edge (+2):** Level Headed.
- **Slow (-2):** Pace 2.
- **Tough Hide (+1):** +1 armour.
- **Bite (+1):** Str+d6.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+1):** +1 to Notice rolls.
- **Flight (+3):** Flying Pace of 10" and Climb -2.
- **Size +2 (+3):** Toughness +2.
- **No Hands (-4):** Can't use weapons or tools.

- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

QUETZALCOATLUS (+27 race/+26 shape)

Race Creation: Remove 25 racial abilities.

Beast Shape (Legendary+2): 13-15 PP, or 6-8 PP for dedicated form.

Nature's Ally (Legendary+1): 8 PP for the first, +6 PP for each additional animal.

Abilities:

- **Skills (-1/+0):** Fighting d8, Tracking d10 and Notice d8.
- **Agile (+4):** +2 die steps to Agility.
- **Spirited (+2/+0):** +1 die step to Spirit (not when shapechanging).
- **Strong (+12):** +6 die steps to Strength.
- **Tough (+4):** +2 die steps to Vigor.
- **Edge (+2):** Dodge.
- **Edge (+4):** Improved Level Headed.
- **Tough Hide (+2):** +2 armour.
- **Bite/Wings (+1):** Str+d8.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+1):** +1 to Notice rolls.
- **Flight (+3):** Flying Pace of 10" and Climb -2.
- **Size +7 (+11):** Toughness +7; Natural weapons increased to Str+d8 damage.
- **Large (-12):** -2 to attack medium-sized foes, they receive +2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

RHAMPHORHYNCHUS (+10 race/+12 shape)

Race Creation: Remove 8 racial abilities.

Beast Shape (Veteran): 6-8 PP, or 3-5 PP for dedicated form.

Nature's Ally (Seasoned): 4 PP for the first, +2 PP for each additional animal.

Abilities:

- **Skills (-4/+0):** Tracking d6, Notice d6 and Stealth d8.
- **Agile (+4):** +2 die steps to Agility.
- **Spirited (+2/+0):** +1 die step to Spirit (not when shapechanging).
- **Weak (-2):** -1 die step to Strength. If this would take Strength below d4, instead suffer -1 to all Strength rolls (including damage) and halve carrying capacity.
- **Edge (+2):** Dodge.
- **Edge (+2):** Level Headed.
- **Slow (-2):** Pace 2.
- **Bite (+1):** Str.

- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Stealthy (+1):** +1 to Stealth rolls.
- **Flight (+4):** Flying Pace of 8" and Climb 2.
- **Size -2 (-4):** Toughness -2; Natural weapons reduced to Str damage.
- **Small (+12):** +2 to attack medium-sized foes, they receive -2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

RABBIT

RABBIT (-1 race/+4½ shape)

Race Creation: Assign another 6 skill points.

Beast Shape (Novice): 2-4 PP, or 1-3 PP for dedicated form.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-5½/+0):** Notice d4 and Stealth d8.
- **Agile (+2):** +1 die step to Agility.
- **Weak (-2):** -1 die step to Strength. If this would take Strength below d4, instead suffer -1 to all Strength rolls (including damage) and halve carrying capacity.
- **Bite (+1):** Str.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Very Stealthy (+2):** +2 to Stealth rolls.
- **Fast Runner (+½):** d8 running die.
- **Size -2 (-4):** Toughness -2; Natural weapons reduced to Str damage.
- **Small (+12):** +2 to attack medium-sized foes, they receive -2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

HARE (+2 race/+7½ shape)

Race Creation: Already balanced.

Beast Shape (Seasoned): 3-5 PP, or 1-3 PP for dedicated form.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-5½/+0):** Notice d4 and Stealth d8.
- **Agile (+4):** +2 die steps to Agility.
- **Weak (-2):** -1 die step to Strength. If this would take Strength below d4, instead suffer -1 to all Strength rolls (including damage) and halve carrying capacity.
- **Fast (+1):** Pace 8.
- **Bite (+1):** Str.
- **Low Light Vision (+1):** Dim/dark lighting.

- **Very Stealthy (+2):** +2 to Stealth rolls.
- **Fast Runner (+½):** d8 running die.
- **Size -2 (-4):** Toughness -2; Natural weapons reduced to Str damage.
- **Small (+12):** +2 to attack medium-sized foes, they receive -2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

RACCOON

RACCOON (+3 race/+3 shape)

Race Creation: Remove 1 racial ability.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-4/+0):** Climbing d8, Tracking d4 and Notice d4.
- **Agile (+2):** +1 die step to Agility.
- **Spirited (+4/+0):** +2 die steps to Spirit (not when shapechanging).
- **Weak (-2):** -1 die step to Strength. If this would take Strength below d4, instead suffer -1 to all Strength rolls (including damage) and halve carrying capacity.
- **Slow (-1):** Pace 4.
- **Bite (+1):** Str.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Wall Walker (+1):** Climbing Pace 4".
- **Size -2 (-4):** Toughness -2; Natural weapons reduced to Str damage.
- **Small (+12):** +2 to attack medium-sized foes, they receive -2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

DIRE RACCOON (+11½ race/+7 shape)

Race Creation: Remove 9½ racial abilities.

Beast Shape (Seasoned): 3-5 PP, or 1-3 PP for dedicated form.

Nature's Ally (Seasoned): 4 PP for the first, +2 PP for each additional animal.

Abilities:

- **Skills (+½/+0):** Fighting d8, Climbing d8, Swimming d6, Notice d8 and Stealth d8.
- **Agile (+4):** +2 die steps to Agility.
- **Spirited (+4/+0):** +2 die steps to Spirit (not when shapechanging).
- **Tough (+6):** +3 die steps to Vigor.
- **Brownish-grey Fur (+2):** +2 armour.
- **Bite (+1):** Str+d4; Disease.

- **Low Light Vision (+1):** Dim/dark lighting.
- **Keen Eyes (+½):** +1 to sight-based Notice rolls.
- **Stealthy (+1):** +1 to Stealth rolls.
- **Wall Walker (+1):** Climbing Pace 6".
- **Disease (+½):** Make a Vigor roll or become afflicted.
- **Size -1 (-2):** Toughness -1; Natural weapons reduced to Str+d4 damage.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

RHINOCEROS

RHINOCEROS (+18½ race/+20 shape)

Race Creation: Remove 16½ racial abilities.

Beast Shape (Legendary): 10-12 PP, or 5-7 PP for dedicated form.

Nature's Ally (Heroic): 6 PP for the first, +4 PP for each additional animal.

Abilities:

- **Skills (-1½/+0):** Fighting d6, Tracking d10 and Notice d8.
- **Strong (+10):** +5 die steps to Strength.
- **Tough (+6):** +3 die steps to Vigor.
- **Fast (+1):** Pace 8.
- **Thick Hide (+2):** +2 armour.
- **Horns (+1):** Str+d6.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Nose (+½):** +1 to smell-based Notice rolls.
- **Gore (+1):** +4 damage if move 6" or more in straight line before attacking.
- **Hardy (+1):** A second Shaken result doesn't become a wound.
- **Size +3 (+4½):** Toughness +3.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

WOOLLY RHINOCEROS (+16 race/+16½ shape)

Race Creation: Remove 14 racial abilities.

Beast Shape (Heroic): 8-10 PP, or 4-6 PP for dedicated form.

Nature's Ally (Heroic): 6 PP for the first, +4 PP for each additional animal.

Abilities:

- **Skills (-½/+0):** Fighting d6, Tracking d12 and Notice d8.
- **Strong (+12):** +6 die steps to Strength.
- **Tough (+8):** +4 die steps to Vigor.
- **Edge (+2):** Hard to Kill.
- **Brown Fur (+3):** +3 armour.

- **Horn (+1):** Str+d8.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Nose (+1):** +2 to smell-based Notice rolls.
- **Gore (+1):** +4 damage if move 6" or more in straight line before attacking.
- **Hardy (+1):** A second Shaken result doesn't become a wound.
- **Size +4 (+6½):** Toughness +4; Natural weapons increased to Str+d8 damage.
- **Large (-12):** -2 to attack medium-sized foes, they receive +2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

GIANT WOOLLY RHINOCEROS (+26 race/+24½ shape)

Race Creation: Remove 24 racial abilities.

Beast Shape (Legendary+1): 12-14 PP, or 6-8 PP for dedicated form.

Nature's Ally (Legendary+1): 8 PP for the first, +6 PP for each additional animal.

Abilities:

- **Skills (+1½/+0):** Fighting d10, Tracking d12 and Notice d8.
- **Strong (+14):** +7 die steps to Strength.
- **Tough (+10):** +5 die steps to Vigor.
- **Edge (+2):** Trademark Weapon (gore).
- **Brown Fur (+3):** +3 armour.
- **Horn (+1):** Str+d8.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+2):** +2 to Notice rolls.
- **Gore (+1):** +4 damage if move 6" or more in straight line before attacking.
- **Hardy (+1):** A second Shaken result doesn't become a wound.
- **Endurance (+2)** +2 to Soak rolls.
- **Size +4 (+6½):** Fifteen feet long; Toughness +4; Natural weapons increased to Str+d8 damage.
- **Large (-12):** -2 to attack medium-sized foes, they receive +2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

RODENT

GIANT HAMSTER (+7½ race/+12 shape)

Race Creation: Remove 5½ racial abilities.

Beast Shape (Veteran): 6-8 PP, or 3-5 PP for

dedicated form.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-2½/+0):** Fighting d6, Climbing d8 and Notice d8.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Strong (+6):** +3 die steps to Strength.
- **Tough (+4):** +2 die steps to Vigor.
- **Slow (-1):** Pace 4.
- **Tan Fur (+2):** +2 armour.
- **Bite (+1):** Str+d6; Grab.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Grab (+2):** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Burrow (+1):** Burrow and reappear within 2".
- **Immunity (+1):** Disease.
- **Size +2 (+3):** Toughness +2.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

MOUSE (+5 race/+4 shape)

Race Creation: Remove 3 racial abilities.

Beast Shape (Novice): 2-4 PP, or 1-3 PP for dedicated form.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (+1/+0):** Climbing d10, Tracking d4, Swimming d10, Notice d4 and Stealth d8.
- **Agile (+2):** +1 die step to Agility.
- **Weak (-2):** -1 die step to Strength. If this would take Strength below d4, instead suffer -1 to all Strength rolls (including damage) and halve carrying capacity.
- **Slow (-1½):** Pace 3.
- **Bite (+1):** Str.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Very Stealthy (+2):** +2 to Stealth rolls.
- **Wall Walker (+1):** Climbing Pace 3".
- **Natural Swimmer (+1):** Swimming Pace of 5", and +2 to resist drowning.
- **Size -3 (-5½):** Toughness -3; Natural weapons reduced to Str damage.
- **Small (+12):** +2 to attack medium-sized foes, they receive -2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

PORCUPINE (+½ race/+4½ shape)

Race Creation: Assign another 3 skill points.

Beast Shape (Novice): 2-4 PP, or 1-3 PP for dedicated form.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-4/+0):** Fighting d4, Climbing d6 and Stealth d8.
- **Edge (+2):** Level Headed.
- **Tail Slap (+1):** Str.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Quills (+½):** Anyone attacking the creature with unarmed or natural weapons suffers 2d4 damage if they roll 1 on their Fighting die. This can cause Shaken but not wounds.
- **Size -2 (-4):** Toughness -2; Natural weapons reduced to Str damage.
- **Small (+12):** +2 to attack medium-sized foes, they receive -2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

DIRE PORCUPINE (-1 race/+1½ shape)

Race Creation: Assign another 5 skill points and ½ racial ability.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-2½/+0):** Fighting d6, Tracking d6, Notice d6 and Stealth d8.
- **Strong (+2):** +1 die step to Strength.
- **Tough (+2):** +1 die step to Vigor.
- **Edge (+2):** Level Headed.
- **Thick Hide (+2):** +2 armour.
- **Tail Slap (+1):** Str+d4.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Quills (+½):** Anyone attacking the creature with unarmed or natural weapons suffers 2d4 damage if they roll 1 on their Fighting die. This can cause Shaken but not wounds.
- **Size -1 (-2):** Four feet tall; Toughness -1; Natural weapons reduced to Str+d4 damage.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

GIANT PORCUPINE (+2½ race/+6½ shape)

Race Creation: Remove ½ racial ability.

Beast Shape (Seasoned): 3-5 PP, or 1-3 PP for dedicated form.

Nature's Ally (Novice): 3 PP for the first, +1

PP for each additional animal.

Abilities:

- **Skills (-4/+0):** Fighting d6, Climbing d8 and Notice d6.
- **Strong (+4):** +2 die steps to Strength.
- **Tough (+4):** +2 die steps to Vigor.
- **Edge (+2):** Level Headed.
- **Fast (+1):** Pace 8.
- **Thick Hide (+1):** +1 armour.
- **Tail Slap (+1):** Str+d6.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Quills (+½):** Anyone attacking the creature with unarmed or natural weapons suffers 2d4 damage if they roll 1 on their Fighting die. This can cause Shaken but not wounds.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

RAT (+6½ race/+5½ shape)

Race Creation: Remove 4½ racial abilities.

Beast Shape (Novice): 2-4 PP, or 1-3 PP for dedicated form.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (+1/+0):** Climbing d10, Tracking d4, Swimming d10, Notice d4 and Stealth d8.
- **Agile (+2):** +1 die step to Agility.
- **Weak (-2):** -1 die step to Strength. If this would take Strength below d4, instead suffer -1 to all Strength rolls (including damage) and halve carrying capacity.
- **Slow (-1½):** Pace 3.
- **Bite (+1):** Str.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Very Stealthy (+2):** +2 to Stealth rolls.
- **Wall Walker (+1):** Climbing Pace 3".
- **Natural Swimmer (+1):** Swimming Pace of 5", and +2 to resist drowning.
- **Size -2 (-4):** Toughness -2; Natural weapons reduced to Str damage.
- **Small (+12):** +2 to attack medium-sized foes, they receive -2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

DIRE RAT (+3 race/+1½ shape)

Race Creation: Remove 1 racial ability.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (+1½/+0):** Fighting d4, Climbing d10, Tracking d6, Swimming d10, Notice d6 and Stealth d8.
- **Agile (+4):** +2 die steps to Agility.
- **Fast (+1):** Pace 8.
- **Bite (+1):** Str+d4; Disease.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Stealthy (+1):** +1 to Stealth rolls.
- **Wall Walker (+1):** Climbing Pace 4".
- **Natural Swimmer (+1):** Swimming Pace of 5", and +2 to resist drowning.
- **Disease (+½):** Make a Vigor roll or become afflicted.
- **Size -1 (-2):** Two feet long; Toughness -1; Natural weapons reduced to Str+d4 damage.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

SWARM OF RATS (+23 race/+17 shape)

Race Creation: Remove 21 racial abilities.

Beast Shape (Heroic): 8-10 PP, or 4-6 PP for dedicated form.

Nature's Ally (Legendary): 7 PP for the first, +5 PP for each additional animal.

Abilities:

- **Skills (+4/+0):** Climbing d10, Tracking d8, Swimming d10, Notice d8 and Stealth d8.
- **Agile (+2):** +1 die step to Agility.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Spirited (+4/+0):** +2 die steps to Spirit (not when shapechanging).
- **Strong (+2):** +1 die step to Strength.
- **Tough (+2):** +1 die step to Vigor.
- **Edge (+2):** Level Headed.
- **Slow (-1½):** Pace 3.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Very Stealthy (+2):** +2 to Stealth rolls.
- **Swarm (+12):** +2 Parry, immune to most weapons, automatically inflicts 2d6 damage to everyone within a MBT.
- **Wall Walker (+1):** Climbing Pace 3".
- **Natural Swimmer (+1):** Swimming Pace of 5", and +2 to resist drowning.
- **Disease (+½):** Make a Vigor roll or become afflicted.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

SQUIRREL (+3 race/+5½ shape)

Race Creation: Remove 1 racial ability.

Beast Shape (Novice): 2-4 PP, or 1-3 PP for dedicated form.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-2½/+0):** Climbing d12 and Notice d4.
- **Agile (+6):** +3 die steps to Agility.
- **Weak (-2):** -1 die step to Strength. If this would take Strength below d4, instead suffer -1 to all Strength rolls (including damage) and halve carrying capacity.
- **Bite (+1):** Str.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Wall Walker (+1):** Climbing Pace 6".
- **Size -3 (-5½):** 1½ feet long; Toughness -2; Natural weapons reduced to Str damage.
- **Small (+12):** +2 to attack medium-sized foes, they receive -2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

DIRE SQUIRREL (+10 race/+12 shape)

Race Creation: Remove 8 racial abilities.

Beast Shape (Veteran): 6-8 PP, or 3-5 PP for dedicated form.

Nature's Ally (Seasoned): 4 PP for the first, +2 PP for each additional animal.

Abilities:

- **Skills (-2/+0):** Fighting d8, Climbing d12 and Notice d6.
- **Agile (+8):** +4 die steps to Agility.
- **Strong (+4):** +2 die steps to Strength.
- **Tough (+4):** +2 die steps to Vigor.
- **Fast (+1):** Pace 8.
- **Bite (+1):** Str+d6.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Wall Walker (+1):** Climbing Pace 6".
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

FLYING SQUIRREL (-4½ race/+1 shape)

Race Creation: Assign another 7 skill points and 3 racial abilities.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-3½/+0):** Climbing d10 and Notice d4.
- **Agile (+2):** +1 die step to Agility.

- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Weak (-2):** -1 die step to Strength. If this would take Strength below d4, instead suffer -1 to all Strength rolls (including damage) and halve carrying capacity.
- **Frail (-2):** -1 die step to Vigor. If this would take Vigor below d4, instead suffer -1 to all Vigor rolls and reduce Toughness by 1 (this can take Toughness below 1).
- **Bite (+1):** Str.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Glide (+1):** Flying Pace of 8" and Climb -2, but cannot gain or maintain altitude.
- **Size -2 (-4):** Toughness -2; Natural weapons reduced to Str damage.
- **Small (+12):** +2 to attack medium-sized foes, they receive -2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

SEAL

SEAL (-11½ race/-8½ shape)

Race Creation: Assign another 6 skill points and 10½ racial abilities.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-3/+0):** Fighting d4, Swimming d10 and Notice d6.
- **Slow (-2):** Pace 2.
- **Bite (+1):** Str+d4.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Natural Swimmer (+1):** Swimming Pace of 9", and +2 to resist drowning.
- **Hold Breath (+½):** For Vigor x 10 minutes.
- **Size -1 (-2):** Toughness -1; Natural weapons reduced to Str+d4 damage.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

ELEPHANT SEAL (+15 race/+15½ shape)

Race Creation: Remove 13 racial abilities.

Beast Shape (Heroic): 7-9 PP, or 3-5 PP for dedicated form.

Nature's Ally (Veteran): 5 PP for the first, +3 PP for each additional animal.

Abilities:

- **Skills (-½/+0):** Fighting d6, Tracking d8, Swimming d8 and Notice d8.

- **Strong (+10):** +5 die steps to Strength.
- **Tough (+4):** +2 die steps to Vigor.
- **Slow (-1):** Pace 4.
- **Tough Flesh (+2):** +2 armour.
- **Bite (+1):** Str+d6.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Natural Swimmer (+1):** Swimming Pace of 7", and +2 to resist drowning.
- **Size +3 (+4½):** Toughness +3.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

SEA LION (+3½ race/+4½ shape)

Race Creation: Remove 1½ racial abilities.

Beast Shape (Novice): 2-4 PP, or 1-3 PP for dedicated form.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-1/+0):** Fighting d6, Tracking d8, Swimming d8 and Notice d8.
- **Agile (+2):** +1 die step to Agility.
- **Strong (+2):** +1 die step to Strength.
- **Tough (+2):** +1 die step to Vigor.
- **Slow (-1):** Pace 4.
- **Tough Flesh (+1):** +1 armour.
- **Bite (+1):** Str+d6; Go for the Throat.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Go for the Throat (+2):** Target least armoured location on a raise.
- **Natural Swimmer (+1):** Swimming Pace of 8", and +2 to resist drowning.
- **Hold Breath (+½):** For Vigor x 10 minutes.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

WALRUS (+12 race/+12½ shape)

Race Creation: Remove 10 racial abilities.

Beast Shape (Veteran): 6-8 PP, or 3-5 PP for dedicated form.

Nature's Ally (Veteran): 5 PP for the first, +3 PP for each additional animal.

Abilities:

- **Skills (-½/+0):** Fighting d6, Swimming d12 and Notice d8.
- **Strong (+8):** +4 die steps to Strength.
- **Tough (+4):** +2 die steps to Vigor.
- **Edge (+2):** Trademark Weapon (bite).
- **Slow (-2):** Pace 2.
- **Thick Hide (+2):** +2 armour.
- **Bite (+1):** Str+d6.

- **Low Light Vision (+1):** Dim/dark lighting.
- **Natural Swimmer (+1):** Swimming Pace of 7", and +2 to resist drowning.
- **Hold Breath (+½):** For Vigor x 10 minutes.
- **Size +2 (+3):** Ten feet long; Toughness +2.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

EMPEROR WALRUS (+26 race/+23½ shape)

Race Creation: Remove 24 racial abilities.

Beast Shape (Legendary+1): 11-13 PP, or 5-7 PP for dedicated form.

Nature's Ally (Legendary+1): 8 PP for the first, +6 PP for each additional animal.

Abilities:

- **Skills (+½/+0):** Fighting d8, Swimming d12 and Notice d8.
- **Spirited (+2/+0):** +1 die step to Spirit (not when shapechanging).
- **Strong (+14):** +7 die steps to Strength.
- **Tough (+10):** +5 die steps to Vigor.
- **Edge (+2):** Hard to Kill.
- **Edge (+2):** Strong Willed.
- **Edge (+2):** Trademark Weapon (bite).
- **Slow (-1):** Pace 4.
- **Skin (+4):** +4 armour.
- **Bite/Slam (+1):** Str+d8; Knockback.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Keen Eyes (+1):** +2 to sight-based Notice rolls.
- **Knockback (+2):** Opponent knocked back d10" on a raise, if they hit a solid object they suffer +d6 damage.
- **Natural Swimmer (+1):** Swimming Pace of 9", and +2 to resist drowning.
- **Hold Breath (+½):** For Vigor x 10 minutes.
- **Size +10 (+16):** Twenty feet long; Toughness +10; Natural weapons increased to Str+d10 damage.
- **Huge (-24):** -4 to attack medium-sized foes, they receive +4 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

SKUNK

SKUNK (-1½ race/+4 shape)

Race Creation: Assign another 7 skill points.

Beast Shape (Novice): 2-4 PP, or 1-3 PP for dedicated form.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-5½/+0):** Tracking d6 and Notice d6.
- **Agile (+2):** +1 die step to Agility.
- **Weak (-2):** -1 die step to Strength. If this would take Strength below d4, instead suffer -1 to all Strength rolls (including damage) and halve carrying capacity.
- **Bite/Claws (+1):** Str.
- **Spray (+1):** Shooting; range 4/8/16; 2d6; Musk (can cause Shaken but not wounds).
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Size -2 (-4):** Toughness -2; Natural weapons reduced to Str damage.
- **Small (+12):** +2 to attack medium-sized foes, they receive -2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

GIANT SKUNK (+9 race/+8 shape)

Race Creation: Remove 7 racial abilities.

Beast Shape (Seasoned): 4-6 PP, or 2-4 PP for dedicated form.

Nature's Ally (Seasoned): 4 PP for the first, +2 PP for each additional animal.

Abilities:

- **Skills (+1/+0):** Fighting d8, Climbing d8, Survival d4, Tracking d8, Notice d8 and Shooting d6.
- **Agile (+4):** +2 die steps to Agility.
- **Strong (+4):** +2 die steps to Strength.
- **Thick Pelt (+1):** +1 armour.
- **Bite/Claws (+1):** Str+d6.
- **Spray (+1):** Shooting; range 4/8/16; 2d6; Musk (can cause Shaken but not wounds).
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Size +2 (+3):** Toughness +2.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

SLOTH

SLOTH (-½ race/-½ shape)

Race Creation: Assign another 2½ racial abilities.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (+0/+0):** Climbing d10, Tracking d4, Swimming d4, Notice d4 and Stealth d8.
- **Clumsy (-2):** -1 die step to Agility. If this

would take Agility below d4, instead suffer -1 to all Agility rolls.

- **Weak (-2):** -1 die step to Strength. If this would take Strength below d4, instead suffer -1 to all Strength rolls (including damage) and halve carrying capacity.
- **Slow (-2½):** Pace 1.
- **Claws (+1):** Str.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Very Stealthy (+2):** +2 to Stealth rolls.
- **Wall Walker (+1):** Climbing Pace 1".
- **Size -2 (-4):** Toughness -2; Natural weapons reduced to Str damage.
- **Small (+12):** +2 to attack medium-sized foes, they receive -2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

DIRE SLOTH (+7 race/+5½ shape)

Race Creation: Remove 5 racial abilities.

Beast Shape (Novice): 2-4 PP, or 1-3 PP for dedicated form.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (+1½/+0):** Fighting d6, Climbing d10, Tracking d4, Swimming d10, Notice d4 and Stealth d8.
- **Strong (+6):** +3 die steps to Strength.
- **Tough (+2):** +1 die step to Vigor.
- **Slow (-1½):** Pace 3.
- **Fur (+2):** +2 armour.
- **Claws/Bite (+1):** Str+d6.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Wall Walker (+1):** Climbing Pace 6".
- **Hardy (+1):** A second Shaken result doesn't become a wound.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

SNAKE

ANACONDA (+15½ race/+14 shape)

Race Creation: Remove 13½ racial abilities.

Beast Shape (Heroic): 7-9 PP, or 3-5 PP for dedicated form.

Nature's Ally (Veteran): 5 PP for the first, +3 PP for each additional animal.

Abilities:

- **Skills (+3½/+0):** Fighting d6, Climbing d12, Swimming d12, Notice d8 and Stealth d8.

- **Agile (+2):** +1 die step to Agility.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Strong (+12):** +6 die steps to Strength.
- **Tough (+4):** +2 die steps to Vigor.
- **Slow (-1):** Pace 4.
- **Tough Scales (+1):** +1 armour.
- **Bite (+1):** Str+d10; Constrict.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Keen Eyes (+½):** +1 to sight-based Notice rolls.
- **Constrict (+2):** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- **Wall Walker (+1):** Climbing Pace 4".
- **Natural Swimmer (+1):** Swimming Pace of 6", and +2 to resist drowning.
- **Hardy (+1):** A second Shaken result doesn't become a wound.
- **Endurance (+2)** +2 to Soak rolls.
- **Size +4 (+6½):** Toughness +4; Natural weapons increased to Str+d8 damage.
- **Large (-12):** -2 to attack medium-sized foes, they receive +2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

GIANT ANACONDA (+35 race/+30 shape)

Race Creation: Remove 33 racial abilities.

Beast Shape (Legendary+3): 15-17 PP, or 7-9 PP for dedicated form.

Nature's Ally (Legendary+3): 10 PP for the first, +8 PP for each additional animal.

Abilities:

- **Skills (+7/+0):** Fighting d8, Climbing d12, Tracking d12, Swimming d12 and Notice d8.
- **Agile (+2):** +1 die step to Agility.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Strong (+16):** +8 die steps to Strength.
- **Tough (+10):** +5 die steps to Vigor.
- **Edge (+2):** Dodge.
- **Edge (+2):** Level Headed.
- **Edge (+2):** Trademark Weapon (bite).
- **Slow (-1):** Pace 4.
- **Scales (+4):** +4 armour.
- **Bite (+1):** Str+d8; Constrict.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+2):** +2 to Notice rolls.
- **Constrict (+2):** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

- **Wall Walker (+1):** Climbing Pace 4".
- **Natural Swimmer (+1):** Swimming Pace of 7", and +2 to resist drowning.
- **Size +10 (+16):** Toughness +10; Natural weapons increased to Str+d10 damage.
- **Huge (-24):** -4 to attack medium-sized foes, they receive +4 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

ASP (+17 race/+10 shape)

Race Creation: Remove 15 racial abilities.

Beast Shape (Veteran): 5-7 PP, or 2-4 PP for dedicated form.

Nature's Ally (Heroic): 6 PP for the first, +4 PP for each additional animal.

Abilities:

- **Skills (+7/+0):** Fighting d8, Climbing d10, Tracking d10, Swimming d10, Notice d8 and Stealth d8.
- **Agile (+2):** +1 die step to Agility.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Spirited (+2/+0):** +1 die step to Spirit (not when shapechanging).
- **Tough (+2):** +1 die step to Vigor.
- **Edge (+2):** Level Headed.
- **Slow (-1):** Pace 4.
- **Tough Scales (+1):** +1 armour.
- **Bite (+1):** Str+d6; Poison.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+1):** +1 to Notice rolls.
- **Very Stealthy (+2):** +2 to Stealth rolls.
- **Wall Walker (+1):** Climbing Pace 4".
- **Natural Swimmer (+1):** Swimming Pace of 5", and +2 to resist drowning.
- **Poison (+4):** Bite inflicts venomous poison if foe is Shaken or wounded.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

EMPEROR COBRA (+41 race/+31½ shape)

Race Creation: Remove 39 racial abilities.

Beast Shape (Legendary+3): 15-17 PP, or 7-9 PP for dedicated form.

Nature's Ally (Legendary+5): 12 PP for the first, +10 PP for each additional animal.

Abilities:

- **Skills (+7½/+0):** Fighting d8, Climbing d12, Tracking d10, Swimming d12, Notice d8 and Stealth d8.

- **Agile (+2):** +1 die step to Agility.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Spirited (+4/+0):** +2 die steps to Spirit (not when shapechanging).
- **Strong (+10):** +5 die steps to Strength.
- **Tough (+6):** +3 die steps to Vigor.
- **Edge (+2):** Level Headed.
- **Edge (+2):** Trademark Weapon (bite).
- **Tough Scales (+2):** +2 armour.
- **Bite (+1):** Str+d6; Poison.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+1):** +1 to Notice rolls.
- **Stealthy (+1):** +1 to Stealth rolls.
- **Wall Walker (+1):** Climbing Pace 6".
- **Natural Swimmer (+1):** Swimming Pace of 6", and +2 to resist drowning.
- **Poison (+4):** Bite inflicts venomous poison if foe is Shaken or wounded.
- **Size +3 (+4½):** Sixteen feet long; Toughness +3.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

KING COBRA (+35 race/+28 shape)

Race Creation: Remove 33 racial abilities.

Beast Shape (Legendary+2): 14-16 PP, or 7-9 PP for dedicated form.

Nature's Ally (Legendary+3): 10 PP for the first, +8 PP for each additional animal.

Abilities:

- **Skills (+5/+0):** Fighting d6, Climbing d10, Tracking d10, Swimming d10, Notice d8 and Stealth d6.
- **Agile (+2):** +1 die step to Agility.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Spirited (+4/+0):** +2 die steps to Spirit (not when shapechanging).
- **Strong (+8):** +4 die steps to Strength.
- **Tough (+10):** +5 die steps to Vigor.
- **Edge (+2):** Level Headed.
- **Slow (-1):** Pace 4.
- **Tough Scales (+2):** +2 armour.
- **Bite (+1):** Str+d6; Poison.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+1):** +1 to Notice rolls.
- **Wall Walker (+1):** Climbing Pace 4".
- **Natural Swimmer (+1):** Swimming Pace of 5", and +2 to resist drowning.
- **Poison (+4):** Bite inflicts venomous poison if foe is Shaken or wounded.
- **Size +2 (+3):** Toughness +2.

- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

SPITTING COBRA (+6 race/+9 shape)

Race Creation: Remove 4 racial abilities.

Beast Shape (Seasoned): 4-6 PP, or 2-4 PP for dedicated form.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-3/+0):** Climbing d4, Tracking d6, Swimming d4, Notice d6 and Stealth d8.
- **Agile (+4):** +2 die steps to Agility.
- **Weak (-2):** -1 die step to Strength. If this would take Strength below d4, instead suffer -1 to all Strength rolls (including damage) and halve carrying capacity.
- **Slow (-1):** Pace 4.
- **Bite (+1):** Str; Poison.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Stealthy (+1):** +1 to Stealth rolls.
- **Poison (+4):** Bite inflicts venomous poison if foe is Shaken or wounded.
- **Size -2 (-4):** Three feet long; Toughness -2; Natural weapons reduced to Str damage.
- **Small (+12):** +2 to attack medium-sized foes, they receive -2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

CONSTRUCTOR SNAKE (+12½ race/+9½ shape)

Race Creation: Remove 10½ racial abilities.

Beast Shape (Seasoned): 4-6 PP, or 2-4 PP for dedicated form.

Nature's Ally (Veteran): 5 PP for the first, +3 PP for each additional animal.

Abilities:

- **Skills (+5/+0):** Fighting d6, Climbing d10, Tracking d10, Swimming d10, Notice d8 and Stealth d8.
- **Agile (+4):** +2 die steps to Agility.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Strong (+4):** +2 die steps to Strength.
- **Slow (-1):** Pace 4.
- **Green Scales (+1):** +1 armour.
- **Bite (+1):** Str+d6; Constrict.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Nose (+½):** +1 to smell-based Notice rolls.
- **Stealthy (+1):** +1 to Stealth rolls.

- **Constrict (+2):** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- **Wall Walker (+1):** Climbing Pace 4".
- **Natural Swimmer (+1):** Swimming Pace of 5", and +2 to resist drowning.
- **Endurance (+2)** +2 to Soak rolls.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

SEA SNAKE (-1 race/-½ shape)

Race Creation: Assign another 3 racial abilities.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (+1½/+0):** Fighting d6, Climbing d8, Swimming d8, Notice d8 and Stealth d8.
- **Agile (+2):** +1 die step to Agility.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Weak (-2):** -1 die step to Strength. If this would take Strength below d4, instead suffer -1 to all Strength rolls (including damage) and halve carrying capacity.
- **Slow (-1):** Pace 4.
- **Bite (+1):** Str+d4; Poison.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Very Stealthy (+2):** +2 to Stealth rolls.
- **Wall Walker (+1):** Climbing Pace 4".
- **Natural Swimmer (+1):** Swimming Pace of 7", and +2 to resist drowning.
- **Hold Breath (+½):** For Vigor x 10 minutes.
- **Poison (+4):** Bite inflicts venomous poison if foe is Shaken or wounded.
- **Size -1 (-2):** Four feet long; Toughness -1; Natural weapons reduced to Str+d4 damage.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

GIANT SEA SNAKE (+27 race/+23 shape)

Race Creation: Remove 25 racial abilities.

Beast Shape (Legendary+1): 11-13 PP, or 5-7 PP for dedicated form.

Nature's Ally (Legendary+1): 8 PP for the first, +6 PP for each additional animal.

Abilities:

- **Skills (+4/+0):** Fighting d8, Climbing d12, Swimming d12, Notice d8 and Stealth d8.
- **Agile (+2):** +1 die step to Agility.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).

- **Spirited (+2/+0):** +1 die step to Spirit (not when shapechanging).
- **Strong (+14):** +7 die steps to Strength.
- **Tough (+8):** +4 die steps to Vigor.
- **Edge (+4):** Improved Level Headed.
- **Edge (+2):** Trademark Weapon (bite).
- **Tough Scales (+3):** +3 armour.
- **Bite (+1):** Str+d8; Poison.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Keen Eyes (+½):** +1 to sight-based Notice rolls.
- **Wall Walker (+1):** Climbing Pace 4".
- **Natural Swimmer (+1):** Swimming Pace of 7", and +2 to resist drowning.
- **Hold Breath (+½):** For Vigor x 10 minutes.
- **Poison (+4):** Bite inflicts venomous poison if foe is Shaken or wounded.
- **Size +8 (+13):** Thirty feet long; Toughness +8; Natural weapons increased to Str+d10 damage.
- **Huge (-24):** -4 to attack medium-sized foes, they receive +4 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

SEA KRAIT (+12½ race/+10 shape)

Race Creation: Remove 10½ racial abilities.

Beast Shape (Veteran): 5-7 PP, or 2-4 PP for dedicated form.

Nature's Ally (Veteran): 5 PP for the first, +3 PP for each additional animal.

Abilities:

- **Skills (+4½/+0):** Climbing d10, Tracking d8, Swimming d10, Notice d8 and Stealth d8.
- **Agile (+4):** +2 die steps to Agility.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Weak (-2):** -1 die step to Strength. If this would take Strength below d4, instead suffer -1 to all Strength rolls (including damage) and halve carrying capacity.
- **Frail (-2):** -1 die step to Vigor. If this would take Vigor below d4, instead suffer -1 to all Vigor rolls and reduce Toughness by 1 (this can take Toughness below 1).
- **Slow (-1):** Pace 4.
- **Bite (+1):** Str; Poison.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Very Stealthy (+2):** +2 to Stealth rolls.
- **Wall Walker (+1):** Climbing Pace 4".
- **Natural Swimmer (+1):** Swimming Pace of 5", and +2 to resist drowning.
- **Poison (+4):** Bite inflicts venomous poison if foe is Shaken or wounded.

- **Size -2 (-4):** Toughness -2; Natural weapons reduced to Str damage.
- **Small (+12):** +2 to attack medium-sized foes, they receive -2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

SNAKE SWARM (+26½ race/+21 shape)

Race Creation: Remove 24½ racial abilities.

Beast Shape (Legendary): 10-12 PP, or 5-7 PP for dedicated form.

Nature's Ally (Legendary+1): 8 PP for the first, +6 PP for each additional animal.

Abilities:

- **Skills (+3½/+0):** Climbing d12, Tracking d8, Swimming d8, Notice d8 and Stealth d8.
- **Agile (+2):** +1 die step to Agility.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Spirited (+4/+0):** +2 die steps to Spirit (not when shapechanging).
- **Strong (+4):** +2 die steps to Strength.
- **Tough (+2):** +1 die step to Vigor.
- **Edge (+4):** Improved Level Headed.
- **Slow (-1):** Pace 4.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Very Stealthy (+2):** +2 to Stealth rolls.
- **Swarm (+12):** +2 Parry, immune to most weapons, automatically inflicts 2d6 damage to everyone within a MBT.
- **Wall Walker (+1):** Climbing Pace 4".
- **Natural Swimmer (+1):** Swimming Pace of 5", and +2 to resist drowning.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

VENOMOUS SNAKE SWARM (+40 race/+33 shape)

Race Creation: Remove 38 racial abilities.

Beast Shape (Legendary+3): 16-18 PP, or 8-10 PP for dedicated form.

Nature's Ally (Legendary+5): 12 PP for the first, +10 PP for each additional animal.

Abilities:

- **Skills (+5/+0):** Climbing d12, Tracking d10, Swimming d10, Notice d8 and Stealth d8.
- **Agile (+4):** +2 die steps to Agility.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Spirited (+4/+0):** +2 die steps to Spirit (not when shapechanging).

- **Strong (+4):** +2 die steps to Strength.
- **Tough (+6):** +3 die steps to Vigor.
- **Edge (+4):** Improved Level Headed.
- **Slow (-1):** Pace 4.
- **Tough Scales (+1):** +1 armour.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+1):** +1 to Notice rolls.
- **Very Stealthy (+2):** +2 to Stealth rolls.
- **Swarm (+12):** +2 Parry, immune to most weapons, automatically inflicts 2d6 damage to everyone within a MBT.
- **Wall Walker (+1):** Climbing Pace 4".
- **Natural Swimmer (+1):** Swimming Pace of 5", and +2 to resist drowning.
- **Poison (+4):** Swarm inflicts venomous poison if foe is Shaken or wounded.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

VENOMOUS SNAKE (+6 race/+3 shape)

Race Creation: Remove 4 racial abilities.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (+5/+0):** Fighting d6, Climbing d8, Tracking d8, Swimming d8, Notice d8 and Stealth d8.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Weak (-2):** -1 die step to Strength. If this would take Strength below d4, instead suffer -1 to all Strength rolls (including damage) and halve carrying capacity.
- **Tough (+2):** +1 die step to Vigor.
- **Edge (+2):** Level Headed.
- **Slow (-1):** Pace 4.
- **Tough Scales (+1):** +1 armour.
- **Bite (+1):** Str+d6; Poison.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Wall Walker (+1):** Climbing Pace 4".
- **Natural Swimmer (+1):** Swimming Pace of 5", and +2 to resist drowning.
- **Poison (+4):** Bite inflicts venomous poison if foe is Shaken or wounded.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

VIPER (+12½ race/+10 shape)

Race Creation: Remove 10½ racial abilities.

Beast Shape (Veteran): 5-7 PP, or 2-4 PP for

dedicated form.

Nature's Ally (Veteran): 5 PP for the first, +3 PP for each additional animal.

Abilities:

- **Skills (+4½/+0):** Climbing d10, Tracking d8, Swimming d10, Notice d8 and Stealth d8.
- **Agile (+4):** +2 die steps to Agility.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Weak (-2):** -1 die step to Strength. If this would take Strength below d4, instead suffer -1 to all Strength rolls (including damage) and halve carrying capacity.
- **Frail (-2):** -1 die step to Vigor. If this would take Vigor below d4, instead suffer -1 to all Vigor rolls and reduce Toughness by 1 (this can take Toughness below 1).
- **Slow (-1):** Pace 4.
- **Bite (+1):** Str; Poison.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Very Stealthy (+2):** +2 to Stealth rolls.
- **Wall Walker (+1):** Climbing Pace 4".
- **Natural Swimmer (+1):** Swimming Pace of 5", and +2 to resist drowning.
- **Poison (+4):** Bite inflicts venomous poison if foe is Shaken or wounded.
- **Size -2 (-4):** Toughness -2; Natural weapons reduced to Str damage.
- **Small (+12):** +2 to attack medium-sized foes, they receive -2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

SQUID

SQUID (+2 race/+5 shape)

Race Creation: Already balanced.

Beast Shape (Novice): 2-4 PP, or 1-3 PP for dedicated form.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-3/+0):** Fighting d6, Swimming d10 and Notice d8.
- **Agile (+2):** +1 die step to Agility.
- **Strong (+2):** +1 die step to Strength.
- **Edge (+2):** Ambidextrous.
- **Edge (+4):** Improved Level Headed.
- **Slow (-3):** Pace 0.
- **Bite/Tentacles (+1):** Str+d6; Reach 1"; Grab.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Grab (+2):** Pin your opponent if you hit with a

raise, they require a raise on an opposed Strength roll to escape.

- **Aquatic (+2):** Gain Swimming d6 (or +1 die step if already have the skill). Swimming Pace of 10", and cannot drown.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

GIANT SQUID (+26 race/+28 shape)

Race Creation: Remove 24 racial abilities.

Beast Shape (Legendary+2): 14-16 PP, or 7-9 PP for dedicated form.

Nature's Ally (Legendary+1): 8 PP for the first, +6 PP for each additional animal.

Abilities:

- **Skills (-2/+0):** Fighting d8, Swimming d12 and Notice d8.
- **Agile (+4):** +2 die steps to Agility.
- **Strong (+12):** +6 die steps to Strength.
- **Tough (+6):** +3 die steps to Vigor.
- **Edge (+2):** Ambidextrous.
- **Edge (+2):** Combat Reflexes.
- **Edge (+4):** Improved Level Headed.
- **Slow (-3):** Pace 0.
- **Tough Flesh (+2):** +2 armour.
- **Bite (+1):** Str+d8.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Keen Eyes (+1):** +2 to sight-based Notice rolls.
- **Constrict (+2):** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- **Aquatic (+2):** Gain Swimming d6 (or +1 die step if already have the skill). Swimming Pace of 12", and cannot drown.
- **Hardy (+1):** A second Shaken result doesn't become a wound.
- **Size +7 (+11):** Forty-five feet long; Toughness +7; Natural weapons increased to Str+d8 damage.
- **Large (-12):** -2 to attack medium-sized foes, they receive +2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

THYLACINE

THYLACINE (-7 race/-2 shape)

Race Creation: Assign another 10 skill points and 4 racial abilities.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-5/+0):** Fighting d4 and Notice d8.
- **Agile (+2):** +1 die step to Agility.
- **Tough (+4):** +2 die steps to Vigor.
- **Bite (+1):** Str+d4.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Size -1 (-2):** Two feet tall; Toughness -1; Natural weapons reduced to Str+d4 damage.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

BRUSH THYLACINE (+3½ race/+7 shape)

Race Creation: Remove 1½ racial abilities.

Beast Shape (Seasoned): 3-5 PP, or 1-3 PP for dedicated form.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-3½/+0):** Fighting d6, Notice d8 and Stealth d6.
- **Agile (+2):** +1 die step to Agility.
- **Strong (+4):** +2 die steps to Strength.
- **Tough (+6):** +3 die steps to Vigor.
- **Striped Fur (+1):** +1 armour.
- **Bite (+1):** Str+d6.
- **Low Light Vision (+1):** Dim/dark lighting.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

TORTOISE

GIANT TORTOISE (-5 race/-1 shape)

Race Creation: Assign another 8 skill points and 3 racial abilities.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-4/+0):** Fighting d6 and Notice d8.
- **Clumsy (-2):** -1 die step to Agility. If this would take Agility below d4, instead suffer -1 to all Agility rolls.
- **Strong (+2):** +1 die step to Strength.
- **Tough (+4):** +2 die steps to Vigor.
- **Slow (-2):** Pace 2.
- **Leathery Skin (+2):** +2 armour.
- **Bite (+1):** Str+d6.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Hardy (+1):** A second Shaken result doesn't become a wound.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.

- **Naked (-2):** Cannot wear armour or clothing.

IMMENSE TORTOISE (+29 race/+32 shape)

Race Creation: Remove 27 racial abilities.

Beast Shape (Legendary+3): 16-18 PP, or 8-10 PP for dedicated form.

Nature's Ally (Legendary+2): 9 PP for the first, +7 PP for each additional animal.

Abilities:

- **Skills (-3/+0):** Fighting d8 and Notice d8.
- **Clumsy (-2):** -1 die step to Agility. If this would take Agility below d4, instead suffer -1 to all Agility rolls.
- **Strong (+18):** +9 die steps to Strength.
- **Tough (+10):** +5 die steps to Vigor.
- **Slow (-1):** Pace 4.
- **Thick Shell (+6):** +6 armour.
- **Bite (+1):** Str+d8.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Keen Eyes (+1):** +2 to sight-based Notice rolls.
- **Hardy (+1):** A second Shaken result doesn't become a wound.
- **Size +16 (+25):** Toughness +16; Natural weapons increased to Str+d10 damage.
- **Gargantuan (-20):** -4 to attack medium-sized foes, they receive +4 to their attacks. Counts as having Heavy Armour and Heavy Weapons.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

GIANT TUATARA

GIANT TUATARA (+19½ race/+18 shape)

Race Creation: Remove 17½ racial abilities.

Beast Shape (Legendary): 9-11 PP, or 4-6 PP for dedicated form.

Nature's Ally (Heroic): 6 PP for the first, +4 PP for each additional animal.

Abilities:

- **Skills (+1½/+0):** Fighting d6, Climbing d8, Tracking d8, Swimming d8, Notice d8 and Stealth d4.
- **Strong (+8):** +4 die steps to Strength.
- **Tough (+6):** +3 die steps to Vigor.
- **Edge (+2):** Level Headed.
- **Hard Scales (+2):** +2 armour.
- **Bite (+1):** Str+d6.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Burrow (+1):** Burrow and reappear within 2".

- **Hardy (+1):** A second Shaken result doesn't become a wound.
- **Size +2 (+3):** Ten feet long; Toughness +2.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

TURTLE

TURTLE (-6½ race/-3½ shape)

Race Creation: Assign another 6 skill points and 5½ racial abilities.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-3/+0):** Swimming d10 and Notice d6.
- **Clumsy (-2):** -1 die step to Agility. If this would take Agility below d4, instead suffer -1 to all Agility rolls.
- **Weak (-2):** -1 die step to Strength. If this would take Strength below d4, instead suffer -1 to all Strength rolls (including damage) and halve carrying capacity.
- **Frail (-2):** -1 die step to Vigor. If this would take Vigor below d4, instead suffer -1 to all Vigor rolls and reduce Toughness by 1 (this can take Toughness below 1).
- **Slow (-2½):** Pace 1.
- **Thick Shell (+2):** +2 armour.
- **Bite (+1):** Str.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Natural Swimmer (+1):** Swimming Pace of 5", and +2 to resist drowning.
- **Size -2 (-4):** Toughness -2; Natural weapons reduced to Str damage.
- **Small (+12):** +2 to attack medium-sized foes, they receive -2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

SNAPPING TURTLE (-6½ race/-1½ shape)

Race Creation: Assign another 6 skill points and 5½ racial abilities.

Beast Shape (Novice): 1-3 PP.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-3/+0):** Tracking d6, Swimming d6 and Notice d6.
- **Clumsy (-2):** -1 die step to Agility. If this would take Agility below d4, instead suffer -1 to all Agility rolls.

- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Weak (-2):** -1 die step to Strength. If this would take Strength below d4, instead suffer -1 to all Strength rolls (including damage) and halve carrying capacity.
- **Slow (-2):** Pace 2.
- **Bite (+1):** Str.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Natural Swimmer (+1):** Swimming Pace of 5", and +2 to resist drowning.
- **Hold Breath (+½):** For Vigor x 10 minutes.
- **Size -2 (-4):** Toughness -2; Natural weapons reduced to Str damage.
- **Small (+12):** +2 to attack medium-sized foes, they receive -2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

GIANT SNAPPING TURTLE (+30 race/+25½ shape)

Race Creation: Remove 28 racial abilities.

Beast Shape (Legendary+1): 12-14 PP, or 6-8 PP for dedicated form.

Nature's Ally (Legendary+2): 9 PP for the first, +7 PP for each additional animal.

Abilities:

- **Skills (+6½/+0):** Fighting d8, Tracking d12, Swimming d12 and Notice d8.
- **Clumsy (-2):** -1 die step to Agility. If this would take Agility below d4, instead suffer -1 to all Agility rolls.
- **Stupid (-2/+0):** -1 die step to Smarts (not when shapechanging).
- **Strong (+14):** +7 die steps to Strength.
- **Tough (+8):** +4 die steps to Vigor.
- **Edge (+2):** Level Headed.
- **Edge (+2):** Strong Willed.
- **Edge (+2):** Trademark Weapon (bite).
- **Slow (-1):** Pace 4.
- **Thick Shell (+4):** +4 armour.
- **Bite (+1):** Str+d8; Grab.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+2):** +2 to Notice rolls.
- **Grab (+2):** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Swallow (+2):** Can swallow victims whole.
- **Natural Swimmer (+1):** Swimming Pace of 6", and +2 to resist drowning.
- **Hold Breath (+½):** For Vigor x 10 minutes.
- **Endurance (+2)** +2 to Soak rolls.

- **Size +10 (+16):** Toughness +10; Natural weapons increased to Str+d10 damage.
- **Huge (-24):** -4 to attack medium-sized foes, they receive +4 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

WEASEL

WEASEL (+5½ race/+7 shape)

Race Creation: Remove 3½ racial abilities.

Beast Shape (Seasoned): 3-5 PP, or 1-3 PP for dedicated form.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-1½/+0):** Climbing d10, Tracking d4, Notice d4 and Stealth d8.
- **Agile (+2):** +1 die step to Agility.
- **Weak (-2):** -1 die step to Strength. If this would take Strength below d4, instead suffer -1 to all Strength rolls (including damage) and halve carrying capacity.
- **Slow (-1):** Pace 4.
- **Bite (+1):** Str; Attach.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Very Stealthy (+2):** +2 to Stealth rolls.
- **Attach (+2):** Attach yourself to opponent on a raise, automatically inflict Str+d6 damage each round after that, victim require a raise on an opposed Strength roll to pull you off.
- **Wall Walker (+1):** Climbing Pace 4".
- **Size -2 (-4):** Toughness -2; Natural weapons reduced to Str damage.
- **Small (+12):** +2 to attack medium-sized foes, they receive -2 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

DIRE WEASEL (+4½ race/+6 shape)

Race Creation: Remove 2½ racial abilities.

Beast Shape (Seasoned): 3-5 PP, or 1-3 PP for dedicated form.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-1½/+0):** Fighting d8, Climbing d6, Tracking d6, Notice d6 and Stealth d8.
- **Agile (+6):** +3 die steps to Agility.
- **Strong (+2):** +1 die step to Strength.
- **Fast (+1):** Pace 8.
- **Thick Pelt (+1):** +1 armour.

- **Bite (+1):** Str+d6.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Stealthy (+1):** +1 to Stealth rolls.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

GIANT WEASEL (+9 race/+7 shape)

Race Creation: Remove 7 racial abilities.

Beast Shape (Seasoned): 3-5 PP, or 1-3 PP for dedicated form.

Nature's Ally (Seasoned): 4 PP for the first, +2 PP for each additional animal.

Abilities:

- **Skills (+2/+0):** Fighting d8, Climbing d6, Tracking d8, Swimming d8, Notice d8 and Stealth d8.
- **Agile (+6):** +3 die steps to Agility.
- **Strong (+2):** +1 die step to Strength.
- **Fast (+1):** Pace 8.
- **Bite (+1):** Str+d6; Grab.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Stealthy (+1):** +1 to Stealth rolls.
- **Grab (+2):** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

WHALE

WHALE (+28 race/+25½ shape)

Race Creation: Remove 26 racial abilities.

Beast Shape (Legendary+1): 12-14 PP, or 6-8 PP for dedicated form.

Nature's Ally (Legendary+2): 9 PP for the first, +7 PP for each additional animal.

Abilities:

- **Skills (+2½/+0):** Fighting d10, Swimming d12 and Notice d8.
- **Clumsy (-2):** -1 die step to Agility. If this would take Agility below d4, instead suffer -1 to all Agility rolls.
- **Strong (+18):** +9 die steps to Strength.
- **Tough (+10):** +5 die steps to Vigor.
- **Edge (+2):** Hard to Kill.
- **Edge (+2):** Level Headed.
- **Edge (+2):** Strong Willed.
- **Slow (-3):** Pace 0.
- **Thick Flesh (+4):** +4 armour.
- **Tail Slap/Bite (+1):** Str+d8.
- **Low Light Vision (+1):** Dim/dark lighting.

• **Blindsight (+3):** Ignore sight-based penalties and gaze attacks (range 24").

• **Keen Eyes (+1):** +2 to sight-based Notice rolls.

• **Natural Swimmer (+1):** Swimming Pace of 8", and +2 to resist drowning.

• **Hold Breath (+½):** For Vigor x 10 minutes.

• **Hardy (+1):** A second Shaken result doesn't become a wound.

• **Size +10 (+16):** Toughness +10; Natural weapons increased to Str+d10 damage.

• **Huge (-24):** -4 to attack medium-sized foes, they receive +4 to their attacks.

• **No Hands (-4):** Can't use weapons or tools.

• **No Speech (-2):** Not capable of speaking.

• **Naked (-2):** Cannot wear armour or clothing.

BLUE WHALE (+48½ race/+46 shape)

Race Creation: Remove 46½ racial abilities.

Beast Shape (Legendary+7): 23-25 PP, or 11-13 PP for dedicated form.

Nature's Ally (Legendary+7): 14 PP for the first, +12 PP for each additional animal.

Abilities:

- **Skills (+2½/+0):** Fighting d10, Swimming d12 and Notice d8.
- **Clumsy (-2):** -1 die step to Agility. If this would take Agility below d4, instead suffer -1 to all Agility rolls.
- **Strong (+20):** +10 die steps to Strength.
- **Tough (+12):** +6 die steps to Vigor.
- **Edge (+2):** Hard to Kill.
- **Edge (+2):** Strong Willed.
- **Edge (+2):** Trademark Weapon (tail slap).
- **Slow (-3):** Pace 0.
- **Thick Flesh (+6):** +6 armour.
- **Tail Slap (+1):** Str+d8; Knockback.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Keen Eyes (+1):** +2 to sight-based Notice rolls.
- **Swallow (+2):** Can swallow victims whole.
- **Knockback (+2):** Opponent knocked back d12" on a raise, if they hit a solid object they suffer +d6 damage.
- **Natural Swimmer (+1):** Swimming Pace of 9", and +2 to resist drowning.
- **Hold Breath (+½):** For Vigor x 10 minutes.
- **Size +17 (+26½):** One hundred feet long; Toughness +17; Natural weapons increased to Str+d10 damage.
- **Gargantuan (-20):** -4 to attack medium-sized foes, they receive +4 to their attacks. Counts as having Heavy Armour and Heavy Weapons.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

CRIMSON WHALE (+27 race/+25½ shape)

Race Creation: Remove 25 racial abilities.

Beast Shape (Legendary+1): 12-14 PP, or 6-8 PP for dedicated form.

Nature's Ally (Legendary+1): 8 PP for the first, +6 PP for each additional animal.

Abilities:

- **Skills (+1½/+0):** Fighting d8, Swimming d12 and Notice d8.
- **Clumsy (-2):** -1 die step to Agility. If this would take Agility below d4, instead suffer -1 to all Agility rolls.
- **Strong (+16):** +8 die steps to Strength.
- **Tough (+8):** +4 die steps to Vigor.
- **Edge (+2):** Level Headed.
- **Edge (+2):** Strong Willed.
- **Edge (+2):** Trademark Weapon (bite).
- **Slow (-3):** Pace 0.
- **Blood-red Skin (+4):** +4 armour.
- **Bite (+1):** Str+d8; Grab.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Blindsense (+1):** Can sense and approximately pinpoint things within 24", attacks using blindsense are made at -2.
- **Keen Senses (+2):** +2 to Notice rolls.
- **Grab (+2):** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Swallow (+2):** Can swallow victims whole.
- **Natural Swimmer (+1):** Swimming Pace of 8", and +2 to resist drowning.
- **Hold Breath (+½):** For Vigor x 10 minutes.
- **Endurance (+2)** +2 to Soak rolls.
- **Size +10 (+16):** Two feet long; Toughness +10; Natural weapons increased to Str+d10 damage.
- **Huge (-24):** -4 to attack medium-sized foes, they receive +4 to their attacks.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

GREAT WHITE WHALE (+53 race/+50½ shape)

Race Creation: Remove 51 racial abilities.

Beast Shape (Legendary+8): 25-27 PP, or 12-14 PP for dedicated form.

Nature's Ally (Legendary+8): 15 PP for the first, +13 PP for each additional animal.

Abilities:

- **Skills (+2½/+0):** Fighting d10, Swimming d12 and Notice d8.
- **Clumsy (-2):** -1 die step to Agility. If this

would take Agility below d4, instead suffer -1 to all Agility rolls.

- **Strong (+24):** +12 die steps to Strength.
- **Tough (+12):** +6 die steps to Vigor.
- **Edge (+2):** Hard to Kill.
- **Edge (+2):** Strong Willed.
- **Slow (-3):** Pace 0.
- **Thick Flesh (+6):** +6 armour.
- **Bite/Tail Slap (+1):** Str+d8.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Blindsight (+3):** Ignore sight-based penalties and gaze attacks (range 24").
- **Keen Eyes (+½):** +1 to sight-based Notice rolls.
- **Natural Swimmer (+1):** Swimming Pace of 9", and +2 to resist drowning.
- **Hold Breath (+½):** For Vigor x 10 minutes.
- **Hardy (+1):** A second Shaken result doesn't become a wound.
- **Size +19 (+29½):** Toughness +19; Natural weapons increased to Str+d10 damage.
- **Gargantuan (-20):** -4 to attack medium-sized foes, they receive +4 to their attacks. Counts as having Heavy Armour and Heavy Weapons.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

NARWHAL (+16½ race/+16 shape)

Race Creation: Remove 14½ racial abilities.

Beast Shape (Heroic): 8-10 PP, or 4-6 PP for dedicated form.

Nature's Ally (Heroic): 6 PP for the first, +4 PP for each additional animal.

Abilities:

- **Skills (-1½/+0):** Fighting d6, Swimming d12 and Notice d8.
- **Agile (+4):** +2 die steps to Agility.
- **Spirited (+2/+0):** +1 die step to Spirit (not when shapechanging).
- **Strong (+8):** +4 die steps to Strength.
- **Tough (+2):** +1 die step to Vigor.
- **Slow (-3):** Pace 0.
- **Thick Flesh (+1):** +1 armour.
- **Bite (+1):** Str+d6.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Blindsight (+3):** Ignore sight-based penalties and gaze attacks (range 24").
- **Keen Eyes (+½):** +1 to sight-based Notice rolls.
- **Natural Swimmer (+1):** Swimming Pace of 11", and +2 to resist drowning.
- **Hold Breath (+½):** For Vigor x 10 minutes.
- **Endurance (+2)** +2 to Soak rolls.
- **Size +2 (+3):** Fourteen feet long; Toughness +2.

- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

WOLF

WOLF (+3½ race/+4½ shape)

Race Creation: Remove 1½ racial abilities.

Beast Shape (Novice): 2-4 PP, or 1-3 PP for dedicated form.

Nature's Ally (Novice): 3 PP for the first, +1 PP for each additional animal.

Abilities:

- **Skills (-1/+0):** Fighting d6, Survival d4, Tracking d8, Notice d8 and Stealth d6.
- **Agile (+2):** +1 die step to Agility.
- **Tough (+2):** +1 die step to Vigor.
- **Fast (+2):** Pace 10.
- **Thick Pelt (+1):** +1 armour.
- **Bite (+1):** Str+d6; Go for the Throat.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Fast Runner (+½):** d8 running die.
- **Go for the Throat (+2):** Target least armoured location on a raise.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

DIRE WOLF (+18½ race/+18½ shape)

Race Creation: Remove 16½ racial abilities.

Beast Shape (Legendary): 9-11 PP, or 4-6 PP for dedicated form.

Nature's Ally (Heroic): 6 PP for the first, +4 PP for each additional animal.

Abilities:

- **Skills (+0/+0):** Fighting d8, Survival d4, Tracking d10, Notice d8 and Stealth d4.
- **Agile (+2):** +1 die step to Agility.
- **Strong (+6):** +3 die steps to Strength.
- **Tough (+4):** +2 die steps to Vigor.
- **Edge (+2):** Trademark Weapon (bite).
- **Fast (+2):** Pace 10.
- **Thick Pelt (+1):** +1 armour.
- **Bite (+1):** Str+d6; Go for the Throat.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+1):** +1 to Notice rolls.
- **Fast Runner (+½):** d8 running die.
- **Go for the Throat (+2):** Target least armoured location on a raise.
- **Size +2 (+3):** Nine feet long; Toughness +2.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

WOLVERINE

WOLVERINE (+10 race/+9 shape)

Race Creation: Remove 8 racial abilities.

Beast Shape (Seasoned): 4-6 PP, or 2-4 PP for dedicated form.

Nature's Ally (Seasoned): 4 PP for the first, +2 PP for each additional animal.

Abilities:

- **Skills (+1/+0):** Fighting d6, Climbing d10, Tracking d10 and Notice d8.
- **Agile (+2):** +1 die step to Agility.
- **Strong (+2):** +1 die step to Strength.
- **Tough (+2):** +1 die step to Vigor.
- **Edge (+2):** Berserk.
- **Thick Pelt (+1):** +1 armour.
- **Claws/Bite (+1):** Str+d6.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+1):** +1 to Notice rolls.
- **Burrow (+1):** Burrow and reappear within 2".
- **Wall Walker (+1):** Climbing Pace 2".
- **Endurance (+2)** +2 to Soak rolls.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.

DIRE WOLVERINE (+21½ race/+21 shape)

Race Creation: Remove 19½ racial abilities.

Beast Shape (Legendary): 10-12 PP, or 5-7 PP for dedicated form.

Nature's Ally (Legendary): 7 PP for the first, +5 PP for each additional animal.

Abilities:

- **Skills (+½/+0):** Fighting d6, Climbing d10, Tracking d10 and Notice d8.
- **Agile (+4):** +2 die steps to Agility.
- **Strong (+6):** +3 die steps to Strength.
- **Tough (+4):** +2 die steps to Vigor.
- **Edge (+2):** Berserk.
- **Edge (+2):** Level Headed.
- **Thick Pelt (+1):** +1 armour.
- **Claws/Bite (+1):** Str+d6.
- **Low Light Vision (+1):** Dim/dark lighting.
- **Scent (+1):** Navigate by scent (range 6").
- **Keen Senses (+1):** +1 to Notice rolls.
- **Wall Walker (+1):** Climbing Pace 2".
- **Endurance (+2)** +2 to Soak rolls.
- **Size +2 (+3):** Twelve feet long; Toughness +2.
- **No Hands (-4):** Can't use weapons or tools.
- **No Speech (-2):** Not capable of speaking.
- **Naked (-2):** Cannot wear armour or clothing.